



TRUE LOVE NEVER DIES

5th LEVEL



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T rue Love Never Dies is intended for four characters with an average party level (APL) of 5. Characters who complete this adventure should earn enough experience to reach halfway to 6th-level. A woman's love has gone missing and she needs an escort to find him before it's too late. This campaign takes place in Arden, although it can be set in your own world. Any party composition should be able to finish the adventure with intelligent play.

Background

Once upon a time, a demon came to our realm, assumed a human form, and fell in love with a human male. The two lived happily for a time, until one day the man was kidnapped. Frantic, the woman searched and searched until she finally located her lost love. Alas, he was far away and the journey to find him would be perilous. So, she sought out a group of heroes to save her love. What neither the woman nor the heroes knew, was that the man had been turned into a vampire spawn, the long awaited savior of a cult of blood fanatics. Will the demon woman and her vampire lover live happily ever after? Or will the heroes put them down like the monsters they are?

Adventure Hooks

A Desperate Plea. The characters are in a local tavern when they're approached by a woman out of sorts. She claims her husband was kidnapped by a group of local zealots and she needs help rescuing him.

A Woman Harassed. The characters are in a local tavern when they rescue a woman being bothered by a group of men. She claims her husband was kidnapped by a group of local zealots and she needs help rescuing him.

An Offer of Gold. The characters are in a local tavern when they hear a woman offering a reward for an escort. She claims her husband was kidnapped by a group of local zealots and she needs help rescuing him.

Marital Troubles

The woman is Suleesa, a **succubus** who has assumed the form of a human woman. She's offering 500 gp for help in recovering her kidnapped husband, Elrod. She's dishelved and out of sorts while talking to the characters and constantly takes breaks to blow her nose and wipe her eyes. She can tell the characters the following in conversation.

- Her husband was kidnapped a week ago. There were signs of a struggle and she found a medallion bearing the symbol of a local band of religious zealots.
- His name is Elrod and he's the local bowyer.
- She asked around and was able to discover that the zealots have setup a base in some nearby ruins.
- She's had no luck securing help from the local constabulary or nobility.

If the characters agree to help her, she thanks them profusely and states she's ready to leave as soon as they are. If they ask why she wants to risk her own life by coming along, she states she has to make sure her love is safe. She cannot be deterred in this regard.

Tavern Brawl

As the characters go to leave, they're met by the same group of ruffians who were accosting the Suleesa earlier. If you didn't use this adventure hook, then the men are accosting her for the first time. They ask what a beautiful woman like her is doing with people like the characters. They try to get her to come with them and she adamantly refuses.

If the characters try to use Persuasion, Deception, or Intimidation to convince the men to leave, the DC is 16. If the characters fail to get the men to leave, one of the men takes a swing at the biggest among the characters starting a brawl.

Encounter: Brawl. Six **thugs** attack the party. They fight until two of them have been reduced to 0 hp and then flee. They're drunken idiots with no desire to fight to the death.

On the Road

It takes the characters two days to reach the ruins where the zealots are currently staying. On the way, the characters will have the following two encounters.

Encounter: Wolves in the Night. As the characters settle in for the night after leaving town, they're unknowingly stalked by a small pack of five **dire wolves**. They wait for the characters to go to sleep before attacking. They fight using pack tactics, but they flee if three or more are reduced to 0 hp.

Encounter: Angry Mob. The next day, while traveling the road, they're approached by a mob of people coming from a nearby town. A man in shining armor, a **knight**, is flanked by four **thugs** and a **priest**. The knight claims that the woman the characters are traveling with is in fact a demon. She tried to bewitch him into helping her rescue her love. He demands they hand her over or else face the same judgement she will.

If the characters question Suleesa, she'll lie and state that she has no idea what he's talking about. She asked for his help and he tried to take advantage of her in return. If they see through her lies, she'll admit to being a demon, but claim she fell in love with her husband and left her previous ways behind. She's only tried to save her husband, no matter the cost.

If the characters side with Suleesa, they'll have to fight the knight and his retinue. The priest and the thugs will fight to the death as they truly believe the demon must be killed, but the knight will flee if reduced to 26 hp or less.



If the characters side with the knight, Suleesa will flee into the Ethereal Plane. As she does, she'll beg the characters to save her husband and not to blame him for her mistakes.

Ruins of the Blood God

The ruins of the blood god are an ancient set of stone chambers buried beneath the hills two days' ride outside of town. They're currently occupied by a cult of religious zealots who believe that Elrod is their prophesized savior. As such, they've used a dark ritual to convert him into a **vampire spawn**. If the characters sided with Suleesa earlier, she says she'll remain outside until things are safe. If they did not, she's secretly followed them hidden on the Ethereal Plane. The complex has the following features unless otherwise noted.

Ceilings. The ceilings are made of stone and rise 10 ft. above the floor.

Floors and Walls. The floors are made of cracked tile and the walls are made of cobbled granite.

Doors. The doors are made of a thick oak with metal banding. They're all unlocked unless otherwise noted.

Lighting. Assorted torches burn in holders along the walls.

1. Entrance Hall

This large chamber contains assorted statues of fanged humanoids, stone pillars, and a pool full of blood. Doors are set into the northern, southern, and eastern walls. Stairs lead up to the surface from the eastern door.

2. Statue of the Savior

A large statue of a fanged humanoid stands in an alcove at the northern side of the hallway. To the west, south, and east, are doors.

Secret Door. There is a secret door hidden behind the statue. It can be located with a DC 16 Wisdom (Perception) check and opened with a DC 14 Intelligence (Investigation) check.

3. Sacrificial Alcoves

Six small alcoves break away from this small hallway. Each contains a blood stained mat and collection vessels. At the end of the hallway is a small altar.

Treasure: Offerings. There is 23 gp on the altar in a bowl full of blood.

4. High Priest's Chambers

This chamber contains assorted furniture and bookshelves, most of which have rotted away.

Encounter: Cult Leader. There is a **cult fanatic** and his pet **hell hound** in this room. They chastise the characters for disrupting their ritual, and claim their savior has already arrived. The fanatic and the hound fight to the death.

Treasure: Leader's Belongings. The fanatic has a *wand of magic missiles* under his bed along with a pouch containing 50 gp.

5. Unholy Library

Numerous bookcases fill this room and small alcoves with desks can be seen in the walls.

Encounter: Cultists. There are three **cult fanatics** and three **cultists** currently studying in this room. If disturbed or alerted to the characters' presence, they will arm themselves and attack, fighting to the death.

6. Ritual Chamber

This massive chamber is dominated by the presence of a massive carved rune in the center. Standing around it are half a dozen figures in armor and one in a robe.

Encounter: Warrior Cultists. The figures are a **cult fanatic** and six **cult warriors**. The warriors use the stat block for **hobgoblins**. The fanatic taunts the characters stating the savior has come and they're too late. All seven of them fight to the death.

7. Cult Chambers

These small chambers contain bedrolls and assorted clothes, but not much else.

8. Warrior's Chambers

This large barracks style room contains six bunk beds and three small chests.

The chests contain an assortment of rusted weapons and tattered armor.



9. Blood Bath

This large chamber contains a wading pool overflowing with blood. At the far end of the room, a massive statue of a fanged humanoid can be seen flanked by smaller statues of supplicants.

Encounter: True Love. Standing in the pool in front of the statue is Elrod, the **vampire spawn**. When the characters enter the room, Suleesa the **succubus** emerges from the Ethereal Plane in her demon form and runs to her husband embracing him. The two share a loving moment before they turn to face the characters.

Suleesa and Elrod explain that they just want the chance to love like any other couple. They promise to suppress their evil natures and go somewhere where no one will ever find them.

If the characters agree to let them go, Suleesa pays the agreed upon reward and then the two cautiously make their way past the characters and flee into the night. They keep true to their word and go far away to a place where they won't harm anyone.

If the characters refuse to let them go, the two fight to the death, unwilling to be apart again. Suleesa will try to charm the biggest threat and psychologically feed on it while Elrod will hold off the rest of the characters. If he gets the chance, he'll try to bite one of the characters and drain their blood.

Treasure: Lover's Gifts. Suleesa has 500 gp on her. Elrod has a fine dagger worth 100 gp.

10. Unholy Chapel

This room appears to be a chapel of some kind, though to some long forgotten god. Tapestries on the walls depict blood-filled rituals and what appears to be a rod sits atop an altar at the far end of the room.

Treasure: Vampire's Kiss. The rod is a *rod of vampirism* a rare magical item that requires attunement. The rod has zero charges and can hold a max of six. If dipped in the blood of a recently deceased humanoid, the wielder can regain a single charge. As a bonus action, the wielder can expend any number of charges to regain $2d4+2$ hp per charge spent.

Aftermath

With Suleesa and Elrod either dealt with or spared, the ruins are now quiet and the cult of the blood god is no more. If the two were allowed to flee, it's possible the characters may come across them again in the future.



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