Vampire Crypt:

**Sunlight mechanic**. With an investigation check DC 15, a player may notice there are mirror-like items at the corners of any of the main rooms of any floor, or at the entrance of the crypt. If angled correctly with an insight (DC 11) check, you illuminate the main halls of all three levels with sunlight.

**Day time crypt**: All alive vampires are there and resting per map. If you used the sunlight mechanic, sunlight illuminates the main room of each level.

**Night time crypt**: Only Dunkan and Amber are in the crypt. There is no sun-light mechanic.

**Dunkan**: He gains strength from his spawns. He has nine in total. He gets +1 to his damage rolls for each alive vampire spawn (nine in total, 0 minimum)

AC: 18 (plate mail)

Greatsword. +6 to hit. 2d6 + (# of alive vampire spawns)

Call Spawn: On his turn, he may choose to call one of his spawns to his aide.

**Amber**: Eternally bound to Dunkan. If Dunkan dies and Amber is still alive, immediately takes 40 damage and can no longer regenerate HP.

Dark Healing. If this spell targets a vampire, roll 1d8 +2 healing. (doubled for Dunkan).

If this spell targets a non-vampire, roll a dexterity saving throw DC 14. Failed saves take 1d8+2 necrotic damage.

Spell Casting: level 5 spell caster.

4 level 1 spell slots.

Fog Cloud, Sleep

3 level 2 spell slots.

Gust of Wind, Mirror Image

2 level 3 spell slots.

Animate Dead, Bestow Curs

**All vampire spawns** are weakened when Dunkan dies. HP halved, they cannot use spider clime, lose regeneration, and one attack per turn.

Secret entrance on level 2:

In order to get in this secret entrance the players must light three candles. The Candles are in a line along the wall five feet apart. If you light one candle, the other two go out. They must all be lit at the same time.

Inside the room is a ghost. They give the group a dire warning not to touch the orb.

The orb contains the souls of powerful beings who died in the realm. Touching the orb releases exactly one soul. Once released, they are free to alter your reality once.

1. Maramros the Meddler. Your mind suffers a wrenching alteration, causing your alignment to change. Lawful becomes chaotic, good becomes evil, and vice versa. If you are true neutral or unaligned, this card has no effect on you.
   1. Reusable.
2. Udoroar the Brave. If you single-handedly defeat the next hostile monster or group of Monsters you encounter, you gain experience points enough to gain one level. Otherwise, this card has no effect.
   1. Not reusable.
3. Dramond the Wrathful. The card's medusa-like visage curses you. You take a -2 penalty on saving throws while cursed in this way. Only a god or the magic of The Fates card can end this curse.
   1. Reusable.
4. Wilrry the Weaver. Reality's fabric unravels and spins anew, allowing you to avoid or erase one event as if it never happened. You can use the card's magic as soon as you draw the card or at any other time before you die.
   1. Reusable.
5. Shaamros the Evil. A powerful devil becomes your enemy. The devil seeks your ruin and plagues your life, savoring your suffering before attempting to slay you. This enmity lasts until either you or the devil dies.
   1. Reusable.
6. Horthrand the Generous. Twenty-five pieces of jewelry worth 2,000 gp each or fifty gems worth 1,000 gp each appear at your feet.
   1. Reusable.
7. Horster the Spellseaker. Permanently reduce your Intelligence by 1d4 + 1 (to a minimum score of 1)
   1. Reusable.
8. Petgeon the Adventurer. You gain 10,000 XP, or you can draw another soul.
   1. Reusable.
9. Yenaver the Artificer. A rare or rarer Magic Weapon with which you are proficient appears in your hands.
   1. Reusable.
10. Horeak the Mighty. You gain the service of a 4th-level Fighter who appears in a space you choose within 30 feet of you. The Fighter is of the same race as you and serves you loyally until death, believing the fates have drawn him or her to you. You control this character.
    1. Reusable.
11. Leoward the Faithful. You are granted the ability to cast the wish spell 1d3 times.
    1. Reusable.
12. Panroar the Deceitful. A nonplayer character of the DM's choice becomes hostile toward you. The identity of your new enemy isn't known until the NPC or someone else reveals it. Nothing less than a wish spell or Divine Intervention can end the NPC's hostility toward you.
    1. Reusable.
13. Davhorn the Greedy. All forms of wealth that you carry or own, other than Magic Items, are lost to you. Portable property vanishes. Businesses, buildings, and land you own are lost in a way that alters reality the least. Any documentation that proves you should own something lost to this card also disappears.
    1. Reusable.
14. Aluthana the Convincing. You are the new owner of a local business. The change starts immediately, and you are tasked with running it properly in order to gain its advantages.
    1. Reusable.
15. Thofalcon the Antimage. Every magic item you wear or carry disintegrates. Artifacts in your possession aren't destroyed but do vanish.
    1. Reusable.
16. Trakas the Strong. Increase one of your Ability Scores by 2. The score can exceed 20 but can't exceed 24.
    1. Reusable.
17. Pangold the Politician. You gain proficiency in the Persuasion skill, and you double your proficiency bonus on checks made with that skill. In addition, you gain rightful ownership of a small keep somewhere in the world. However, the keep is currently in the hands of Monsters, which you must clear out before you can claim the keep as yours.
    1. Reusable.
18. Ololamin the Seer. At any time you choose within one year of drawing this card, you can ask a question in meditation and mentally receive a truthful answer to that question. Besides information, the answer helps you solve a puzzling problem or other dilemma. In other words, the knowledge comes with Wisdom on how to apply it.
    1. Reusable.
19. Bellannan the Mad. You gain a permanent madness.
    1. Reusable.
20. Elian the Assassin. A powerful ally is killed and their soul is trapped in the orb. In order to restore them to this world, you must free them. You must re-roll a 20 to free them.
    1. Reusable.