

4-6 PCs



Levels 4-6

Thief in the Night

by Curtis Baum



B8

THIEF IN THE NIGHT

A 5th Edition compatible adventure for four to six 4th to 6th level PCs

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ADVENTURE BACKGROUND

HISTORY OF BRIDGEFORT

Bridgefort was founded centuries ago to protect the Drake Spine River, which is vital to trade within the kingdom. It was a key city during the struggles against the humanoids at the time, but has been fairly peaceful recently. The last battle that included Bridgefort was 20 years ago, and was considered a minor skirmish. Many who fought in that battle still live within Bridgefort, including Guard Captain Scorena Smyte, merely a recruit when the fighting took place.

Bridgefort is ruled by a local baron. Baron Tavius Mercen IV is a fairly wise baron, and leaves most of the daily affairs in the hands of the city guard and magistrates. He also spends much of his time supporting local businesses and working out trade agreements with other cities along the river. At the time of the adventure, Baron Mercen is traveling to renegotiate some of these treaties.

RECENT EVENTS

Less than a week before the party arrives, the city of Bridgefort began to suffer from a series of burglaries. The citizens are both scared and fairly superstitious, making them unlikely to trust outsiders. There have also been a growing number of rumors regarding vampires spreading throughout the city. The citizens are looking for someone to blame for their recent problems. The party is new to the area and are suspected to be the source of these problems.

PARTY HISTORY

After completing their last adventure, the party is looking for a place to sell recovered items, resupply, and possibly enjoy a few days of relaxation. Bridgefort is nearby and large enough to handle any needs the party may have. After traveling a few uneventful, although rainy days, they arrive at the gates of Bridgefort.



ADVENTURE SYNOPSIS

CHAPTER ONE: WELCOME TO BRIDGEFORT

The party arrives in the city of Bridgefort to find that they are under suspicion for events they currently know nothing about. This suspicion includes the city guard, local businesses, and even a group of local thugs. Captain Smyte talks with the party, learning of their intentions within the city. The party has several different methods of handling this discussion, which results in them spending a night at the inn or in the guardhouse.

CHAPTER TWO: ON THE HUNT

In order to clear their names, the party must track down the real thief. In their quest for clues they deal with a local band of petty thugs. The evidence is varied, but what does it reveal? Is the thief a vampire or merely human? How has one of the victims seen him and lived while another is completely unaware of being robbed? What is the final clue that will put all the pieces together?

CHAPTER THREE: WANTED: UNDEAD OR ALIVE

The party has found where the thief is hiding, but rumors of his identity are still unconfirmed. As they head to the warehouse district, what will be waiting for them? Who does this mysterious person work with and for what purpose are they robbing the citizens of Bridgefort?

HOOKS

The party needs to clear their names and prove that they were not involved in these crimes. This should appeal greatly to Lawful Good characters who do not wish either their own names or the names of their orders tarnished.

Bridgefort is suffering and needs help. Rumors have been spreading of vampires roaming the streets at night. The string of burglaries has affected several wealthy residents of the city. Nowhere is safe! Can the party save the city?

A crime spree has hit Bridgefort! If the party can find and deal with the thief, they will either acquire all this jewelry or a huge reward for dealing with the problem. There is always money to be made when someone else suffers.

Bridgefort (large city)



Loyalty: King

Population: 21,000 (70% human, 8% elf, 6% dwarf, 5% halfling, 5% gnome, 3% half-orc, 3% other)

Authority Figure: Baron Tavius Mercen

Important Characters: Baron Tavius Mercen, Guard Captain Scorena Smyte, Dergesh Ironforge

BRIDGEFORT CITY SUMMARY

The city of Bridgefort consists of several districts, which were built as the city evolved. Each district is walled by the same granite, with the walls 50' tall. The districts, in order of oldest to youngest are:

WEST DISTRICT

Built around the defense of the city and the river, West District still consists of all the military presence in the city and the merchants who support it. Additionally, it has the Temple of the Lord of Cities and the Golden Salmon Inn.

MERCHANT'S BRIDGE

Connecting the West District to the east side of the river (and eventually the East District) the bridge was the only way across the river for 50 miles for several decades. It has seen a lot of decoration since its original creation, but remains a solid landmark.

COPPER DISTRICT

The oldest and most rundown of the residential districts, the Copper District originally supported all citizens of the city. As the city evolved and become more prosperous, the other, more luxurious districts have sprung up.

WAREHOUSE DISTRICT

Essential to the trade that has made Bridgefort successful, the Warehouse district is the only city district on the river itself. The rest of the city is 50' higher than the river and connected via bridges. It is filled with docks and warehouses to handle the constant trade from up and down river.

GOLD DISTRICT

The wealthiest district of the city, the Gold District is home to the most successful merchants in town, as well as the Baron. These estates are quite large and luxurious.

NOBLE'S BRIDGE

Built to connect the Copper District to the Gold District for ease of travel for the wealthy. After it was completed, the citizens of Gold District pushed to have city guards posted at both entrances to their district for protection purposes. To meet these demands, the Baron agreed, but charges an extra property tax for citizens of Gold District only.

EAST DISTRICT

Built to accommodate the growing needs of the city, East District is the center of trade in the city. It contains many shops, including bakers, merchants, and Rcané's Arcane Emporium.

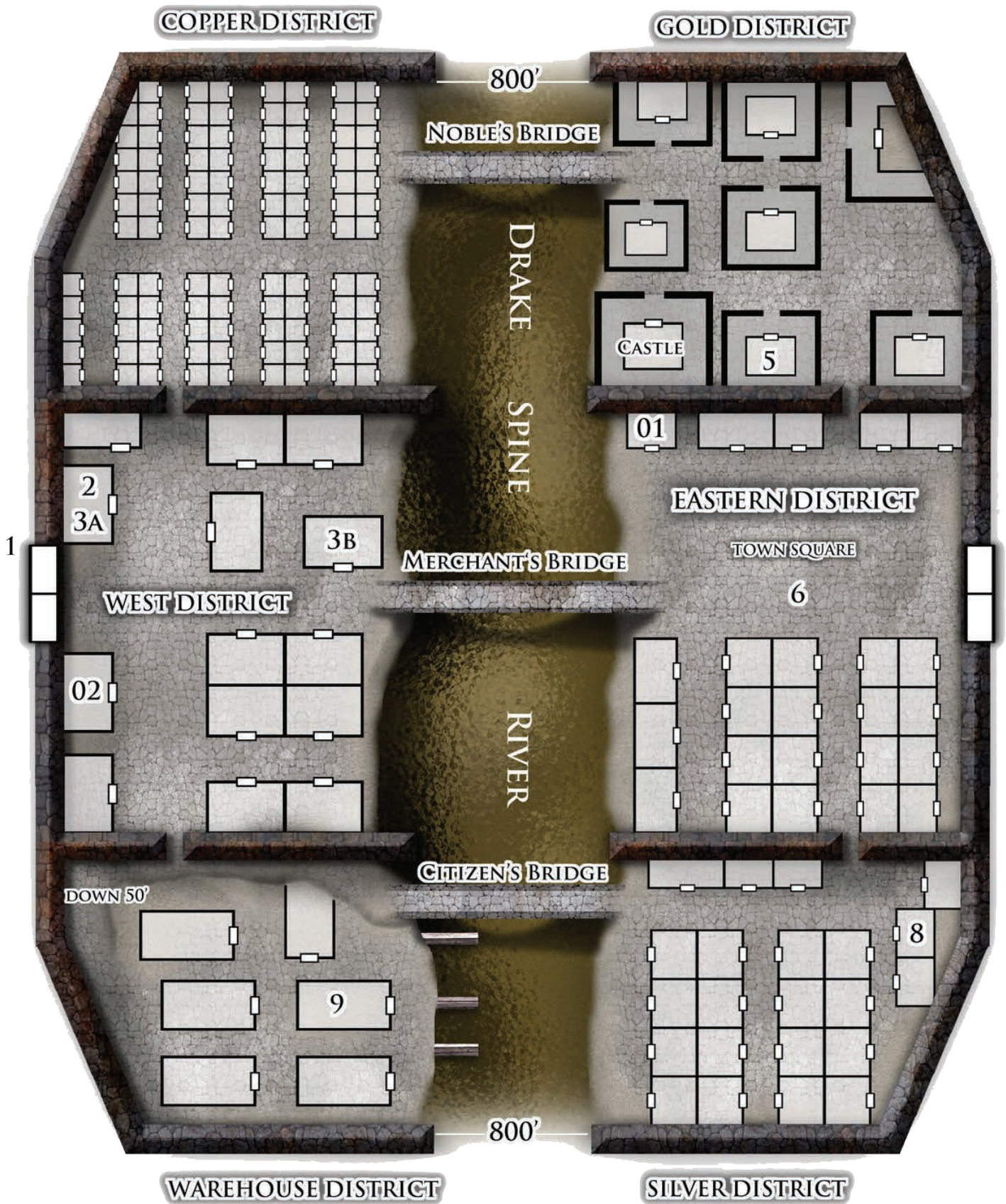
SILVER DISTRICT

Built by the successful, but not exceedingly wealthy, Silver District houses the middle class of the city, mostly merchants working in East District.

CITIZEN'S BRIDGE

This bridge crossing between Silver District and the top of the stairs leading to the Warehouse District is only 20 years old. After the last humanoid dispute, it was determined that another bridge was needed to move troops to war and citizens to safety.





BRIDGEFORT

CHAPTER ONE: WELCOME TO BRIDGEFORT

ENCOUNTER ONE: ENTER THE PCs

Outside Bridgefort, West Gate



Location: Bridgefort has two gates to the city, the West Gate is the more defensive of the pair and supports no less than six guards at any time, and several guards posted on the walls, 50' above the road. The massive gates themselves are made of solid iron, enchanted to protect them from harm.

History: During the various humanoid uprisings, these gates have endured the brunt of the attack. They were the first feature to be added after the walls themselves. The gates have never fallen and never been breached. Captain Smyte was a soldier during the last skirmish and she makes sure her guards are prepared. She firmly believes that it is only a matter of time before orcs, goblins or some other threat attacks her city.

Dangers: None, many merchants heading into the city, but the guard presence is too strong for any criminal elements.

Lighting: Well lit but cloudy (normal)

Walls: Smooth granite 50' tall

Doors: Only the solid iron gates, 20' tall.

Mood/Theme: The guards are very serious and know the importance of their vigilance. The walls are impressive, almost noble. The party should feel in awe of how well protected the city is, both from the walls and gate, and from the well-trained guards.

After your latest adventures, all you want is a nice warm bed and a hot meal for a few days. Selling your hard-earned treasure and picking up new supplies is a definite priority. Add to that the rain of the last few days, and you can't wait to get to the city of Bridgefort.

From the tales you have heard, Bridgefort is a beautiful city built along the river. The ale at the Golden Salmon Inn and Tavern is the best within hundreds of miles. You push on, hoping to be in town before another storm hits.

Finally cresting the last hill, the granite walls reach skyward before you. The massive gray walls extend at least fifty feet from the ground. Uniformed guards scrutinize every one passing through the gates. As you approach, their eyes shift to you and you realize the attention they are paying anyone entering the city is significantly more than guards in the cities you have visited previously.

If the party has any characters wearing light armor, they are the focus of the intense scrutiny. Read them the following:

You realize, with some shock, that you are the focus of all of the attention. Even though your companions look equally as worn and rugged from the recent adventures and weather, all eyes seem to focus on you.

If the players wonder about the motivations behind the extra attention, they may make the following:

Skill Check

DC 14 Intelligence (History)

Success:

You recall that several high ranking officials within Bridgefort are non-humans. The Baron himself is a half-elf. There are several wealthy elven families. The well respected innkeeper of the Golden Salmon is a dwarf. There are even a few half-orcs amongst the city guards. It appears the reason for the prejudice is not racial in origin.

Failure:

You are not sure if racism is a motivation or not. You fail to recall any examples to prove or disprove the theory.

Skill Check

DC 15 Wisdom (Insight)

Success:

After observing the actions of the citizens and guards who are watching you, you realize they are not driven by any anger or hate. These people are consumed by some underlying fear that you apparently represent. They are facing something that scares them, and they think you are the cause. They don't trust you but they need your help.

Failure:

You are unsure of the citizens motivations. They could be driven by fear, anger, hatred, or a mixture of emotions. Two things are certain, they don't trust you and they need your help.

Give the party a few moments to debate what they think is happening. If they turn to leave, Captain Smyte comes out to talk to them. Otherwise the Captain meets them inside the city gates.

Read the following:

A tall human woman with long red hair approaches. Her full plate is emblazoned with the symbols for the city guard and the rank of captain. She has several other guards with her.

"Welcome to Bridgefort," she says. "I am Captain Scorena Smyte, and we need to have a little chat. Follow me."

With that, Captain Smyte turns and walks toward the guardhouse, though the other guards watch and wait for you to follow.

ENCOUNTER TWO: LET'S HAVE A CHAT

Guardhouse, West District, Bridgefort



Location: The West District is one of the two business districts within Bridgefort. It contains the guardhouse, the Golden Salmon, and the Temple of the Lord of Cities. There are also several other businesses in this part of town, specifically the armor smith, weapon smith, and black smith.

The Guardhouse itself is built of granite, like many of the buildings in this area of town. It was built more as a barracks and temporary holding facility rather than a prison. There is very little crime in town. Most of those who do spend a night in the Guardhouse are for disorderly conduct and other minor social crimes. The occasional thief is kept for a few days until the magistrates are able to hold a trial. The beds are comfortable, warm, and usually empty. The prisoners, when they do exist, eat the same food as the guards.

History: The western half of Bridgefort focuses around the constant threat of humanoid invasion. As such, the businesses in this district have naturally developed into those that most support the military. The Golden Salmon is a specific exception to this rule, but the dwarf who runs it knows the military is still a major source of his income.

Danger: Petty thieves, local drunks

Lighting: Early evening, some shadows, otherwise still well lit (normal).

Walls: Smooth granite

Doors: Solid wood doors for various businesses

Mood: Somber, merchants are heading home for the night and they don't trust the party. The guards are escorting the party, but they are not very talkative either.

To avoid a conflict, the party should follow Captain Smyte. If they do not, motivate them with the appropriate adventure hooks.

When the party follows:

The Captain leads you through part of the city on the way to the guardhouse. You can see how beautiful it truly is. Bridgefort has done well as a trade city since it was founded, and it shows. The buildings in this area are well maintained and you can smell the roast pork and potatoes from the Golden Salmon. Hopefully, the Captain will be done with your discussion soon and you can eat a warm meal.

As you enter the Captain's office, you notice her collection of awards and trophies given over multiple decades of service to the Baron. She obviously enjoys her job and does it well. She sits behind her desk and carefully scrutinizes each of you.

Finally, she speaks. "I want to know who you are, and why you are here," she states simply. "I recommend cooperation."

The party has several options here.

If they choose to intimidate her:

Skill Check

DC 18 Charisma (Intimidation)

Success:

"If you want to play that way, fine. Get out of my office! But I warn you, my boys will be watching you and they will bring you down if you mess up," the Captain shouts.

Failure:

"I was hoping we could work this out civilly. Now, I must request you spend the night here where my troops can keep an eye on you, and I warn you, don't try anything funny."

If the party chooses to try lying to her, they need a story. Have them make one up, then:

Skill Check

DC 18 Charisma (Deception)

Success:

"My apologies, it looks like there was a misunderstanding here. For your safety, I recommend you avoid the streets at night. Head over to the Golden Salmon, I will tell Dergesh you are coming. And, please, stay out of trouble in my city."

Failure:

"I knew I couldn't trust you to deal with me honestly. Stay here as our "guests" for the night, while I deal with our other problems."



If the party is honestly willing to cooperate with the Captain and other guards:

Skill Check

DC 15 Charisma (Persuasion)

Success:

"I appreciate the honesty and the offer to help. I will take you up on that offer. Someone has been robbing local citizens for the past several days. These robberies have been happening at night, and frankly, the rumors are troubling. I will send a messenger over to the Golden Salmon on your behalf. Rooms and food will be waiting for you when you arrive."

"The citizens are scared and are liable to be very unreceptive. I trust you to use your best judgment to avoid any unnecessary problems. Also, please check in every day or two so we can sort out these issues."

Failure:

"Thank you for dealing with me honestly. Unfortunately, for your safety, I must insist you remain here tonight. You will be treated well, but watched. This is to avoid any potential problems with the citizens of the city."



ENCOUNTER THREE (A): JAIL ROOM WITH A VIEW

Guardhouse, West District, Bridgefort

Location: The West District is one of the two business districts within Bridgefort. It contains the guardhouse, the Golden Salmon, and the Temple of the Lord of Cities. There are also several other businesses in this part of town, specifically the armor smith, weapon smith, and black smith.

The Guardhouse itself is built of granite, like many of the buildings in this area of town. It was built more as a barracks and temporary holding facility rather than a prison. There is very little crime in town. Most of those who do spend a night in the Guardhouse are for disorderly conduct and other minor social crimes. The occasional thief is kept for a few days until the magistrates are able to hold a trial. The beds are comfortable, warm, and usually empty. The prisoners, when they do exist, eat the same food as the guards.

History: The western half of Bridgefort focuses around the constant threat of humanoid invasion. As such, the businesses in this district have naturally developed into those that most support the military. The Golden Salmon is a specific exception to this rule, but the dwarf who runs it knows the military is still a major source of his income.

Danger: None in the Guard House

Lighting: Late Night. Well-lit in most of the Guard House, dark in the cells (so occupants can sleep)

Walls: Smooth granite

Doors: Solid wood doors for various businesses

Mood: Extremely quiet but comfortable.

If the party failed their attempts to negotiate with the Captain in Encounter Two, they are asked to stay the night at the Guard House for their protection and observation. If they are attentive, they may notice something strange within the Guard House.

Upon the insistence of the Captain, you make yourselves at home in the Guard House. The beds are better than you expected, but you know you are here to keep you out of trouble.

At least the Guard House has windows to their cells...

Skill Check

DC 16 Wisdom (Perception)

Success:

You hear a human woman's voice from nearby. She is talking to Captain Smyte. "I saw the thief," the woman cries. "I was sleeping, and woke up to see a man going through my jewelry. I shouted at him to stop! He turned, said some strange words, and that's the last thing I remember."

"He was human, I think," the woman continues. "He was tall, dark haired, and had a well trimmed beard."

When you ask the Captain about it in the morning, she tells you that that first witness to see the thief just supported their innocence. You really should go meet Madame du Fon.

Proceed to Encounter Four.

ENCOUNTER THREE (B): SOMETHING FISHY GOING ON

Golden Salmon Inn and Tavern, West District, Bridgefort

Location: The Golden Salmon is built from the same granite used in most of the older buildings. It is made of three stories above ground: the tavern is on the ground floor, the more common inn rooms are on the second floor, and the luxurious rooms are on the top floor. Below ground is the storage area, as well as Dergesh's quarters.

History: The Golden Salmon has been run by the Ironforge family since Bridgefort was formed. The current owner, Dergesh Ironforge, has run the tavern for over 40 years. Although many of the less military-centered businesses have moved to the East District, Dergesh is very proud of the history of the Golden Salmon and has no plans of moving it.

Danger: None, all citizens know not to make Dergesh angry

Lighting: Late evening. The tavern is well lit but the rooms will be dark for those sleeping

Walls: Smooth granite

Doors: Solid wood doors

Mood: Festive. Dergesh runs a great facility and is very popular among both citizens and military. It is very well maintained from the solid oak doors to the polished mahogany tables.

If the party succeeded in their attempts to talk with the Captain in Encounter Two, they arrive here.

Rooms are available at the Golden Salmon, but their pricing depends on what the party chose to do in Encounter Two.

Wine: 10 gp per bottle

Mead: 4 cp per mug

Golden Salmon's Award Winning Ale: 1 sp per mug

Read the following:

A friendly dwarf greets you as you enter the Golden Salmon. He seems to enjoy his job and takes great pride in it, but, judging from the well-polished axe resting behind the bar, he tolerates little to no trouble, especially from strangers.

"Room and a meal I assume, m'lords and ladies?" he asks as you approach. "Or a foaming pint to wash the dust down, lads and lasses?"

After the party books their rooms and orders any drinks, they enjoy their order in the ground floor tavern of the Golden Salmon.

Skill Check

DC 15 Wisdom (Perception)

Success:

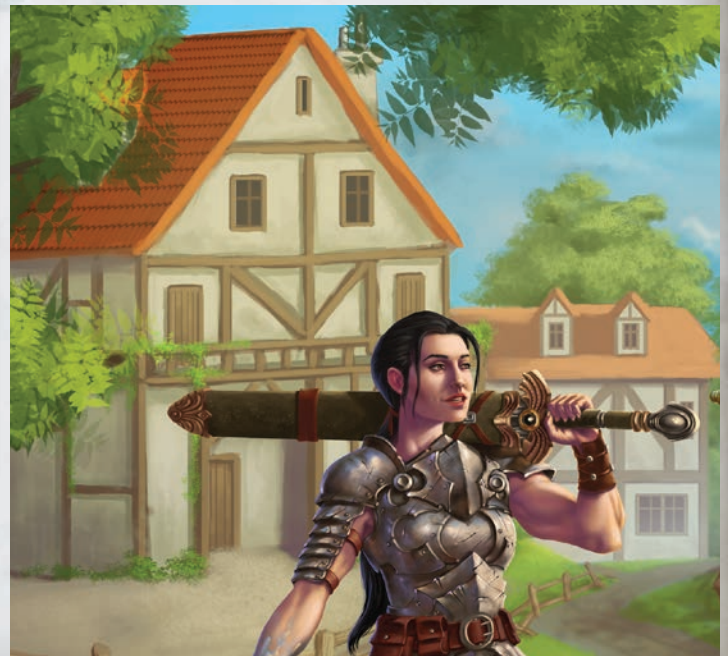
While enjoying your meal of roast pork and potatoes, you hear pieces of conversation amongst the citizens.

"Did you hear about ol' Madame du Fon?" one asks.

"Yeah. Poor gal was robbed."

"At least she hasn't been gotten by that vampire that's been seen around town."

Proceed to Encounter Four.



CHAPTER TWO: ON THE HUNT

ENCOUNTER FOUR: WOULD BE HEROES

Merchant's Bridge, Bridgefort

Location: Merchant's Bridge connects West District and East District. It lies 50' above the river below. Of the three bridges, it is the oldest. The bridge was built from granite and by dwarves as a favor to the king. Since its original construction, the bridge has been embellished with marble statues of nobles and gods.

History: Built to help movement across the river, the Merchant's Bridge has seen centuries of heavy use. The dwarves that built the bridge did so out of respect and perceived debt to the king. The bridge was built from that loyalty and was built to last forever.

Danger: Petty criminals

Lighting: Morning. Very Bright.

Walls: None. Stone railings along the bridge, 3' tall.

Doors: None

Mood: Busy. Merchants are moving supplies and getting ready for the day of work. Most people are not even giving the characters a second look this morning.

Read the following:

As you walk across the impressive Merchant's Bridge, the morning sun slowly warms the air. Master craftsmen made the stone bridge and the quality of their efforts is clear.

Merchants and workers are already busy preparing for the day; but a group of thugs is what catches your eye. They have been watching you, and move forward, brandishing clubs.

"We know what you done to that poor lady, Madame du F... their apparent leader states. "An' we want you to give us that right 'ere so we can take it back to 'er."

The party, of course, has nothing to do with the robbery, and therefore does not have the jewelry requested. They can fight or bribe the thugs (200 gp, total). The thugs are not willing to back down, nor are they going to listen to anything the party says.

If they fight:

The thugs try to attack their targets from all sides to prevent escape.

Combat

(8) Thug, CR 5; 800 XP; Adjusted Difficulty 2000 XP; Easy.

Thug

Medium human, chaotic neutral

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 15 (+2) | 11 (+0) | 14 (+2) | 10 (+0) | 10 (+0) | 11 (+0) |

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.



ENCOUNTER FIVE: PARDON ME, MADAME

Gold District, Bridgefort



Location: The Gold District is the wealthiest section of town and has seen the most robberies. Guards are posted at both entries to the district, but they have not witnessed anything. The Baron himself even resides in this district.

The wealth of the district is very obvious, even to the casual eye. The massive estates are surrounded by beautiful gardens filled with marble statues. There is very little crime in the area, because the criminals have nowhere to flea. Due to this history, the current events are baffling.

History: After Bridgefort established itself along the trade routes of the Drake Spine River, the merchants began to prosper. The wealthiest of the merchants began to build large estates that would rival nobility in most other areas. Along with this wealth, they were able to request additional security from the Guard, hence both entrances being watched throughout the day and night.

Danger: None

Lighting: Mid-day. Very brightly illuminated.

Walls: Stone walls exist around many of the estates. The houses here are old, but significantly younger than the West District. The district itself is surrounded by granite walls that are 50' tall, but the buildings are made of limestone, sandstone, and marble.

Doors: Solid oak doors to each of the mansions.

Mood: Luxurious. This district is quiet and its inhabitants like to keep it that way. The East District can be heard from here, but the walls absorb most of the noise.

With the clues in Encounters Three and Four, the party should be looking for Madame du Fon. She is a well-established human woman, just over sixty years old. She has acquired a small fortune from various investment deals throughout Bridgefort.

The thief stole several pieces of jewelry from Madame du Fon. She is not attached to the jewelery, but does want to see the thief brought to justice. She has also cleared the party of the crimes, being the only witness to have seen the criminal up close.

The PCs can find Madame du Fon very easily. Her residence is well known throughout the city, and just asking around will point the party in the right direction.

Read the following:

As you approach the house of Madame du Fon, the beauty of the mansion catches your breath. Madame du Fon has obviously done well in her years in Bridgefort. Statues of mythical creatures line the carefully tiled pathway from the front gate to the door of the house. Although you see no means to knock on the door, a half-orc butler opens the door upon your approach.

"Greetings to you, adventurers," the half-orc states. "I am Bartholomew, and I am butler and guardian for Madame du Fon. What business do you have at her estate?"

The party at this point should explain that they are looking for evidence or to talk to Madame du Fon. If the party makes this clear, Bartholomew lets them enter.

Anything resembling hostile intentions will get the door slammed in their faces.

If the party is allowed admittance:

"Madame du Fon is waiting for you in the reading room," Bartholomew states as he turns to lead you. "She is quite traumatized by the events of the other evening, so I must ask that you behave yourselves."

He leads you past several beautiful paintings. Madame du Fon is obviously a collector of art and has great taste. As you enter the reading room, she looks up from her desk.

"Please, be seated," she says. "Thank you, Bartholomew."

The half-orc does not leave, but stands by the open door, watching carefully. He is obviously very protective of the elderly human, and does not trust you.

"You must forgive Bartholomew," she explains. "After the events of the other evening, he is dreadfully cautious. I, however, realize that you are not the burglar. I have seen him."

"I awoke in my bed, hearing someone moving about my room," Lady du Fon continues. "When I looked up, this human man was going through my jewelry! He was tall, dark haired, and had a well trimmed beard. He wore some kind of cloak. I shouted for him to stop! He just looked at me, said a few words, and that's all I remember."

"I can show you where this all happened, if you would like?"

She leads the party to her bedroom and lets them look around. There are several key clues that will help the party here.

The first is that the windows are always locked, but the thief must have entered through the window. If the thief had entered through the door to the mansion, or gone up the stairs, some enchantments would have woken up both Bartholomew and Madame du Fon. If asked, she mentions that one window was open when she awoke after the robbery.

The second clue requires a few skill checks:

If the party fails the **Wisdom (Perception) skill check**, have Madame du Fon point out the sand.

Skill Check

DC 15 Wisdom (Perception)

Success:

After searching through the room, you find something very abnormal. There is a small amount of fine sand near the jewelry box. Sand this fine is obviously not from the area. Bridgefort is too far up river to produce this quality of sand. It has to be here for a reason, but why would the thief carry sand?

If someone in the party knows the *sleep* spell, this is an automatic success:

Skill Check

DC 16 Intelligence (Arcana)

Success:

You recall that fine sand is one of the possible components for an arcane spell that would cause someone to fall asleep. That might explain Madame du Fon's lack of memory after she confronted the thief.

Failure:

The sand doesn't mean anything to you, but it may to someone else. It is still very odd that it is here, however.

If the party needs help with the significance of the sand, they can visit **Rcane's Arcane Emporium in the East District (Optional Location One)**.

Otherwise, the party continues to Encounter Six.



OPTIONAL LOCATION ONE: RCANE'S ARCANE EMPORIUM

East District, Bridgefort

Location: The Bridgefort East District is the center for trade for most of the population. Where the West District focuses on the needs of the military, the East District focuses on the needs of the citizenry. Merchants here include farmers, bakers, craftsmen, and various peddlers. The Town Square is filled with carts, wagons, and their respective owners.

Also, unlike the West District, the East District mostly consists of brick buildings. The city walls are the same solid granite, but the interior buildings themselves are made of brick or wood.

Rcane's Arcane Emporium stands out from the other nearby buildings. It is made of red sandstone imported from a far away land.

History: The East District was built after the First Humanoid War. After the needs of the military were met, and the town began to prosper as a center of trade, the East District responded to those needs. The buildings here were mostly built by humans from brick and abundant wood.

Danger: Petty criminals, beggars

Lighting: Late Afternoon. Normal light, partly cloudy.

Walls: City walls are made of granite, 50' tall. Buildings are made from stone or brick, 20'-30' tall. The Emporium is 20' tall.

Doors: Wooden. Most doors are made from oak (solid wood door).

Mood: Relaxed. Most merchants are finishing up their day at the Town Square and are heading home. A few sold out of goods early and are already gone.

Rcane himself appears as a human, about 25 years old. He is, however, an elf who is approaching 300. He uses a *hat of disguise* to appear human, to gain an advantage by being underestimated, if anything were to go wrong. He has lived a full life of adventure and came to Bridgefort to retire and help the next generation.

He can confirm that the fine sand is indeed used in the *sleep* spell, and he has not sold that particular sand. He does, however, keep a large stock of sand, for a few clients in town.

Additionally, he has available for sale, should the party need it, any potions or scrolls that a wizard can craft.

Read the following:

As you enter Rcane's Arcane Emporium, a young human male looks up from the counter. He is roughly 25 years old. His long dark hair is pulled back into a pony tail.

"Welcome to my Emporium," he greets. "Is there something specific you are looking for? Or perhaps a question to which I may offer my advice?"

ENCOUNTER SIX: BEST TO BE PREPARED



East District, Bridgefort

Location: The Bridgefort East District is the center for trade for most of the population. Where the West District focuses on the needs of the military, the East District focuses on the needs of the citizenry. Merchants here include farmers, bakers, craftsmen, various peddlers, and even Rcané's Arcane Emporium (for spell casters). The Town Square is filled with carts, wagons, and their respective owners.

Also, unlike the West District, the East District mostly consists of brick buildings. The city walls are the same solid granite, but the interior buildings themselves are made of brick or wood.

History: The East District was built after the First Humanoid War. After the needs of the military were met, and the town began to prosper as a center of trade, the East District responded to those needs. The buildings here were mostly built by humans from brick and abundant wood.

Danger: Petty criminals, beggars

Lighting: Late Afternoon. Normal light, partly cloudy.

Walls: City walls are made of granite, 50' tall. Buildings are made from stone or brick, 20'-30' tall.

Doors: Wooden doors in the district, no doors within the Town Square.

Mood: Relaxed. Most merchants are finishing up their day at the Town Square and are heading home. A few sold out of goods early and are already gone.

As the party is returning from Madame du Fon's house, or leaving Rcané's Arcane Emporium, they come across a merchant peddling goods within the town square. His name is Kaisen Keln, and he has an interesting assortment of gear for people wanting to protect their loved ones from the vampires he has personally seen in the city.

Read the following:

As you consider and discuss the evidence found at Madame du Fon's mansion, you arrive in the Town Square. Several merchants are here, most are completing their day of sales, and even a few have sold out and already retired to their homes. One merchant, however, catches your eye for the odd assortment of goods he is peddling.

"Protect your loved ones!" he shouts. "Stock up on garlic, holy water, and holy symbols today! Tomorrow may be too late!"

Most of the crowd assumes he is crazy, but he doesn't sound like a madman to you. He looks around for anyone who is paying even the slight bit of attention to him, and catches your eye. He approaches.

"You look like you have seen things that should not be. I know these townsfolk think I am crazy, but I have seen it! Will you at least hear my tale before judging me?," he begs.

The party should listen to Kaisen. He is far from insane. He also has valuable information that would be hard to learn otherwise. He sells a variety of anti-vampire gear, including wooden stakes, garlic, holy water, holy symbols, and mirrors. The costs are reflected in the Player's Handbook or the Core Rulebook.

If the party does listen to Kaisen, read the following:

The peddler introduces himself as Kaisen Keln.

"I was working late the other night, and had just finished up with a delivery down in the Silver District. I saw something out of the corner of my eye. When I turned to look, it was a man hanging upside down just staring in the window. I knew the house well, it belongs to someone I have worked with several times, Mortimer Fairgain. I haven't seen poor Mortimer since. I hope the vampire didn't get him."

"Here," he continues. "You need these worse than I do. Please, check on Mortimer, and if you need to, take care of him for the good of all of us."

And he hands you several bundles of garlic and some wooden stakes.

If the party wishes to find out more information about the vampire and possible attacks, they can visit the **Temple of the Lord of Cities in the West District** (Optional Location Two).

Otherwise, continue to Encounter Seven.



OPTIONAL LOCATION TWO: Temple of the Lord of Cities



Temple of the Lord of Cities

West District, Bridgefort

Location: The West District is one of the two business districts within Bridgefort. It contains the guardhouse, the Golden Salmon, and the Temple of the Lord of Cities. There are also several other businesses in this part of town, specifically the armor smith, weapon smith, and black smith.

The Temple is made from a beautiful white marble, brought in solely for the purpose of building this structure. Banners sporting the holy symbol the Lord of Cities stretch down from the roof of the building, 30' above the street.

History: The western half of Bridgefort focuses around the constant threat of humanoid invasion. As such, the businesses in this district have naturally developed into those that most support the military. The Temple has been called upon to heal the sick, deal with various unholy threats, and support the city several times.

Danger: Petty thieves, local drunks

Lighting: Late Afternoon, normal light, partly cloudy.

Walls: Smooth granite for most of the district, polished marble for the temple.

Doors: Solid wood doors for various businesses

Mood: Quiet. Merchants are heading home or already gone for the evening. Chanting can still be heard from within the temple, but even the priests are finishing up their daily rituals.

The High Priestess of the Temple is a lovely elf woman, over 200 years old. Leonne Silvertear has been serving both her deity and the city of Bridgefort for a century. As such, she has seen countless threats and both confronted and averted them. She has been the High Priestess for 50 years, including during the last humanoid confrontation, 20 years ago, and does not show any signs of retiring.

There have been no vampires in the city for at least 40 years. With the current threat, there have been no victims brought to the temple, as well as no increase in missing people. She can confirm, however, the effectiveness of garlic, holy water, and holy symbols in dealing with vampires, if the party should need them.

Potions and scrolls of a divine nature are also available from the Temple.

Read the following:

As you approach the Temple, an acolyte quietly asks how he may assist in your plight. After hearing your questions, you are brought to the main altar where an elven woman with flowing red hair finishes her prayers.

After she concludes, she introduces herself, "I am Leonne Silvertear, the High Priestess. What concern has brought you to this holy site?"

ENCOUNTER SEVEN: IT FEELS LIKE WE'RE BEING WATCHED



Merchant's Bridge, Bridgefort

Location: Merchant's Bridge connects West District and East District. It lies 50' above the river below. Of the three bridges, it is the oldest. The bridge was built from granite and by dwarves as a favor to the king. Since its original construction, the bridge has been embellished with marble statues of nobles and gods.

History: Built to help movement across the river, the Merchant's Bridge has seen centuries of heavy use. The dwarves that built the bridge did so out of respect and perceived debt to the king. The bridge was built from that loyalty and was built to last forever.

Danger: Petty criminals

Lighting: Late Afternoon. Normal light, partly cloudy.

Walls: None. Stone railings along the bridge, 3' tall.

Doors: None

Mood: Mostly Empty. Merchants have returned home for the night, the bridge itself is mostly quiet.

Captain Smyte comes to talk to the party. Depending on what they chose to do in Encounter Two, not if they succeeded or failed, the results will be different. She is busy dealing with various other crime reports and she could use the party's help investigating a recent robbery.

If the party chose to Intimidate her in Encounter Two:

Captain Smyte is not taking any chances. She has many guards with her, and several more with bows in hiding.

Read the following:

As you walk down the street, you notice the familiar sight of Captain Smyte. She is walking your way with at least a dozen of her soldiers. She signals that she wishes to talk, and that fleeing would be a very bad idea.

"We need to discuss what you know about Mortimer Fairgain," she begins. "We have witnesses saying that he was recently robbed, and has not been seen since. This concerns us greatly, and I suggest you cooperate this time."

You have never heard of a Mortimer Fairgain. As she mentions the name, she can tell by the look on your face but she is still suspicious.

"Alright, it looks like you aren't involved in this. If you could spare some time, Mortimer is a well-respected resident of the Silver District and we are worried about him. Be advised, though, that we are still watching you," she says as she and her guards march away.

If the party chose to use Deception on her in Encounter Two:

Captain Smyte approaches with a few soldiers, but is not hostile.

Read the following:

As you walk down the street, you see Captain Smyte up ahead. She greets you with a friendly wave and asks that you come over. She has a few soldiers with her, but they are obviously not expecting trouble.

When you approach her, she begins to speak, "Have you heard of a Mortimer Fairgain? He is a local merchant in town who has not been seen for a few days."

After you explain that you are not familiar with Mortimer, she lets you pass.

"Please, be careful. He was recently robbed and we suspect possible foul play," she warns, as you depart.

If the party chose to use Persuasion on her in Encounter Two:

Captain Smyte approaches the party alone.

Read the following:

Captain Smyte sees you down the street and gives you a friendly wave. She rushes to catch up to you.

"I was hoping to find you," she says. "We have had an interesting situation that I thought you might want to look into. A local merchant, Mortimer Fairgain, was robbed just a few days ago. We have a witness who saw the thief break into his house, but nobody has seen Mortimer since. Some rumors are saying that the thief is a vampire. I, personally, don't expect that to be the case. Would you look in on Mortimer and figure out what happened?"

If the party wishes to investigate Mortimer, move to Encounter Eight.

If they choose not to investigate, they will miss some valuable clues to the location of the thief.



ENCOUNTER EIGHT: THE FATE OF MORTIMER FAIRGAIN?



Silver District, Bridgefort

Location: The Silver District is where most of Bridgefort's middle class lives. The houses are nice, but not nearly as decorated as the Gold District. Most are made of wood, brick, or cheaper stone. There are patrols in the area, but not posted guards. This has hindered crime slightly, but not nearly as much as many residents would like. The area also has several trees, which are currently waving violently at the coming storm.

History: Constructed within the last 100 years, the Silver District is very young compared to most of the city. It is filled with those who can afford better than the hovels of the Copper District but not the wealth of the Gold District.

Danger: Petty criminals, organized crime

Lighting: Very Late Afternoon. Normal light but cloudy, a storm is approaching.

Walls: Outer Walls and District Walls are made of granite, 50' tall. Building walls are stone, wood, or brick, 10' tall.

Doors: Wooden, mostly oak.

Mood: Fairly quiet and empty. The merchants are at home for dinner and trying to avoid the coming storm.

The party is headed to the home of Mortimer Fairgain, to determine his fate. Mortimer was robbed three days ago, and rumors abound that he is now a vampire. He is, in fact, perfectly fine, though a bit oblivious. He has been doing some research for the last several days and has no idea he was robbed. Mortimer is a scribe, scholar, cartographer, and treasure hunter. He has been working on a new project for the last several days and has only slept and eaten minimally the last several days.

Read the following:

You approach the manor of Mortimer Fairgain, unsure of what you will find. There have been many rumors around town. Some say he was robbed. Some say he was murdered. Others make even crazier claims.

A window on the upper floor has been left open and apparently unattended for days. The large amount of leaves and loose papers gathered around the open window being your only clue. If someone is alive in the house, they are blissfully unaware of the situation.

The front door, however, is closed solidly. A large bronze bell sits near the door, with the name Fairgain etched into the side. A wooden mallet rests nearby, chained to the bell.

The bell is to be rung to attract the attention of the occupants of the building. If the party needs a little hint, give them one.

Read the following:

As you ring the bell, the bong sound echoes from the nearby buildings. A few minutes later, after the echoes finally die down, the door opens. An elderly gnome male opens the door and greets you, "Good afternoon! Won't you come in?"

Judging from the looks of him, this gnome hasn't slept in several days, nor has he eaten much. He is slightly gaunt and pale, but definitely not the living dead.

As he leads you into is home, you realize Mortimer is incredibly disorganized. Piles of books, trinkets, food, and trash are strewn around without any perceivable order. As you enter the library, you see the reason for the chaos. Dozens of books lie scattered around the desk on the far side, bookmarks fill each of them, made from nearly anything that would fit, including a few pairs of socks.

A basket of bread, fruit, and cheese lies next to the table. It has been here for a while; the fruit is starting to decay badly. Judging from the look of Mortimer's clothing and the matching ink stains on the table, it appears the gnome has only moved with minimal effort from his desk.

When the robbery is brought to Mortimer's attention, he leads the party upstairs.

Read the following:

Although Mortimer does not believe that he has been robbed, he is very willing to show you upstairs. He leads you to a very solid looking wooden door, with at least four different locks.

He attempts a large assortment of keys to get the door unlocked, eventually succeeding. The large door swings open with a push, revealing the crime scene and the open window.

The room is covered in dust, stirred by the winds coming in from the open window. Several smaller jewelry boxes lie open and empty. Larger items, such as golden goblets, tapestries, and finely woven rugs lie untouched. The thief, apparently, had no interest in such difficult to carry or conceal items.

Mortimer gasps as he notices the thief took one other thing, aside from the jewelery. "Several of my maps are missing," he explains. "The newer ones that I had just created a few weeks ago."

Recently dried mud catches your eye, forming a path from the window to the jewelry boxes. Only one area of the city rests near the riverbed... the warehouse district.

CHAPTER THREE: WANTED: UNDEAD OR ALIVE ENCOUNTER NINE: ON THE SCENT



Warehouse District, Bridgefort

Location: The Warehouse District exists on the banks of the river, about 50' below the rest of the city. A long staircase connects the Warehouse District to the upper level of the city. The district serves as a temporary holding area for cargo from the ships coming up and down the river and is, ironically, the largest source of income for Bridgefort. A few ships can be seen at the docks, but the facilities only support a half dozen at one time.

History: As soon as the area was secure, the warehouse district was built to accommodate the trade needs along the river. It is functional, though an eyesore avoided by most travelers. The stone staircase was built by the same dwarves who built the Merchant's Bridge, and is by far the most elaborate work of art in the district.

Danger: Petty criminals, vermin, organized crime

Lighting: Night, dark in the alleys, normal light within lit buildings.

Walls: The district is surrounded by sheer cliffs reaching 50' high (rough surface). The walls of the buildings themselves are mostly wooden and 30'-40' tall.

Doors: Wooden

Mood: Tense. The area is not well lit and crime is very common here. With the rumors of undead in the city, the party is probably on their guard.

The party is headed to the warehouse district, hot on the heels of the thief. But where in the warehouse district is he? The party arrives shortly after nightfall.

Read the following:

By the time you arrive at the warehouse district, the sun has set. From the clues you have gathered, you know the thief works at night. The tricky part will be finding him.

Finally, you catch a break. A door opens to a warehouse nearby, shedding light onto the abandoned street. Several cloaked figures rush inside. This must be the place!

The door to the warehouse is locked. There are no windows. The party is going to have to try the frontal assault. They have several options to deal with the problem:

First, they can attempt to pick the lock. If successful, move to Encounter Nine (A).



WAREHOUSE



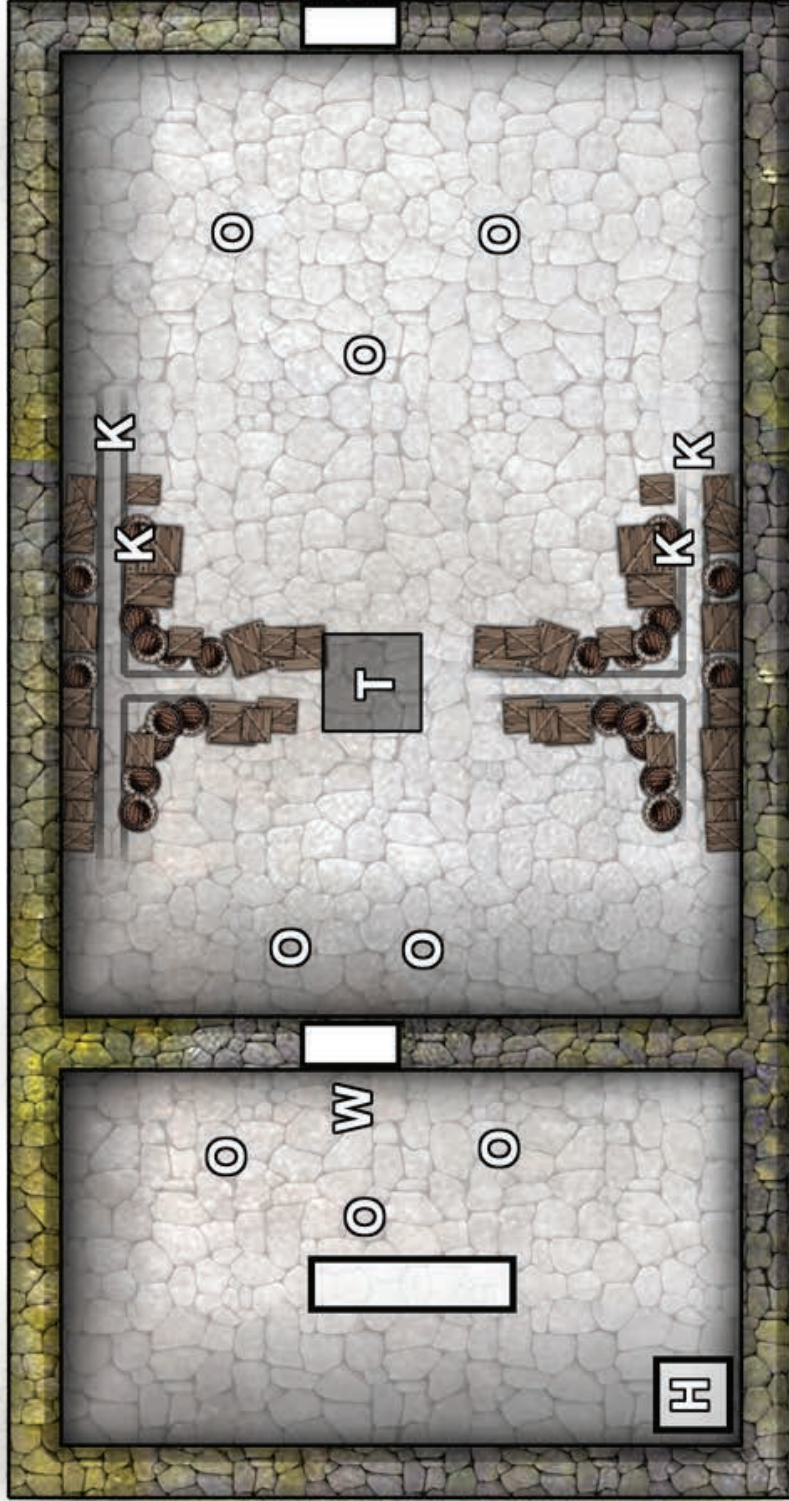
O=Orc

K=Kobold

W=Wizard on ceiling

H=Halfling

== Tunnel



Skill Check

DC 15 Thieves tools

Success:

The lock clicks and the door is ready to open.

Failure:

Unfortunately, you were unable to open the lock. You must find another way to enter the building.

Second, the party can attempt to bash the door open. If successful, move to Encounter Nine (A).

Skill Check

DC 18 Strength (Athletics)

Success:

As you slam into the door, it gives way with a loud CRACK.

Failure:

You slam into the door hard, but it fails to budge. You must find another way to enter the building.

If the party fails at both attempts, or is unable/unwilling to try either, the door opens from the inside.

An orc male opens the door, looking at you with a start. Obviously he thought you were someone else. What is an orc doing here?

Move to Encounter Nine (A).

ENCOUNTER NINE (A): THE ENTRY

This is the entry to the warehouse. It is filled with various crates, stacked in a certain order to allow the kobolds (or any small characters) to crawl through them and ambush the party. Several orcs are also in the entryway, and will defend the kobolds with their lives.

As you enter the warehouse, you see a very large and obviously organized group. The entry area is 30' long and 50' wide. Beyond that point, 3' square boxes are stacked. They form a nearly solid wall 12' tall. With a few gaps 3' tall and 2' wide. The ceiling is 30' above you.

Down the center, there is an area clear of boxes, roughly 15' across, stretching south. A door can be seen at the end of the room, about 75' away.

Five orcs stand near the entrance. Near the boxes, four kobolds are armed with bows. They stand near a gap in a wall of crates. Two more kobolds stand on the wall of crates, 12' off the ground.

Three additional orcs stand near the far door, past the walls of crates. The orcs near the far door will not come down the hall, due to the crossbow trap. The kobolds will fire once, then move under the crates and reload in safety.

If the party picked the lock, the opponents are surprised.

If the party bashed down the door, neither side is surprised.

If the party failed to open the door, the party is surprised.

Combat

(8) Orc Guard and (4) Kobold, CR 6; 900 XP;

Adjusted Difficulty 2700 XP; Medium.

TACTICS: These dangerous kobolds attack from ambush and retreat to safety to reload as needed. Orcs are made for melee combat. They hold their position, or charge their opponents, as the situation demands. They focus on enemy casters when possible.

Orc Guard

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 16 (+3) | 14 (+2) | 16 (+3) | 7 (-2) | 11 (+0) | 10 (+0) |

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

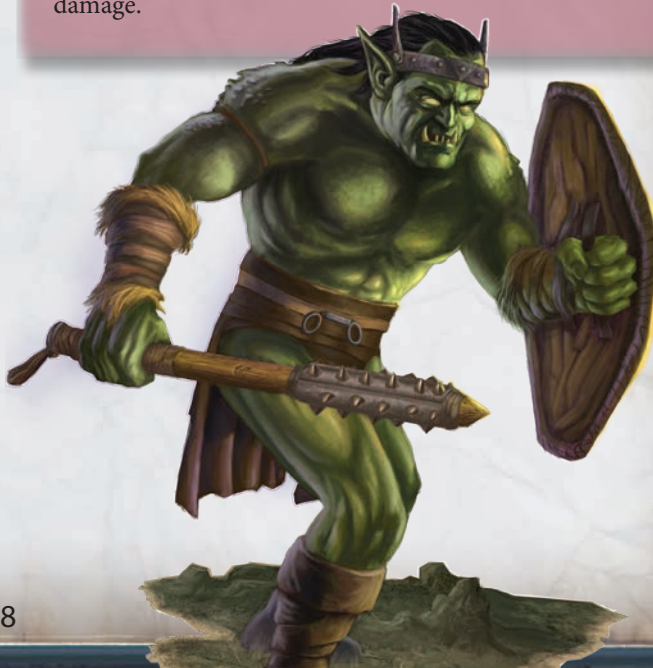
Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



Kobold

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 – 2)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|--------|--------|--------|
| 7 (–2) | 15 (+2) | 9 (–1) | 8 (–1) | 7 (–2) | 8 (–1) |

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

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

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Near the center point of the crates, there is a crossbow trap.

Crossbow Trap

Two crossbows fire bolts at same target, +5 to hit 5 (1d10) piercing damage each. A **DC 18 Wisdom (Perception) Check** notices the trap.

ENCOUNTER NINE (B): THE MASTERMIND

In the back office of the warehouse, the thief is having his guards finish up some packing. He is hanging from the ceiling 30' above the party due to his cloak of the bat. He would prefer to flee, but cannot fly out the brightly lit entrance to the warehouse. If the lights go out, he will turn into a bat and fly out the door.

Read the following:

The door to the back office opens easily. The room itself is 50' wide by 30' long. It is fairly well kept and does not have the crates or clutter that the rest of the warehouse displays. There are several chairs around the room, but they are currently vacant. Near the center, perpendicular to your vision, is a table. The table is 10' long and 4' wide.

In the southeast corner of the room lies a 4'x4'x4' metal cage. A halfling female lies curled up in the cage. Whimpers can be heard coming from her.

The two orcs, standing near the table, draw weapons and turn to fight you.

The orcs rush to attack. The wizard will try to avoid combat and sneak past the party and out the door with the last of the stolen goods and the Halfling female if he can. If the wizard is spotted, he will fight to the death.

Skill Check

DC 18 Wisdom (Perception)

Success:

You notice, hanging above your heads, a human male. It's an evil wizard. He is upside down, hanging from the ceiling 30' above you. He now joins the fray!

Combat

(2) Orc Guard and Versheen, CR 9; 2500 XP;
Adjusted Difficulty 5000 XP; Hard.

Orc Guard

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 16 (+3) | 14 (+2) | 16 (+3) | 7 (–2) | 11 (+0) | 10 (+0) |

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



Versheen

Medium human wizard, lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 14 (+2) | 11 (+0) | 17 (+3) | 12 (+1) | 11 (+0) |

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Perception +4

Senses passive Perception 14

Languages Common, Orc, Draconic, Elvish

Challenge 6 (2,300 XP)

Spellcasting. Versheen is a 9th level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Versheen has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, message, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield, sleep*

2nd level (3 slots): *misty step, suggestion, levitate*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Read the following:

The fight is over and the evil wizard has been defeated! The orcs were packaging some jewelry in boxes on the table, but none of it is the missing jewelry from Madame du Fon or Mortimer Fairgain. Aside from that, and the gear of the now deceased wizard, the only thing left in the room is the halfling in the cage.

The halfling woman looks up at you brightly.

“Please, let me out!”, she begs. “I was captured just the other night, something about a bargain, I just want to go home.”

She returns to whimpering, waiting for your response.

The story on the halfling depends on what the GM decides to do with this situation. She can be either an innocent victim, as she claims to be, or an agent of a more sinister plot. Play her story in whatever way fits your campaign.

The key to her cell, and her gear, rests on the table near where the orcs were packaging the last of the jewelry.

Treasure

3 Small Gold Bracelets, valued at 50 gp each

1 Silver Comb, valued at 550 gp

1 Emerald Pendant, valued at 1300gp

Cloak of the Bat

Wondrous item, rare (requires attunement)

While wearing this cloak, you have advantage on **Dexterity (Stealth) checks**. In an area of dim light or darkness, you can grip the edges of the cloak with both hands and use it to fly at a speed of 40 feet. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in dim light or darkness, you lose this flying speed.

While wearing the cloak in an area of dim light or darkness, you can use your action to cast *polymorph* on yourself, transforming into a bat. While you are in the form of the bat, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way again until the next dawn.

ENDGAME

IT'S EXPERIENCE POINTS AND LOOT TIME

Read the following:

Captain Smyte arrives just after the fight with the wizard turned thief.

"Congratulations on your victory! I am glad we were able to work out our differences. The citizens of Bridgefort are thankful for your efforts and wish to reward you. Although we were unable to recover the items stolen from Mortimer Fairgain and Madame du Fon, the city feels that the other items are fitting reward for a job well done."

Experience Points



Grant your PCs a Story Bonus of XP sufficient to level up.

CONCLUSION

If the adventure is free-standing, the wizard was simply robbing the rich to benefit himself. He has already moved the stolen goods and pocketed the coin, somewhere.

If the adventure is used as a hook for further adventures, possible hooks would include:

Why was the wizard stealing?

Where did all the funds go?

Who else is involved?

Why were humanoids working for him?

Stay tuned for a sequel to *Thief in the Night*, coming soon from author Curtis Baum!



STORN

COPPER DISTRICT

GOLD DISTRICT

800'

NOBLE'S BRIDGE

DRAKE
SPINE

EASTERN DISTRICT

TOWN SQUARE

MERCHANT'S BRIDGE

WEST DISTRICT

RIVER

CITIZEN'S BRIDGE

DOWN 50'

800'

WAREHOUSE DISTRICT

SILVER DISTRICT

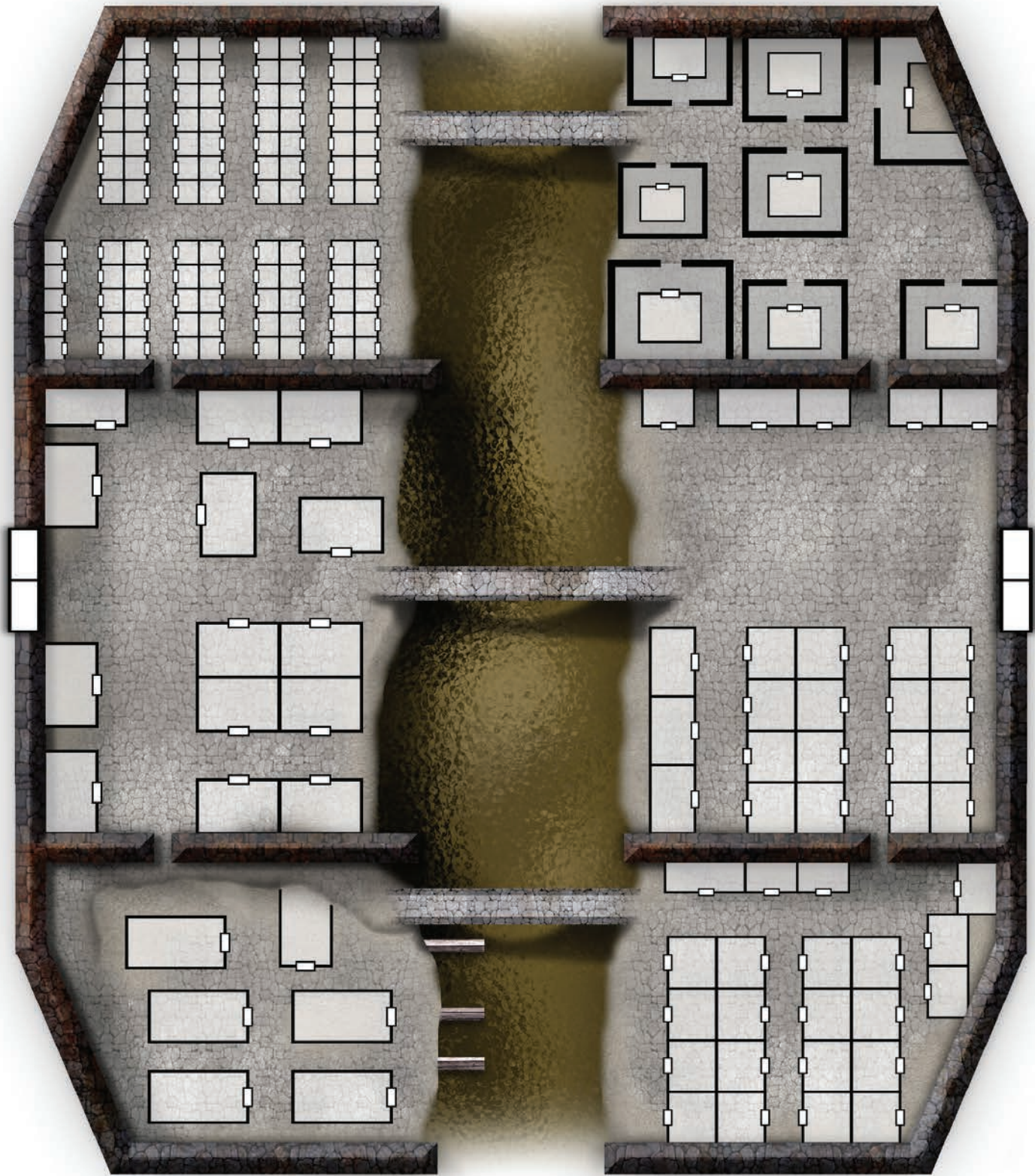


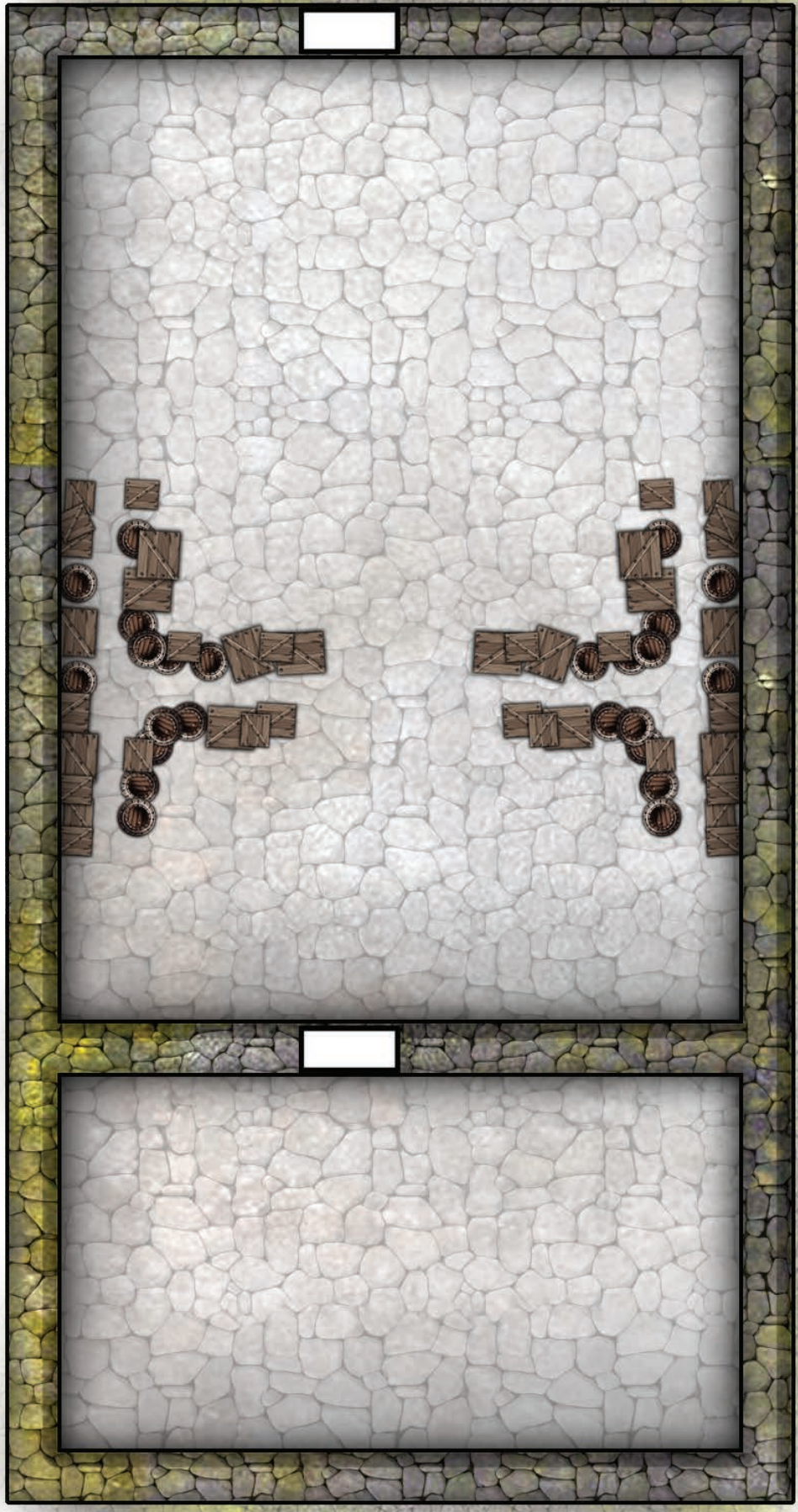
BRIDGEFORT



WAREHOUSE







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