



# THE LOST RELIC OF ARVINDOR

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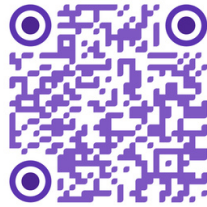


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# DM TO DM: A ONE-SHOT TO SINK YOUR TEETH INTO

**W**ELCOME TO **THE LOST RELIC OF Arvindor**, a one-shot adventure designed to challenge your players with high stakes, gothic atmosphere, and thrilling combat. Whether you're looking for an

engaging side quest to slot into your ongoing campaign or the seeds of a larger story to grow into a sprawling epic, this adventure delivers plenty of opportunities to captivate your party.

At its core, this tale is about urgency and heroism: recovering a divine artifact before it can fall into the wrong hands. The vampire lords of Castle Noctis present a formidable threat, with their sinister plan to unlock the relic's power and walk in sunlight. Will your players rise to the challenge, or will the darkness claim victory?

## PERFECT AS A SIDE QUEST

This adventure works wonderfully as a standalone experience, offering:

- **Rich atmosphere** with detailed settings like the ancient tunnels and the eerie halls of Castle Noctis.
- **Diverse challenges**, including puzzles, traps, and compelling combat encounters.
- **Memorable NPCs**, from the desperate Elyndra Vale to the cunning vampire lords.

It's a self-contained quest that can fit neatly into almost any campaign, giving your players a satisfying challenge in just a few sessions.

## EXPAND IT INTO A FULL CAMPAIGN

If your players are drawn into the world of this adventure, the narrative threads can easily grow into something more. Here are just a few ways to expand:

- **Uncover the Vampire Conspiracy:** The lords of Castle Noctis may only be part of a larger network of undead rulers plotting dominion over the mortal world.
- **Deeper Secrets of the Relic:** The Relic of Arvindor could hold mysteries even the Order of Eternal Light doesn't fully understand. What divine—or dangerous—power lies within?
- **New Realms of Darkness:** Take your players to other strongholds of shadow and evil as they confront the growing influence of vampiric forces across the land.

If you'd like to see this one-shot expanded into a full-fledged adventure or campaign, let us know! The story of Arvindor's relic and its champions has the potential to grow into something truly epic. Whether you run it as-is or use it as a springboard for greater adventures, **The Lost Relic of Arvindor** promises danger, intrigue, and unforgettable moments for you and your players. Let us know how your party fares in the shadowed halls of Castle Noctis, and if they hunger for more, we're ready to dive deeper into this world alongside you.

Good luck, and may your dice roll true!



# THE LOST RELIC OF ARVINDOR

## ADVENTURE OVERVIEW

The **Lost Relic of Arvindor** is a thrilling adventure where the party must recover a sacred artifact of immense healing power from the clutches of vampire lords. These undead villains plan to use the relic to enable them to walk in sunlight, making them an unstoppable force of evil. The quest takes the adventurers from a secretive sect's hidden sanctuary, through treacherous tunnels, and into the heart of a sprawling vampire castle.

## 1. THE CALL TO ADVENTURE

### STARTING HOOK

The adventurers are approached by a mysterious figure named **Elyndra Vale**, a silver-haired half-elf cleric representing the **Order of Eternal Light**. She implores the party for help, her voice tinged with desperation.

“The Relic of Arvindor, the source of our healing and divine power, has been stolen. It is now in the hands of the vampire lords of Castle Noctis. If they unlock its secrets, they will become immune to the sun. You are our last hope to stop them.”

Elyndra explains:

- **The Relic of Arvindor** is a divine artifact used for miraculous healing and purification, housed secretly by the Order for centuries.
- A group of powerful vampire lords led by **Lord Soryn Duskbane** and **Lady Calista Darkthorn** raided their sanctuary, killing many.
- The vampires now seek to unlock the relic's power to walk in sunlight, which would plunge the world into eternal darkness.
- Elyndra offers **1,000 gold pieces each**, plus access to the sect's enchanted items, as a reward.

### KEY NPC: ELYNDRA VALE

- **Race:** Half-Elf Cleric
- **Alignment:** Lawful Good
- **Appearance:** Silver-haired, dressed in flowing white robes embroidered with gold.
- **Personality:** Calm and composed, but deeply troubled.
- **Role:** Quest-giver and potential ally.

## 2. THE JOURNEY BEGINS

### THE TUNNELS TO CASTLE NOCTIS

The party is led to **ancient tunnels** beneath the mountains, a hidden route known only to the Order. These tunnels are perilous and filled with dangers.

#### FEATURES OF THE TUNNELS

- **Narrow Corridors:** The tunnels are cramped, with occasional sections where the party must squeeze through.
- **Eerie Atmosphere:** Faint whispers echo, and the air smells of damp earth and rot.
- **Encounters:**
  1. **A Swarm of Shadows** (3 Shadows): These creatures strike from the walls, feeding on the party's life force.
  2. **Crumbling Path:** A section of the tunnel collapses, requiring a DC 14 Dexterity saving throw to avoid falling into a chasm (20 ft. deep).

#### PUZZLE: THE SEALED DOOR

The party encounters a **door engraved with celestial symbols** blocking the way forward.

- **Solution:** The symbols must be touched in a sequence representing the phases of the moon (New Moon → Full Moon). A successful DC 14 Intelligence (Religion) check provides a hint.

## 3. ENTERING CASTLE NOCTIS

### THE UNDERCROFT

The tunnel opens into the **Undercroft** of Castle Noctis, a sprawling labyrinth of crypts and forgotten chambers.

#### FEATURES OF THE UNDERCROFT

- **Gothic Design:** Black stone walls, flickering torchlight, and eerie silence.
- **Ambient Sounds:** Dripping water, faint whispers, and the occasional creak of unseen movement.



## ENCOUNTERS

### 1. Vampire Spawn Ambush:

- Three vampire spawn attack from the shadows. They use hit-and-run tactics, retreating deeper into the crypt.
- **Loot:** A silver key engraved with a bat sigil, required to progress.

### 2. Blood Pool Trap:

- A seemingly innocent pool of water is actually a **Blood Pool** enchanted to sap life force.
- A DC 16 Wisdom (Perception) check reveals faint necrotic energy. If triggered, all within 10 feet must make a DC 15 Constitution saving throw or take 18 (4d8) necrotic damage.

## 4. EXPLORING THE CASTLE

### KEY AREAS OF CASTLE NOCTIS

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#### 1. The Banquet Hall:

- A grand hall filled with long tables laden with rotting food. Ghostly servants flicker in and out of view.
- **Encounter:** A wight captain guards the room, flanked by two ghouls.
- **Clue:** A fragment of a journal hints at the location of the relic: “The light we crave lies beyond the crimson veil.”

#### 2. The Crimson Chapel:

- A chapel bathed in red light from stained-glass windows. The relic is locked within a magical barrier atop an altar.
- **Puzzle:** The barrier can only be deactivated by placing three **crimson sigils**, found in various parts of the castle, onto the altar.

#### 3. The Lord’s Sanctum:

- The final area where the vampire lords dwell. Opulent and sinister, the room is filled with velvet drapes, gilded furniture, and dark magic.

## 5. THE FINAL SHOWDOWN

### BOSS ENCOUNTER: LORD SORYN DUSKBANE AND LADY CALISTA DARKTHORN

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The vampire lords await in their sanctum, determined to keep the relic and complete their ritual.

## COMBAT TACTICS

### • Lord Soryn Duskbane:

- Focuses on melee combat, using his legendary actions to strike multiple times or summon swarms of bats.
- Abilities: Multiattack, Vampiric Bite (restores HP), Summon Bats (3 swarms).

### • Lady Calista Darkthorn:

- Specializes in necromantic spells, using ranged attacks to weaken the party.
- Abilities: Animate Dead, Life Drain, Hypnotic Gaze.

## DYNAMIC ENVIRONMENT

- **Sunlight Beams:** Cracks in the ceiling allow faint beams of sunlight into the room. The party can manipulate these beams using mirrors found earlier to deal radiant damage to the vampires.

## 6. CLIMAX AND RESOLUTION

### RETRIEVING THE RELIC

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Once the vampire lords are defeated, the party claims the **Relic of Arvindor** from the altar. Its light dispels the lingering darkness in the castle, and the Order’s blessing ensures safe passage back.

### REWARDS

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#### 1. Relic of Arvindor:

- A divine artifact that can heal 50 HP per day and remove curses.
- Can only be wielded by a character of good alignment.

#### 2. Optional Loot:

- **Moonlit Blade:** A longsword that deals 1d8 radiant damage in addition to its normal damage.
- **Crimson Veil Amulet:** Grants resistance to necrotic damage.

## ADVENTURE HOOKS FOR THE FUTURE

- The party uncovers hints of a greater vampire conspiracy spanning multiple regions.
- The relic’s return draws the attention of divine beings, creating new opportunities—and dangers—for the party.

May your players find excitement and peril in the halls of Castle Noctis. Good luck, and happy DMing!