

# UNSTEALING HEARTS



**WILL R. PRESENTS**

Crash a wedding and steal a heart from a devil  
in this open-ended heist adventure



# UNSTEALING HEARTS

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RECOMMENDED LEVEL:  
5th level

ESTIMATED PLAY TIME:  
2-4 hours

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A MISSING HEART. A DEVIL IN DISGUISE. A WEDDING THAT MUST BE STOPPED.



Welcome to *Unstealing Hearts*, an open-ended heist adventure about social interaction, investigation, and wedding crashing. In this adventure, the player characters undertake a daring escapade to save a noblewoman whose heart has been stolen – literally.

## SYNOPSIS

**Part One: Heartless Nobles.** The party is asked by Jasper Carthwright, brother of the deceased noblewoman Adoline Carthwright, to help find and return Adoline's heart so she can be raised from the dead. Evidence points to another noble, Tyrus Bleakstone, who Jasper believes to be a devil.

**Part Two: A Devil in Disguise.** The party investigates Tyrus Bleakstone and formulates a daring plan to infiltrate his villa.

**Part Three: Stealing Back a Stolen Heart.** The party enters Bleakstone Villa to steal back Adoline's heart. At a crucial moment, they realize that Tyrus isn't the devil – it's his soon-to-be bride.

## BACKGROUND

**Dantial the Heartstealer** is a unique succubus with the ability to steal the hearts of those that have fallen in love with her. Dantial keeps these hearts in a magical golden chest as grisly trophies.

For the past couple weeks, Dantial has been cultivating secret relationships with two nobles, Adoline Carthwright and Tyrus Bleakstone, under two different but similar guises; a female human named "Hope" and a female half-elf named "Verity" respectively. Two days ago, after Adoline wrote "Hope" a letter confessing her love, Dantial killed her and stole her heart.

Dantial was going to steal Tyrus's heart next, and just as quickly as Adoline's...however, when Tyrus surprised "Verity" with a wedding proposal, the devil agreed, largely because she got a sadistic joy out of the idea of stealing Tyrus' heart on their wedding day. Dantial is now waiting until the night of the wedding to kill Tyrus and take his heart. In the meantime, she has stored her golden chest of hearts in the Bleakstones' secret vault.

Meanwhile, Jasper Carthwright, Adoline's brother, tried to have his sister restored to life, but the spell failed because of Adoline's missing heart. Through the use of a *Speak with Dead* spell, Jasper was able to discover that a devil was responsible for the theft. However, because of the vagueness of the responses from *Speak with Dead*, he incorrectly believes Tyrus Bleakstone is the devil responsible and not the devil's next victim.

Now, while Tyrus and "Verity" prepare for their upcoming nuptials, Jasper searches for a party of adventurers to retrieve his sister's heart and find proof that Tyrus is a devil in disguise. Who's bold enough to crash a devil's wedding?

## NOTES ON THIS ADVENTURE

*Unstealing Hearts* is an open-ended adventure; almost like a **sandbox**. To that end, certain aspects of this adventure are streamlined for ease of use:

- Most descriptions are kept short and natural. Keywords are **bolded**. No flavor text.
- SRD references and handouts are [hyperlinked](#).
- Major characters are given a short description as a roleplay aid in the chapter they are introduced.

For more detail on this adventure's sandbox elements, see the "Running This Part" sections in parts two and three.

## ADVENTURE HOOKS

This adventure can take place in any city with some form of nobility. There are several ways a party can be drawn into this particular adventure:

### AN URGENT LETTER

One party member receives a cryptic message from Jasper Carthwright, asking them to come to his family estate for a secret mission with a reward. Such a summons would be especially likely if the party is known for having dealt with monsters in the past, or if they're known for undertaking missions with a certain amount of discretion.

### A MYSTERIOUS DISAPPEARANCE

Friendly nobles or merchants mention to the party that Adoline Carthwright hasn't been seen for days and ask the party to go check in on her.

### FINDING A FRIEND'S BODY

As a complete alternative, you can raise the stakes by having a **preexisting friend of the PCs** have their heart stolen instead of Adoline Carthwright. Some work might have to be done to adapt this adventure (for example, the names and genders of some characters might need to be changed) but it would make the adventure more personal for your players.

If you go this route, you can skip part one and have the PCs be the ones to discover the heartless body. (They will have to determine the heart having been stolen by a devil and the connection to Tyrus Bleakstone themselves.)





## PART ONE: HEARTLESS NOBLES

When the party arrives at the Carthwright family estate, they are brought to a finely appointed bedroom where the body of **Adoline Carthwright** (CG female human **noble**), lies dead. Adoline's brother, **Jasper Carthwright** (LG male human **noble**), is also in the room, anxious and pacing.

A cursory investigation of Adoline's body reveals no obvious cause of death. Jasper immediately approaches skilled-looking adventurers to explain what happened and ask for help.

### JASPER CARTHWRIGHT

"I just want to save my sister."

**Appearance.** Young. Black hair, blue eyes. Striking resemblance to his sister.

**Personality.** Devoted to his family. Remarkably humble for a nobleman.

**Secret.** Feels guilty for his sister's death; thinks if he had helped Adoline break her engagement, none of this would have happened.

## AN IMPOSSIBLE DEATH

Jasper explains that his sister's dead body was found in this room two nights ago. At the time, he approached a local cleric and paid them to restore Adoline to life, but the attempted **raise dead** failed. Upon closer inspection, it was discovered the reason the spell failed was because **Adoline's heart is missing**.

Jasper then had the cleric use **speak with dead** to try and learn more about what happened. Jasper now relays to the party the information that was discovered:

- Adoline was killed by a devil disguised as a human noble.
- Adoline (unhappy with an engagement arranged by her and Jasper's late parents) had been in a secret relationship with this "noble" prior to her death.
- The devil killed her by using some unknown magic to pluck her heart right out of her chest.

(All of the above information is technically correct, but intentionally vague per the specifications of the **speak with dead** spell.)

Jasper wants the party to help him find this devil and retrieve Adoline's heart so she can be successfully raised from the dead. Jasper believes he knows who the devil is, but before he tells them, he needs the party to swear to aid him. (Jasper is paranoid that Tyrus will learn about his investigation.)

Jasper offers the party **500 gp each** to make this blind agreement. A character who makes a successful DC 13 Charisma (Persuasion) check can get the full information before agreeing to help Jasper and Adoline.

## SPEAK OF THE DEVIL...

If the party agrees to help (or persuades Jasper to reveal what he knows), Jasper gives them the name of the suspected devil: **Tyrus Bleakstone**.

A character who makes a successful DC 10 Intelligence (History) check can recall that Tyrus Bleakstone is a wealthy but reclusive noble who lives in a villa outside the city, and that strange rumors about what goes on at his villa (dark experiments, secret cult activity, etc) have circulated for years.

Jasper also knows the above information, and will share it if no one in the party makes this check.



Additionally, Jasper hands the party a wedding invitation that much of the nobility received this very morning. Give the players the **Wedding Invitation handout** from Appendix B.

There are some strange details to the invite, such as the wedding taking place so quickly, and at a home instead of a temple or church. Jasper will point these details out if no one in the party does.

Because of all the (circumstantial) evidence listed above, Jasper hypothesizes that Tyrus is the devil who stole Adoline's heart, and that this "Verity" he is marrying (Jasper has never heard of her before) is his next target.

Jasper now asks the party to **infiltrate Bleakstone Villa to find and retrieve Adoline's heart**, either before or during the wedding in **three days' time**. He is focused on retrieving his sister's heart, but Jasper is also open to the idea of the party dispatching Tyrus so as to save his next victim – but only if they are able to get definitive proof that Tyrus Bleakstone is a devil in disguise.

## FALSE CONCLUSIONS

Jasper has drawn some incorrect conclusions from the information gained from *speak with dead*. Tyrus Bleakstone is actually an eccentric but perfectly normal human man, and his fiancée, "Verity", is the true devil in disguise.

Try to keep this information from the party until an appropriately dramatic moment (like when the party finds Adoline's love letter, confronts Tyrus, or are ambushed by Dantial in part three).

Much like any twist that occurs during a heist, this particular development is supposed to serve as a beat where the party realizes whatever plan they have no longer applies and are forced to improvise.

## ADDITIONAL INFORMATION

If the party decides to investigate the area further before proceeding, they might find:

- A successful DC 13 Intelligence (Arcana) check or the appropriate divination spells reveals the lingering presence of enchantment magic on Adoline.
- A successful DC 10 Intelligence (Investigation) check reveals **Adoline's journal** tucked under her bed. Most of the journal is fairly innocuous (though it does discuss her unhappiness with her engagement to a foppish elven noble named Ceranus). However, a furtive note on the second to last page mentions an intriguing stranger that Adoline met at a masked ball, and the last page is torn out and missing.

Further discussion with Jasper might also reveal the specific rumors he's heard said about Tyrus Bleakstone. Most of the following rumors are false, but some have a grain of truth:

- Tyrus conducts strange experiments on the animals of Bleakstone Villa (false)
- The Bleakstones have long been involved with a devil-worshipping cult (false)
- Tyrus was involved in a hunting accident in his youth (true)

- Tyrus hasn't stepped foot into the city in years (semi-true; Tyrus does occasionally come into the city for business, but he tries to avoid it when he can)

## ADVANCEMENT

If the players agree to help, Jasper will suggest the party use the wedding as their opportunity to infiltrate Tyrus' home, and take the intervening time to do some more investigation into their target. He will advise against the players attacking the villa head-on; the place is quite well-defended.

If the party agrees to Jasper's plan, **proceed to part two**. If they decide to head after Tyrus Bleakstone immediately, **proceed directly to part three**.





## PART TWO: A DEVIL IN DISGUISE

There are three days until the wedding, so the party has a limited amount of time to prepare, learn about Tyrus Bleakstone and devils, and assess all the opportunities and risks on the way to Adoline's heart.

In a heist film, this would be the setup phase: imagine the party huddled up around a dimly-lit table, scoping out the target, hashing out a plan.

### RUNNING THIS PART

This part of the adventure is largely **freeform**. Let the players decide what preparations to take, give them skill checks that make sense for the challenge, and then decide what information from the "Information Learned" section is appropriate to learn, if any.

- For example, if a character wants to research information on devils that steal hearts, you can give them a DC 15 Intelligence (History) check. If they succeed, then you give them the information from the first bullet point listed in the "Information Learned" section, as it pertains to devils.

It is recommended to run this section like **downtime activities**: not played out in full, but as summarized events. With the time given, each player should be able to pursue one or two preparations at most.

### POTENTIAL PREPARATIONS

The party might be able to brainstorm their own ways to investigate. But if the party is having trouble coming up with ideas, Jasper can step forward with one or more of the following suggestions:

- Research devils that steal hearts
- Learn more about Tyrus Bleakstone
- Obtain the floor plan to Bleakstone Villa
- Assess the villa security
- Get disguises
- Find a way to infiltrate the security or house staff

## INFORMATION LEARNED

During their preparations, characters might attempt to learn more information about their target. Choose which bullet point of information to give to the party based on what feels appropriate to their method of investigation. (There is no information pertaining to Verity. Any investigations into her will quickly hit dead ends.)

- A devil named **Dantial** is rumored to steal the hearts of their victims. Dantial is thought to keep the hearts as trophies and store them in a **golden chest**.
- Tyrus' ancestral home, the Bleakstone Villa, is a walled estate with two floors located just outside the city. Give the players the **Floor Plan handout** from Appendix B.
- Tyrus Bleakstone is little seen, even by the servants that work in his villa. Some say that he spends a lot of his time in a **secret vault** somewhere within his home.
- The Bleakstone Villa has several locked rooms, mostly on the second floor. Tyrus, his head of security **Laegrona**, and his head of staff **Pimm** all have keys.
- Tyrus has around 15-20 guards patrolling the grounds and hallways of Bleakstone Villa in ten-minute intervals. Tyrus' guards are all from a hired mercenary company known as the **Silk Daggers**, who are always looking for fresh blood.
- Many nobles from the city are going to be in attendance at Tyrus and Verity's wedding. In fact, so many have been invited that there is no guest list; only an **invitation** is required for entrance.
- Additional cooks, waitstaff, workers and a priest have also been hired for the wedding, and they do not require an invitation to enter.
- Tyrus' father was a well-known hunter, and his **trophy room** was once famed throughout the city.

Please note that while learning **some** of the information above might be crucial to proceed, the party does not necessarily need to learn **all** the information listed here.

## ADVANCEMENT

Once the three days are up, the party is out of time to prepare. Give the players a little more time to use the information gained from this section to formulate a plan – but don't let them get too bogged down in specifics before moving forward.

When the party has decided on a general plan, **proceed to part three**.





## PART THREE: STEALING BACK A STOLEN HEART

One way or another, all roads lead to Bleakstone Villa.

### RUNNING THIS PART

This adventure tries to nudge the players into infiltrating Bleakstone Villa during Tyrus and Verity's wedding. However, the way the party approaches this challenge can take on many different forms.

To give your players the most creativity possible when it comes to tackling this part of the adventure, this part is structured as a **sandbox**, and split into **two sections**. The first section details the main enemy, her plans, and her tactics; the second details Bleakstone Villa's inhabitants and main areas.

Try to guide your party into choosing their fights carefully during this part. There are many potential enemies within Bleakstone Villa, and a full assault is likely to end in disaster.

### DANTIAL, THE HEARTSTEALER

The main villain of *Unstealing Hearts* is Dantial, a succubus in the form of the noblewoman "Verity".

### DANTIAL'S PLAN

Dantial is planning to steal Tyrus's heart on the night of their wedding and then disappear into the night.

The wedding wasn't part of Dantial's original plan – a lovesick Tyrus was the one to suggest it. Dantial agreed because she enjoys the idea of stealing Tyrus' heart on their wedding night.

**If the party doesn't deal with Dantial or doesn't retrieve Adoline's heart before the end of the wedding**, Dantial's plan will **succeed**. Dantial will steal Tyrus' heart, place it in the chest right next to Adoline's, and then vanish into the night.

**If Dantial catches wind of the party's goals**, Dantial will first attempt to draw the party into a **trap**. She will approach the characters in her "Verity" disguise and try to take them to a secluded location. Meanwhile, the devil will use her mental connection to Tyrus to have him send guards to their location, and then get these guards to attack the party by acting like they are accosting her.

**If Dantial is ambushed or caught off-guard**, she will first attempt to use her control over Tyrus and his guards to engage the party while she retreats to her chest, retrieves it, and **flees**. If this fails, or if she is cornered, she will attempt to *charm* one of the players and turn them against the party, then attack from range at any other combatants.

### OPPOSING DANTIAL

The party can thwart Dantial by **stealing Adoline's heart**, which is in a chest hidden within Bleakstone Villa's secret vault (see area B20).

The party can also attempt to **gain the help of the villa inhabitants**. Tyrus will need to be freed from the charm effect and convinced that "Verity" is a devil bent on killing him, but Laegrona and Pimm are easier to persuade. If convinced of Dantial's true identity, they will try to aid the party in freeing their employer from her grasp.

And, of course, the players can always oppose Dantial by **killing or banishing her**.

## BLEAKSTONE VILLA

Bleakstone Villa, a two-story manor just outside the city, is the main locale of this adventure, and it is where all characters and plots collide.

### INHABITANTS OF BLEAKSTONE VILLA

There are four important characters living at Bleakstone Villa: **Tyrus Bleakstone**, **"Verity"**, **Laegrona**, and **Pimm**.

#### TYRUS BLEAKSTONE

"Have you met Verity, the light of my life?"

**Appearance.** Short, pot-bellied. Thinning brown hair. Fine but rumpled clothing.

**Personality.** Once eccentric and agoraphobic, has become unnervingly cheerful and outgoing under the effects of Dantial's charm.

**Secret.** A hunting accident in his youth created his crippling fear of the outside world.

Owner of Bleakstone Villa and a once-reclusive nobleman. LN human male **noble**.

Tyrus has keys to every room and chest, and knows the location and means of access to the secret vault (a lever behind the stuffed owlbear in the trophy room).

On a normal day, Tyrus will be located in the master bedroom (area B7) or the study (area B15). On the day of the wedding, he will be entertaining guests in the gardens (area B14).

#### DANTIAL ("VERITY")

"Isn't true love just wonderful?"

**Appearance.** Disguised as a beautiful half-elf woman. Raven-black hair and unsettling yellow eyes. True form is of a red-skinned, winged devil.

**Personality.** Sarcastic, cunning, charming when she wants to be. Sees mortals as playthings.

**Secret.** One of her past victims trapped her in the Prime Material Plane with his dying breath. Dantial desperately wants to return to the Lower Planes.

Tyrus' fiancée, and secretly the succubus known as **Dantial the Heartstealer**.

Unbeknownst to most, Dantial has made a copy of Tyrus' key and thus has access to every room and chest. She knows the location and means of access to the secret vault (a lever behind the stuffed owlbear in the trophy room).

On a normal day, "Verity" will be located in the secret vault (area B20) or wherever Tyrus is located. On the day of the wedding, she will be getting ready for her big day in the master bedroom (area B19).



## LAEGRONA

"Don't get in my way."

**Appearance.** Green skin, braided black hair. Built like an ox.

**Personality.** Ruthless but not cruel. No loyalty but to coin.

**Secret.** Suspects Verity is not who she says she is and has been watching her on the sly.

Tyrus' head of security and a senior member of the Silk Daggers. LN female half-orc **knight**.

Laegrone has keys to every room but not every chest. She knows the location of the secret vault (accessed through the trophy room) but not the means of access.

On a normal day, Laegrone will be located in the guard barracks (area B4) or the second floor hallway. On the day of the wedding, she will be watching over the workers in the great hall (area B5).

## PIMM

"Blast, I know they're around here somewhere..."

**Appearance.** Short, squinty. Wispy white hair and beard.

**Personality.** Forgetful in his old age. Prone to reminiscing about the "good old days".

**Secret.** Doesn't think Tyrus is worthy of the Bleakstone family name.

Tyrus' long-standing head of staff. LG male gnome **commoner**.

Pimm has keys to every room but not every chest. He knows the location of the secret vault (accessed through the trophy room) but not the means of access.

On a normal day, Pimm will be located in the servant quarters (area B11) or cleaning the dining room (area B8). On the day of the wedding, he will be searching for the keys that he dropped in the servant quarters.

## AREAS OF BLEAKSTONE VILLA

The following areas are keyed to the **map on page 9**.

In case the party visits before the wedding, the areas of Bleakstone Villa are described as how they are during a **normal day**, and any changes that occur because of the wedding will be listed under the **Wedding** heading.

### GENERAL FEATURES

Guards in Bleakstone livery (use the **thug** stat block) are stationed in various areas and regularly patrol the yard (area B2), the first floor hallway, and the second floor hallway of Bleakstone Villa. There are sixteen guards in total, including Laegrone, as well as four guard dogs (**mastiffs**). They will try to kill or detain any trespassers they find (except during the day of the wedding).

There are six house staff who live at Bleakstone Villa. This includes a cook, two maids, two manservants, and Pimm. Any additional staff commute from the city.

Several doors and chests in the villa are **locked**. A lock can be picked with a successful DC 15 Dexterity check using thieves' tools, or forced open with a successful DC 20 Strength (Athletics) check. Tyrus Bleakstone, Pimm, Laegrone, and "Verity" all have keys to the locked doors, but only Tyrus and "Verity" have keys to the locked chests.

**Wedding.** At midday on the day of the wedding, guests start arriving at Bleakstone Villa. Guards will escort lost guests away from off-limits areas instead of attacking them. They can be tricked into believing a character is a normal wedding guest by a convincing disguise or a successful DC13 Charisma (Deception) check.

## B1. FRONT GATES

Bleakstone Villa's front gates are made of finely wrought iron and emblazoned with the crest of House Bleakstone (a stylized B and R). A single guard is posted at the gate.

The gates are **locked**.

**Wedding.** The gates are unlocked and open. The guard posted at the gate will allow characters to enter if they carry an invitation or with a successful DC13 Charisma (Deception) check.

## B2. YARD

The yard is large and well-tended, with a paved path leading to the house entrance and the stables, and a garden out back.

The yard is lined by a 20-foot-tall wrought iron fence. Scaling the fence without magic or climbing gear requires a successful DC 15 Strength (Athletics) check or a successful DC 15 Dexterity (Acrobatics) check.

Groups of guards (two thugs and one mastiff) regularly patrol the grounds. Evading them requires a DC 12 Dexterity (Stealth) check. If the character has prior knowledge of their routes, they make this check with advantage.

**Wedding.** Carriages line the entrance path, dropping off well-dressed nobles. They head to area B14 for the wedding ceremony.

## B3. STABLES

The stables have clean stalls for six horses, though only four **draft horses** and one **riding horse** are currently housed here. Tyrus Bleakstone's carriage is kept at the back of the stables.

## B4. GUARD BARRACKS

This guesthouse has been converted into living quarters for the Silk Dagger mercenaries working as villa guards. The room contains sixteen bunk beds and sundry personal effects. In the northeastern corner, near the door, mannequins hold armor with Bleakstone livery.

In the middle of the room, two guards play cards while a third sleeps in the corner. If Laegrone is in this area, she's either sleeping or also playing cards.

**Wedding.** This area is instead empty, as all guards are working during the wedding.

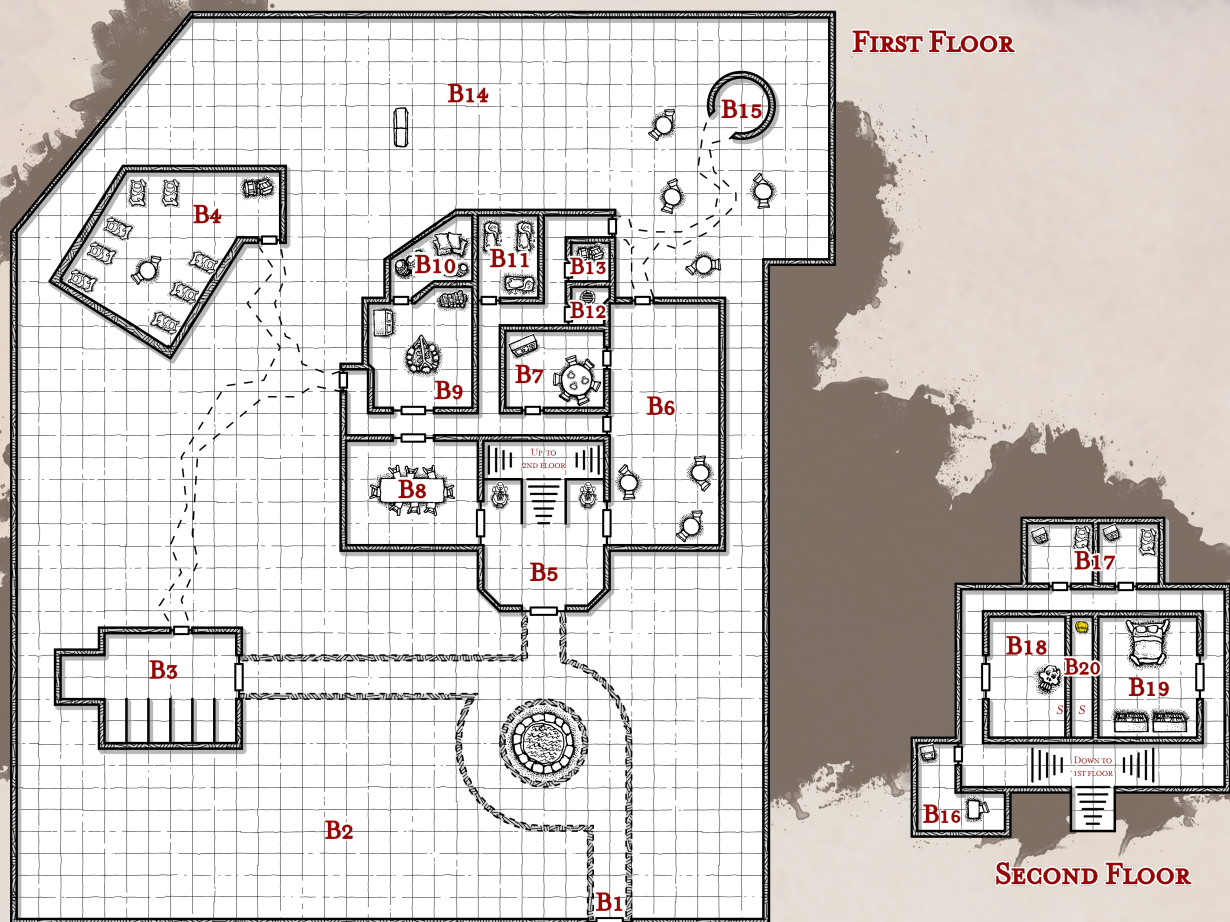
## B5. GREAT HALL

The great hall is dominated by a grand staircase that splits in the middle to form two smaller staircases going left and right. Two guards are posted at the foot of the stairs.

**Wedding.** Workers (**commoners**) move to and fro through the great hall, busy setting up the villa for the wedding reception.

From the top of the stairs, Laegrone oversees their activity with a watchful eye.





## B6. BALLROOM

The grandest room of the estate, this long, spacious ballroom is all sparkling marble, fine gilt, and iridescent crystal.

**Wedding.** This is the main area for the wedding reception. Several workers are busy putting up tables and decorations at the southern end of the ballroom, while at the northern end a four-man band warms up.

## B7. PARLOR

This fine parlor sees more use as a smoking room. Full of fine brandy and cigars.

**Wedding.** A rowdy guest (**noble**) is drinking heavily in here. A guard is trying to urge him into going outside with the other guests.

## B8. DINING ROOM

The spacious dining room has a long oak table and seating for eight. If Pimm's in this area, he's busy dusting off the table settings.

## B9. KITCHEN

The kitchen is hot, crowded, and smells heavily of spice.

**Wedding.** Three cooks (**commoners**) are hard at work preparing appetizers for the guests. In the middle of the room, one of several pigs is being roasted for the wedding feast.

## B10. PANTRY

Crowded with various crates, barrels, and foodstuffs.

## B11. SERVANT QUARTERS

A rather cramped room with six bunk beds and footlockers for the house servants. If Pimm is in this area, he's sleeping or getting ready for work.

**Wedding.** Pimm is on his hands and knees in the middle of the room, searching for his lost set of keys. Characters can find the keys under the southernmost bed with a successful DC 5 Wisdom (Perception) check.

## B12. WASHROOM

Contains a toilet, a wash basin, and towels.

**Wedding.** One of the wedding guests has already gotten very sick from drinking and is vomiting into the toilet. Another guest is helpfully holding her hair back.

## B13: STORAGE CLOSET

Filled with brooms, buckets, and cleaning supplies. Several rumpled but clean staff uniforms can be found here.

## B14: GARDENS

The gardens are lush and well-tended, bursting with colorful and sweet-smelling flowers.



**Wedding.** A wedding arch and multiple rows of chairs have been erected on the western side of the gardens. On the eastern side, multiple outdoor dining tables have been set up.

Tyrus entertains a throng of nobles near the tables as he waits for his bride to finish getting ready and the ceremony to start. He is uncharacteristically chipper.

## B15: GAZEBO

An old wooden gazebo stands alone amidst the back garden.

**Wedding.** Several *fireworks* have been stashed here to be set off after the wedding ceremony. A character can use an action to ignite a firework, creating a dazzling but harmless burst of multicolored light at a point up to 60 feet away. The burst of light is accompanied by a deafening crackling noise that can be heard up to 300 feet away.

## B16: STUDY

Tyrus' study has a desk, several chairs and a safe. If Tyrus is in this area, he's composing a love letter to "Verity" at the desk.

This room is **locked**.

**Treasure.** The safe is **locked**. Inside is 40 pp, 25 gp, and 15 sp, as well as two *potions of heroism*.

## B17: GUEST BEDROOMS

Both of these guest rooms are identical; a bed, side table, and a dresser. They are not currently being used.

## B18: TROPHY ROOM

The trophy room, established by Tyrus' father, has the heads of several beasts displaced on each wall. Near the middle of the eastern wall, a stuffed owlbear looms tall.

This room is **locked**.

**Hidden Switch.** A character who makes a successful DC 16 Wisdom (Perception) check can notice a switch on the back of the owlbear's platform. Pulling the switch opens a passage to area B20 (see S on map).



## B19: MASTER BEDROOM

Tyrus' messy master bedroom. Enormous bed, closet, several bookcases. If Tyrus is in this room, he's lazing in bed.

This room is **locked**.

**Treasure.** *Glamoured studded leather* and six pairs of fine clothes worth 15 gp each can be found in the closet, and a signet gold ring worth 250 gp can be found on a nightstand to the left of the bed.

**Wedding.** "Verity" is in here, impatiently getting ready for her wedding with the help of a maid (**commoner**).

## B20: SECRET VAULT

A small, narrow room located in the crawlspace between walls. Connected to area B18 through a secret door (see S on map). Once used by the Bleakstones to store valuables, it has since been claimed by Dantial for the storage of her own infernal treasures.

If "Verity" is in this area, she's busy gazing at her treasures with a sick pride.

**Golden Chest.** A **locked** golden chest is placed here. This chest contains the preserved heart of Adoline Carthwright, as well as a number of withered husks that were once the hearts of Dantial's past victims.

Only Dantial carries the key to this chest. Additionally, she has set an *alarm* on it; if anyone besides Dantial touches the chest, Dantial receives a mental ping.

**Love Letter.** A love letter from Adoline Carthwright to someone named "Hope" (torn from her journal) is tucked underneath the chest. It adoringly describes Hope, her lover, as a beautiful, dark-haired woman.

## SPECIAL EVENTS

The following event will occur during the evening of the wedding.

## THE WEDDING CEREMONY

When the sun starts to set, "Verity" and all guests not in area B14 will proceed to area B14 for the wedding ceremony. An unknowing priest named **Kasia** (NG female wood elf **priest**) officiates the marriage.

After they finish exchanging vows, Tyrus and Verity spend some time receiving nobles in area B6 before excusing themselves to area B18 where (unbeknownst to Tyrus) death awaits.

## ADVANCEMENT

Advance to the resolution when the party has accomplished their goal of retrieving Adoline's heart, freeing Tyrus, and/or defeating Dantial.



## RESOLUTION

Several **dramatic questions** were posed over the course of this adventure. As a DM, decide how the story ends based on how these questions were answered.

If this adventure is being run as part of an existing campaign, some of these resolutions can also be used as future adventure hooks.

### WAS ADOLINE'S HEART SUCCESSFULLY RECOVERED?

---

**If Adoline's heart was returned to Jasper:** Jasper gratefully pays the party everything he promised. Adoline is successfully raised from the dead, and she and her brother are able to use her death as a loophole to void her betrothal. The Carthwrights are friendly to the party going forward.

**If Adoline's heart was not recovered:** Jasper cuts off contact with the party and bars them from the Carthwright family estate. If questioned, he will lie and say that he had no part in the party's actions.

### WHAT WAS THE FATE OF DANTIAL?

---

**If Dantial was killed:** her charm on Tyrus (or anyone else) immediately fades. The devil's soul goes into her *ring of mind shielding* if it is still equipped.

Depending on how public the events at Bleakstone Villa are, tales of the party killing a devil might spread far and wide.

**If Dantial's true identity was revealed, but she manages to escape:** Dantial flees into the night to lick her wounds and obsess over the adventurers that ruined everything. Soon, she begins to plot to steal the heart of one of the characters...

**If Dantial's true identity was never revealed:** "Verity" disappears shortly after the wedding, never to be seen again. Another heartless noble is likely left in her wake.

### WHAT WAS THE FATE OF TYRUS BLEAKSTONE?

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**If Tyrus is killed by either Dantial or the party:** Tyrus' innocence eventually comes to light. The people of the city bemoan his death and their mistaken notions about him.

**If Tyrus lives, but never realized Verity's true identity:** Tyrus rages for the loss of his would-be bride. He sends the Silk Daggers to find out who is responsible for her death and/or disappearance.

**If Tyrus lives and realized Verity's true identity:** Tyrus expresses relief at not becoming the succubus' next victim. If he can, he gives each character his heartfelt thanks and one of his wedding favors: a fine bottle of brandy worth 10 gp.

## APPENDIX A: MONSTERS AND NPCs

### DANTIAL, THE HEARTSTEALER

*Medium fiend (devil, shapechanger), chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 72 (13d8 + 13)

**Speed** 30ft., fly 60ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 17 (+3) | 13 (+1) | 15 (+2) | 12 (+1) | 20 (+5) |

**Skills** Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

**Damage Resistances** cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Abyssal, Common, Infernal, telepathy 60 ft.

**Challenge** 6 (2,300 XP)

**Special Equipment.** Dantial wears a [ring of mind shielding](#).

**Innate Spellcasting.** Dantial's spellcasting ability is Charisma (spell save DC 16). She can innately cast the following spells, requiring no material components:

3/day each: [hellish rebuke](#) (as a 2nd-level spell), [hold person](#), [suggestion](#)

1/day: [fireball](#)

**Shapechanger.** Dantial can use her action to polymorph into a Small or Medium humanoid, or back into her true form. Without wings, Dantial loses her flying speed. Other than her size and speed, Dantial's statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. Dantial reverts to her true form if she dies.

**Telepathic Bond.** Dantial ignores the range restriction on their telepathy when communicating with a creature she has charmed. The two don't even need to be on the same plane of existence.

### Actions

**Claw (Fiend Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Charm.** One humanoid Dantial can see within 30 feet of her must succeed on a DC 16 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys Dantial's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to Dantial's Charm for the next 24 hours. Dantial can have only one target charmed at a time. If she charms another, the effect on the previous target ends.

**Heart-Steal.** Dantial attempts to steal the heart of a creature she has charmed. The target must make a DC 16 Constitution saving throw against this magic, taking 39 (6d10 + 6) necrotic damage on a failed save, or half as much damage on a successful one. If this effect reduces the target's hit points to 0, the target dies and its heart is magically teleported into Dantial's possession.



## APPENDIX B: HANDOUTS



### WEDDING INVITATION





1st Floor

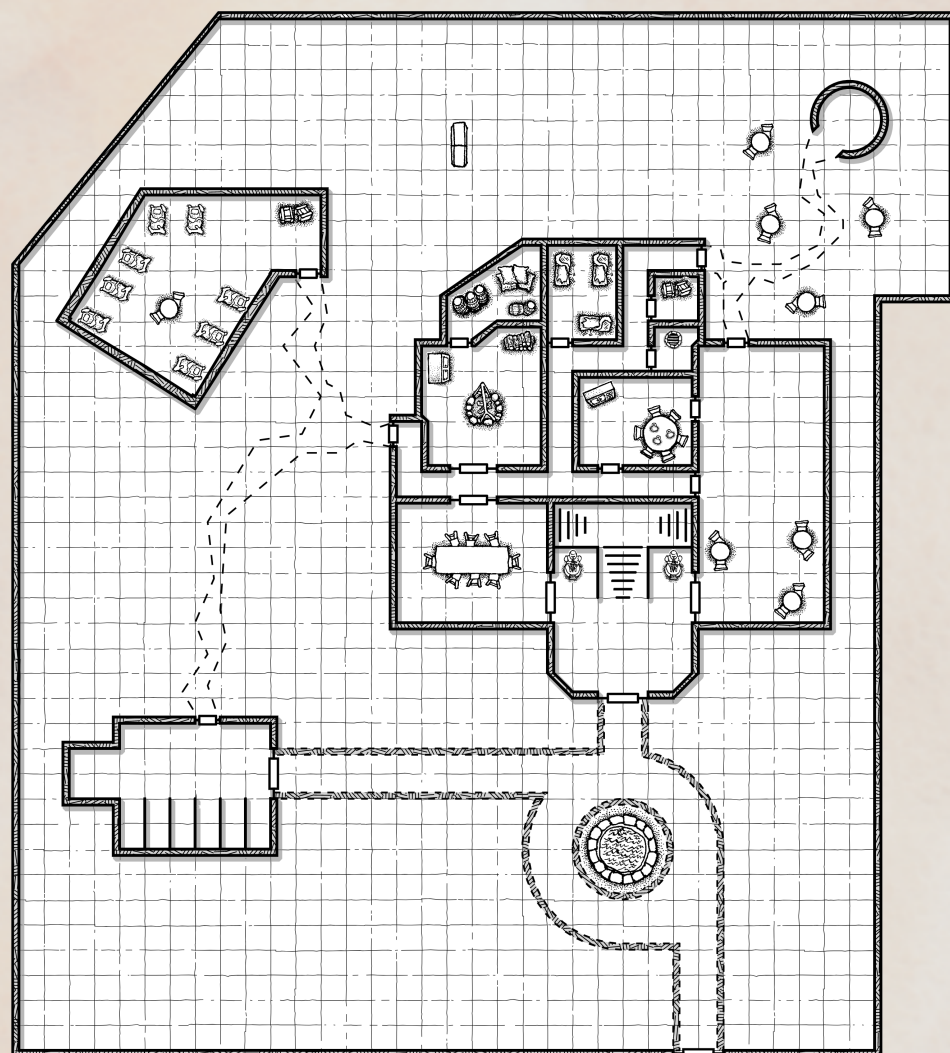


2nd Floor

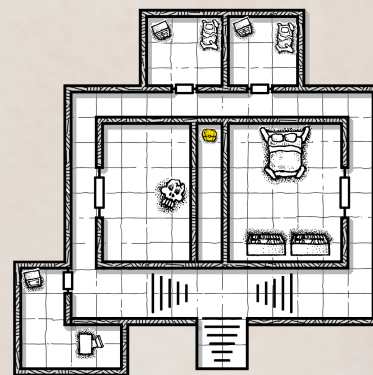
## FLOOR PLAN



## APPENDIX C: MAPS

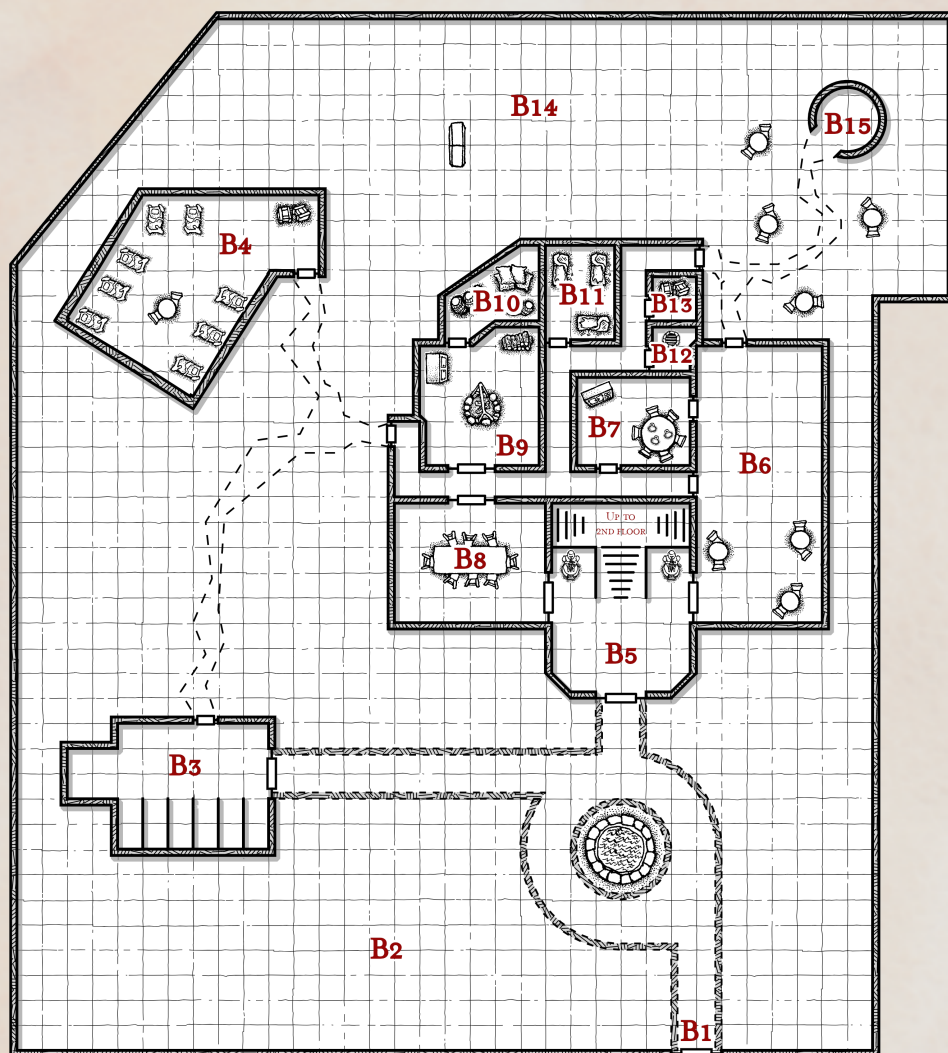


FIRST FLOOR

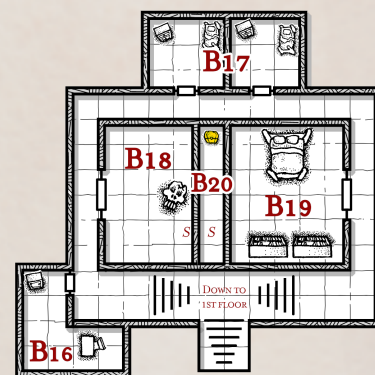


SECOND FLOOR

BLEAKSTONE VILLA, UNLABELED



FIRST FLOOR



SECOND FLOOR

BLEAKSTONE VILLA, LABELED



## ACKNOWLEDGMENTS

Special thanks to the brave adventurers who helped me slay the beast that was writing this adventure: Ashley, Danielle, Jacob, and Madelynn, for playtesting and feedback, and Trever and Luis for additional feedback.

## CREDITS

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This adventure was formatted using GM Binder, and the Bleakstone Villa map was created using DungeonScrawl.

## THANKS FOR READING!

Thanks for reading (and hopefully playing) *Unstealing Hearts*!

If you enjoyed this adventure and/or have any constructive feedback on it, please leave me a review on the *Unstealing Hearts* DM's Guild page. This is the first thing I've ever published to DM's Guild, and I'd love to hear what other DMs and players think of it!

Onwards, adventurers!

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