

VAMPIRE UNDERCROFT

Vampire Undercroft is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 8, 11, 14, or 17**. This document offers details for each level and makes adjustments accordingly. In the bowels of a flying castle, a cursed vampire has made his lair. If the characters want to clear the area of evil, they must contend not only with him but the other guardians of the undercroft.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic ruleset from the official source.

Read aloud or paraphrase text that appears in a box like this when the characters first arrive at a location or under specific circumstances.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

The core manual for players describes *spells* and nonmagical equipment mentioned in the adventure. The core manual for gamemasters describes *magic items*. The text notes any items created for this adventure specifically, pointing you to the appropriate appendix or sidebar.

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave, Alexander LeFort of Tavern Tales

Creature Design. Tony Casper of Spectre Creations, Kobold Press

Cartography. DMDave with Forgotten Adventures assets

LEVEL SELECTION

Before play, know the level you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than the 8th, 11th, 14th, or 17th level, the chart below shows you which version of the adventure you should select for each level. We don't recommend running this adventure for characters with an average party level of less than 8 as it may pose too much of a challenge.

Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy
11	11th-level	Hard
12	11th-level	Medium
13	11th-level	Easy
14	14th-level	Hard
15	14th-level	Medium
16	14th-level	Easy
17	17th-level	Hard
18	17th-level	Medium
19	17th-level	Easy
20	17th-level	Easy

WELCOME TO THE FLYING CASTLE OF TOVIN THE DISFIGURED

A few hundred feet above the gray pines of the Venomous Forest near the village of Darkwell hover the crumbling ruins of a flying castle. Once the home to Tovin the Disfigured, a crude mage of ill-repute, the old castle now hides all manner of creatures, dark and deadly. Venomous wyverns encircle the castle and the other flying islands surrounding it. Water weirds, mimics, and other magical monstrosities continue to ward off treasure hunters within the ruins themselves. In the castle's undercroft, a derelict vampire named Leandro the Wretched makes his lair. And in the castle mote's lowest levels, gem-hungry xorns swim through the unworked stone and soil, desperate for their next meal.

WHO WAS TOVIN THE DISFIGURED?

Tovin the Disfigured was a wealthy noble and skilled mage. He earned his epithet from the scars marring the left side of his face, the byproduct of a failed experiment with alchemist's fire. Tovin lived in the castle with his wife, Gertrude, and their son, Harwick.

In Tovin's later years, he grew fiercely paranoid. He believed that assassins followed him wherever he went. Eventually, Tovin used powerful transmutation

magic to lift his castle into the skies above the countryside. He secured the flying island with magical guardians and tamed wyverns. Even still, these extreme precautions did not assuage his fears.

Gertrude and Harwick became weary. They both wanted to leave the castle and begged Tovin to free them. Tovin refused, believing that their doom lay on the ground. He threatened to lock them in the dungeons below the castle. Knowing that she and her son were no match for Tovin's arcane might, Gertrude devised a plan.

One night, Gertrude entered the chambers, claiming that she had a change of heart. She told Tovin she was wrong to doubt his powers. Pouring two glasses of wine, she proposed a toast to the family's continued prosperity within the halls of the flying castle. Ever paranoid, Tovin refused to drink the wine unless Gertrude drank it first. Reluctantly, she did, smiling. Tovin followed suit. Moments later, the two were dead from the poison that Gertrude put in their cups.

When Harwick discovered the bodies, he collapsed in grief. A message from his mother told him to find a way to escape the castle and that he was still free to live his life. But Harwick only ever knew the cas-

Vampire Undercroft Adventure Hooks

d8	Adventure Hook
1	Find the Ring of Telekineses. An adventurer entered the ruins a few years ago but never returned. Her guildmates want the characters to find proof that she was there. They say she always wore a <i>ring of telekinesis</i> . Leandro slew the adventurer and is now wearing it himself.
2	Recover the Expensive Wine. Tovin amassed a large stash of expensive wine, not always by legal means. One of Darkwell's nobles offers the characters 500 gp for every valuable bottle of his they recover. The wine bottles are in area V1.
3	Talk to Leandro. Sorcha, a dangerous arch-vampire, has been threatening Darkwell for a long time. Scholars believe that Leandro the Wretched might know more about her weaknesses than anyone else. He can be found in area V9.
4	Save Hashar. One of Darkwell's villagers, a man called Hashar, recently vanished. All signs point to him being taken captive by the vampire living in the flying castle. His friends will pay the characters 500 gp if they return him safely to the ground below the castle.
5	Learn the Goodberries' Fate. A band of adventuring heroes called the Goodberries entered the castle six years ago and never returned. Their ally, a monk named Dazen, wants to know what happened to them. The characters will find an old journal detailing the Goodberries' time in the castle among the gem fragments in area V6.
6	Slay Leandro the Wretched. The ghost Harwick wants the characters to remove the vampire Leandro from the undercroft of the castle. He knows that his coffin is located behind the crumbled wall in his family's old tomb (area V9). If the characters succeed, he will tell them the location of his father's treasure cache.
7	Explore the Castle. The residents of Darkwell are tired of the castle casting a permanent shadow on their village. They offer to pay the characters 1,000 gp each if they explore the castle ruins and rid it of the dangers there.
8	Learn more about the Castle. An important noble in Darkwell has important information the characters need to complete one of their quests. However, the noble won't share this information unless the characters explore Tovin's Flying Castle.

tle. Without his mother to guide him, he felt hopeless. So Harwick, too, drank the poison that killed his parents.

Despite the death of Tovin and his family, the castle continued to drift over the Venomous Forest. Decades passed. The castle fell into ruin, but the magic that kept it aloft stayed strong. Today, the flying castle is a point of great interest among adventurers and thrill-seekers. Rumors persist that great treasures still hide within the castle's secret vaults. Of course, Tovin's magical servants still guard the castle. And the wyverns that were once under the wizard's control prowl the skies, fiercely defending it from anyone who tries to approach.

ADVENTURE HOOKS

If you don't have a reason for the characters to investigate the flying ruins, the table on the previous page offers some ideas. Roll a d8 or choose the one you like best.

LEANDRO THE WRETCHED

Leandro is a disgraced vampire from the demiplane of shadows who is wracked by eternal guilt. Many years ago, when Leandro was known as Leandro the Beautiful, he returned home to find his lover, Isabella, in the arms of another vampire. In a frenzied fury, Leandro murdered the pair in the bedroom where he discovered them. Though Leandro immediately regretted this horrible mistake that he had committed in the throes of passion, guilt would not be the only consequence that he would face. Isabella was the daughter of a powerful arch-vampire known as Sorchia, the Red Queen. When Sorchia learned of her daughter's death, she immediately pursued Leandro, intent on exacting her revenge. But she could never find her child's murderer, for Leandro fled his home and lived in the wilderness for a time, subsisting on the blood of beasts and taking shelter in dank caves. So instead, Sorchia called forth a powerful curse upon Leandro, twisting his handsome features into horrible disfigurements that turned Leandro into a monster. Dismayed by his new condition and unable to face the world, Leandro remained a wandering exile. Soon enough, he stumbled upon the castle of Tovin the Disfigured and decided that its undercroft could serve as a suitable home. It is derelict, but Leandro knows that it is all that he deserves.

UNDERCROFT GENERAL FEATURES

The undercroft of the flying castle had been abandoned for centuries until Leandro moved in. Unless otherwise stated, its features are described as follows:

Flying Castle. The castle's undercrofts sit within a large mote of flying earth that measures approximately 150 feet wide. The mote was once more extensive, but bits of it shed off during the long years the castle set unoccupied. The mote drifts nearly 2,500 feet above the Venomous Forest below it. A creature that falls from this height without means to stop itself suffers 70 (20d6) bludgeoning damage.

Ceilings, Walls, and Floors. The undercroft is built from hewn limestone. Ceilings are approximately 10 feet high and hallways are 5 feet wide. Interior walls are 2 feet thick.

Doors. Many of the undercroft's doors are missing, torn from the hinges. Those that still stand have AC 15, 15 hp, and immunity to poison and psychic damage.

Illumination. This adventure assumes that the castle and its undercroft exist within the demiplane of shadows. There are no lights, natural or otherwise, throughout the undercroft. Text box descriptions assume that the characters brought their light sources or have darkvision.

Transmutation Energy. The magical purple crystals that levitate the castle exude strong fields of transmutation energy, affecting the entire castle and its surroundings. Whenever a spellcaster casts a transmutation spell of 5th level or lower in the castle or within 100 feet of it, roll a d6. If the result is greater than the level of the spell cast, the spellcaster regains the spell slot.

Secret Doors. There are secret doors throughout the undercroft that were built as part of the castle's original construction. The secret doors are fashioned in the same stone as the surrounding walls and require a successful DC 18 Wisdom (Perception) check to locate.

Connected Adventures. Many of the locations detailed in this adventure reference areas not shown on the adventure's maps. Future adventures detail these areas. The exact adventure these areas reference depends on the preceding letter, as shown in this table.

Letter	Adventure
V	<i>Dungeons & Lairs #43: Vampire Undercroft</i> (this adventure)
W	<i>Dungeons & Lairs #41: Water Weird Ruins</i>
X	<i>Dungeons & Lairs #44: Xorn Tunnels</i>
Y	<i>Dungeons & Lairs #42: Wyvern Motes</i>

KEYED LOCATIONS

V1. Wine Cellar

Wine racks, half empty, line the north and west walls of this cellar. Several casks are stacked atop each other against the south wall. The floor is littered with broken glass and stained with spilled wine.

To Leandro's luck, much of the contents of the wine cellar remained untouched after the castle's abandonment. He has been consuming its contents one bottle at a time.

Treasure: Rare Vintages. There are approximately five dozen remaining bottles in the cellar, most of which have a value of only a few gold pieces each. Three bottles, however, are particularly rare vintages and would sell to the right buyer for 150 gp each. A character who investigates the wine cellar and who makes a successful DC 16 Intelligence (Investigation) check can identify the rare bottles.

V2. Storage

The south door to this room is protected by a magical ward that was placed by Leandro. A character inspecting the door who makes a successful DC 20 Wisdom (Perception) check notices the ward. The ward activates when any creature other than Leandro touches the door in any way. It functions similarly to the *glyph of warding* spell with an explosive runes effect. The ward's DCs and damage are determined by the level of the adventure, as shown on the table below.

Version	Dispel Difficulty	Dexterity Save	Damage
8	DC 15	DC 15	27 (5d10) lightning
11	DC 17	DC 17	55 (10d10) lightning
14	DC 18	DC 19	82 (15d10) lightning
17	DC 19	DC 21	110 (20d10) lightning

When the characters enter the room, read aloud the following:

A number of crates, some of which have been smashed to pieces, line the walls of this room. A stone staircase in the northeast corner rises to the castle above. A hallway extends to the north.

The crates in this room used to hold extra rations for the castle that long ago rotted away to dust. Leandro destroyed some of the crates during one of his drunken rages.

V3. Interrogation Room

The door to this room is locked. It can be opened with a successful DC 15 Dexterity check using thieves' tools, a DC 22 Strength (Athletics) check, or the key found on Leandro's person. When the characters enter, read aloud:

This room is little bigger than a closet. It is filled with a small circular wooden table and two matching chairs. A man sits at the table, his hands manacled to some unseen anchor point below.

This room was originally used for storage, but Leandro repurposed it to serve as an interrogation room.

Hashar the Captive. The man manacled to the table is Hashar, a native of the nearby village of Darkwell who was captured by Leandro while out on a hunt beyond the borders of the village (LN human **commoner**). Hashar has a curly mess of black hair, grey-speckled stubble, and a left eye that wanders independently of his right. He is grateful that the party might free him and can share with them how he was captured by Leandro as well as the following information:

- ▶ Leandro was going to feast on him but kept him alive when he learned that Hashar sometimes performs manual labor for Sorcha, Isobella's mother, at her estate on the outskirts of the village.
- ▶ Leandro asked Hashar if Sorcha ever spoke about him. Hashar has no awareness of what Leandro might be talking about and never heard Sorcha speak of Leandro.
- ▶ Leandro is not in his right mind and believes that Hashar was planted by Sorcha or knows something about Sorcha that he is keeping from Leandro. He returns to the room every day to interrogate Hashar, but Hashar has no more information to provide.
- ▶ Hashar believes Leandro will kill him soon.

Leandro can be freed from his manacles with a successful DC 15 Dexterity check using thieves' tools, a DC 22 Strength (Athletics) check, or the key found on Leandro's person. If freed, he asks the characters for their help in escaping the flying castle.

V4. Crypts

The walls of this ten-foot-wide corridor are lined with five alcoves each, all filled with a stone sarcophagus, except for the southeasternmost alcove. Each sarcophagus bears an identical runic symbol on its lid. The south wall of the corridor has partially collapsed, leaving a pile of rubble.

A character who makes a successful DC 16 Intelligence (History) check can identify the runic symbol on the lid of each sarcophagus as the identifying insignia of the mage Tovin the Disfigured, the architect and original owner of the castle. The southeasternmost alcove previously held a sarcophagus but Leandro pulled it into the adjacent cavern to the south to use it as his resting place in an area a little more private. A character inspecting the empty alcove and the surrounding area who makes a successful DC 14 Intelligence (Investigation) check notices scrape marks on the stone floor that lead toward the collapsed wall at the south end of the room.

Encounter: The Living Dead. Tovin the Disfigured carried out transmutational and alchemical experiments on subjects who were not always willing. In a twisted show of respect, Tovin buried those who died during his experiments in the crypts of the undercroft. Years later, the circumstances of their death and the necrotic energies of the plane of shadow have stirred the bodies, which will rise from their sarcophagi and attack any living creatures that enter the crypts, fighting until they are destroyed. As Leandro himself is undead, his presence has not disturbed the crypt's occupants. The nature of the crypt's occupants depends on the level of the adventure, as shown in the table below.

Version	Creatures
8	four wights
11	four wights and two wraiths
14	four wights and four wraiths
17	three wights and six wraiths

Treasure: Sarcophagi. Tovin buried each of his test subjects with a piece of his jewelry as a show of gratitude for their service. Every sarcophagus contains a single piece of jewelry such as a ring, necklace, or brooch. There are ten pieces total, each averaging approximately 50 gp in value.

Secret Passageway. The collapsed rubble of the south wall conceals a small tunnel that leads to Leandro's lair. A character who makes a successful DC 12 Wisdom (Perception) check notices a suspiciously placed boulder that, when pushed aside, reveals the chamber beyond.

Secret Doors. A secret door at the north end of the crypts connects to a hidden corridor that leads toward the undercroft's secret treasury. A second secret door at the back of one of the alcoves also connects to the secret treasury.

V5. Hidden Corridor

A secret door connects this corridor to the adjacent treasury. A ladder at the east end of the corridor rises to a trap door in the ceiling above.

V6. Secret Treasury

Several open and empty chests are scattered about this otherwise bare chamber. Portions of the south and east walls have given way to reveal natural stone tunnels beyond.

Tovin the Disfigured used this secret treasury to store much of his wealth. The treasury is now empty, however, due to a faction of hungry xorn that live in the stone and earth below and surrounding the castle and its undercroft, who ate through the locks on the chests and indulged themselves in the treasure held within them. The stone tunnels that connect to this chamber were dug by the wyverns that surround the castle, who were hoping to create a burrowed nest for themselves, but turned back when they hit the treasury and were scared off by the golem(s). The tunnels connect to other areas of the castle and the surrounding rock.

Encounter: Treasury Guardian. Tovin built a guardian to protect the treasury. The xorn, however, with their ability to meld through stone, were able to gradually consume all of the treasure within the treasury without alerting the guardian(s). The guardian(s) now watches over an empty treasury, unaware of the theft. It attacks/they attack any living creatures that enter. The nature of the guardian(s) depends on the level of the adventure, as shown on the table below.

Version	Creatures
8	a stone golem
11	two clay golems
14	an iron golem with 280 hit points that makes three attacks as part of its Multiattack
17	an iron golem and a stone golem

Treasure: Gem Scraps. A few gem fragments left behind by the xorn are scattered throughout this chamber. They total 100 gp in value.

Secret Doors. Secret doors in the west and east walls of the treasury lead to the crypts as well as to a hidden corridor that connects to the upper level of the castle, respectively.

V7. Landing

This small room connects the undercroft's secret treasury with the upper levels of the castle. If the party has not already explored the secret treasury, they can hear the thudding sounds of heavy footsteps coming from beyond the door in the south wall.

Secret Door. A secret door in the north wall of this room connects it to a hidden corridor that leads to the crypts.

V8. Wyvern Tunnels

This small network of tunnels connects to the undercroft's secret treasury as well as to another network of tunnels below, where the xorn make their primary lair.

Encounter: Lingerin Xorn. As the xorn lair in a tunnel network below the undercroft, they are likely to hear the party traversing these tunnels above them. The xorn, looking for more treasure to eat and believing that anyone traveling the tunnels above might be carrying some, will confront the party. Rather than attacking the party immediately, the xorn may instead attempt to beg or barter with them for any treasure they might be carrying. The nature of the xorn depends on the level of the adventure, as shown in the table below.

Version	Creatures
8	two xorn
11	three xorn
14	five xorn
17	five sanguinated xorn (see the Appendix)

V9. Leandro's Lair

A stone sarcophagus is surrounded by a scattered pile of hundreds of humanoid skulls at the far end of this natural chamber in the rock. Sets of chains and manacles are bolted to the east and west walls.

Leandro has developed a taste for flesh and has a particular liking for skulls; he enjoys peeling the skin with his teeth and licking the eye sockets and other crevices clean with his tongue. Once the skulls are stripped bare, he simply tosses them to the ground. Leandro sometimes uses the chains to hold prisoners that he wants to savor for a while before disposing of them.

Encounter: Leandro the Wretched. Because of the curse that afflicts him, Leandro does not resemble a typical vampire. His arms and legs are disproportionately long, his nails have grown into twisted claws, his fangs extend down below his chin, and his large brow makes him look unintelligent and brutish. He wears tattered finery stained with dirt, sweat, blood, and wine. When the characters confront him, Leandro is likely to be sitting on top of his sarcophagus indulging himself in multiple bottles of wine. He is probably drunk; the alcohol slurring his speech slightly and making him hiccup uncontrollably. If given the opportunity, he may briefly engage the characters in conversation, asking about their motives and wallowing in self-pity. If reduced to one-quarter of his hit points or fewer, Leandro takes on a gaseous form in an attempt to escape. Leandro's statistics depend on the level of the adventure, as shown on the table below.

Version	Leandro's Statistics
8	Leandro uses vampire statistics.
11	Leandro is a vampire with 200 hit points and AC 19.
14	Leandro is an elder vampire with 300 hit points and AC 20. He can make three attacks as part of his Multiattack action.
17	Leandro is an elder vampire with 300 hit points and AC 20. He can make three attacks as part of his Multiattack action. Additionally, the skulls at his feet animate and rise to form a bone swarm (see the Appendix).

Treasure: Leandro's Person. On Leandro's person is a *ring of telekinesis* and a keyring that unlocks the interrogation room of the undercroft (area V3) as well as the set of manacles within.

THE ADVENTURE CONTINUES

This adventure covers only one slice of Tovin's Flying Castle. Get the other adventures featuring this castle:

- ▶ *Dungeons & Lairs #41: Water Weird Ruins*
- ▶ *Dungeons & Lairs #42: Wyvern Motes*
- ▶ *Dungeons & Lairs #44: Xorn Tunnels*

APPENDIX: NEW CREATURES

Bone Swarm

Large swarm of Tiny undead, chaotic evil

Armor Class 17 (natural armor)

Hit Points 198 (36d10)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22	18	10	9	15	20
(+6)	(+4)	(+0)	(-1)	(+2)	(+5)

Saving Throws Dex +8, Wis +6, Cha +9

Skills Acrobatics +8, Perception +6, Stealth +8

Damage Vulnerabilities bludgeoning

Damage Resistances piercing and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Void Speech

Challenge 10 (5,900 XP)

Strength of Bone. A bone swarm can choose to deal bludgeoning, piercing, or slashing damage, and adds 1.5 × its Strength bonus on swarm damage rolls as bits and pieces of broken skeletons claw, bite, stab, and slam at the victim.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a human skull. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The bone swarm can attack every hostile creature in its space with swirling bones.

Swirling Bones. *Melee Weapon Attack:* +10 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 31 (5d8 + 9) bludgeoning, piercing, or slashing damage (includes Strength of Bone special ability).

Death's Embrace (Recharge 5-6). *Melee Weapon Attack:* +10 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* the target is grappled (escape DC 16) and enveloped within the swarm's bones. The swarm can force the creature to move at its normal speed wherever the bone swarm wishes. Any non-area attack against the bone swarm has a 50% chance of hitting a creature grappled in Death's Embrace instead.

Sanguinated Xorn

Medium elemental, neutral

Armor Class 19 (natural armor)

Hit Points 103 (9d8 + 63)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18	10	25	11	10	13
(+4)	(+0)	(+7)	(+0)	(+0)	(+1)

Saving Throws Con +10

Skills Perception +6, Stealth +3

Damage Resistances necrotic; piercing and slashing from nonmagical attacks that aren't adamantine

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Terran

Challenge 7 (2,900 XP)

Blood Frenzy. If the xorn has eaten a bloodstone worth at least 50 gp in the last 24 hours, it can take the Dash action as a bonus action, and it has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it and bloodstones within 1 mile of it.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage plus 10 (3d6) necrotic damage. If the target is a creature, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the xorn regains hit points equal to that amount. The reduction lasts until the creature finishes a long rest. If this effect reduces the creature's hit point maximum to 0, it becomes petrified as its body is transformed into solid bloodstone.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

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