

CCC-MALTH-001



Part I of: A Twisted Harvest Selûne's Tear

The town of Elmwood is being ravaged by a devastating plague. The town's Constable pleads for help in finding the cause and a cure from any adventurers brave enough, or reckless enough to risk infection. A Four-Hour Adventure for Tier 2 Characters. Optimized for APL 8.

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MALTH-001 Selûne's Tear

Adventure Primer

This adventure is part of the **Twisted Harvest** trilogy (CCCMAL-01 through 03). Each module tells its own story, and can be played independently, but each module is also part of a larger, interconnected storyline.

“It is such a secret place, the land of tears.” -Antoine

Background

This adventure takes place in and around the town of **ELMWOOD**, a small farming community on the southern shore of the Moonsea, in northern Faerûn.

Three tendays ago, townsfolk witnessed a brilliant ball of flame streaking down from the sky. Worshipers at the **TEMPLE OF THE HALF-MOON** referred to the meteor as **SELÛNE’S TEAR**. It eventually crashed into the Moonsea, just north of town, creating a steam cloud and massive tremors that could be felt miles away. A few days later, residents started getting sick.

The disease resisted all efforts to cure it. **CONSTABLE GRETN JORGADAU** tasked every healer in town with combating the disease, but all they could do was slow down its progress. Three days ago, the town exhausted its supply of healing potions, and people started dying. Desperate, the Constable sent riders as far west as Hillsfar, and as far east as Mulmaster to beg for assistance. So far, her pleas have fallen on deaf ears.

What the residents don’t know, is that they’re not actually suffering from a plague. When the meteorite struck the floor of the Moonsea, it split into two halves, releasing deadly radiation into the surrounding earth, air, and water. That radiation is poisoning every living thing in town. The characters arrive in the midst of this crisis. The Constable asks them to find the source of the plague and a cure.

Episodes

The adventure’s story is spread over three **story episodes** that take approximately 4 hours to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits, that are introduced anywhere in the adventure.

If you’re planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several

sessions, you’ll want to revisit the **Call to Action** each time you play.

- **Episode 1: A Glimmer of Hope.** The characters are recruited to adventure by **MATHERS NYBOR**, a villager mourning the death of his daughter Helene. Mathers begs the characters to find a cure for the plague before his ailing son Trystane succumbs to it as well. He tells the party what he knows, and sends them to meet The Constable so she can share any useful information she has with them. This is the **Call to Action**.
- **Episode 2: Questions.** The characters meet with the Constable in **ELMWOOD HALL**, and clues from their discussion point to the **SALT MARSHES** northeast of town as the most likely source of the plague. Before they leave, The Constable invites them to witness a ritual at the Temple of the Half-moon that will beseech the goddess Selûne for guidance in ending the plague. The ritual provides the party a means of ending the plague by “healing Selûne’s shattered tear”. This is **Story Objective A**.
- **Episode 3: Answers.** The characters arrive at the salt marshes and discover a warren of underground tunnels infested with monsters. While exploring the tunnels, they find Selûne’s Tear, a meteorite split into two hemispheres, that are lodged in the floor of the Moonsea. The party must find a way to reassemble the two halves in order to neutralize the radiation leaking from their interiors. This is **Story Objective B**.

Bonus Objectives

However, this adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure’s appendices, as follows:

- **Bonus Objective A: Buying Time.** While speaking with the characters at Elmwood Hall, the Constable mentions that the town has run out of healing potions. She asks the party to recover a cache of them hidden in an old **ABANDONED WELL**. This bonus objective is found in **Appendix 4**.
- **Bonus Objective B: Signs & Portents.** Speaking through **HIGH PRIESTESS PERSEPHONE RUMIDON**, during the ritual at the Temple of the Half-moon, the goddess Selûne warns the characters of an evil brought to Faerûn on the meteorite known as Selûne’s Tear. They must defeat it to survive. This bonus objective is found in **Appendix 5**.

Episode Sequence

Depending on your time constraints, play style, and environment, this adventure takes approximately two-to-four hours to play.

How Will You Play?

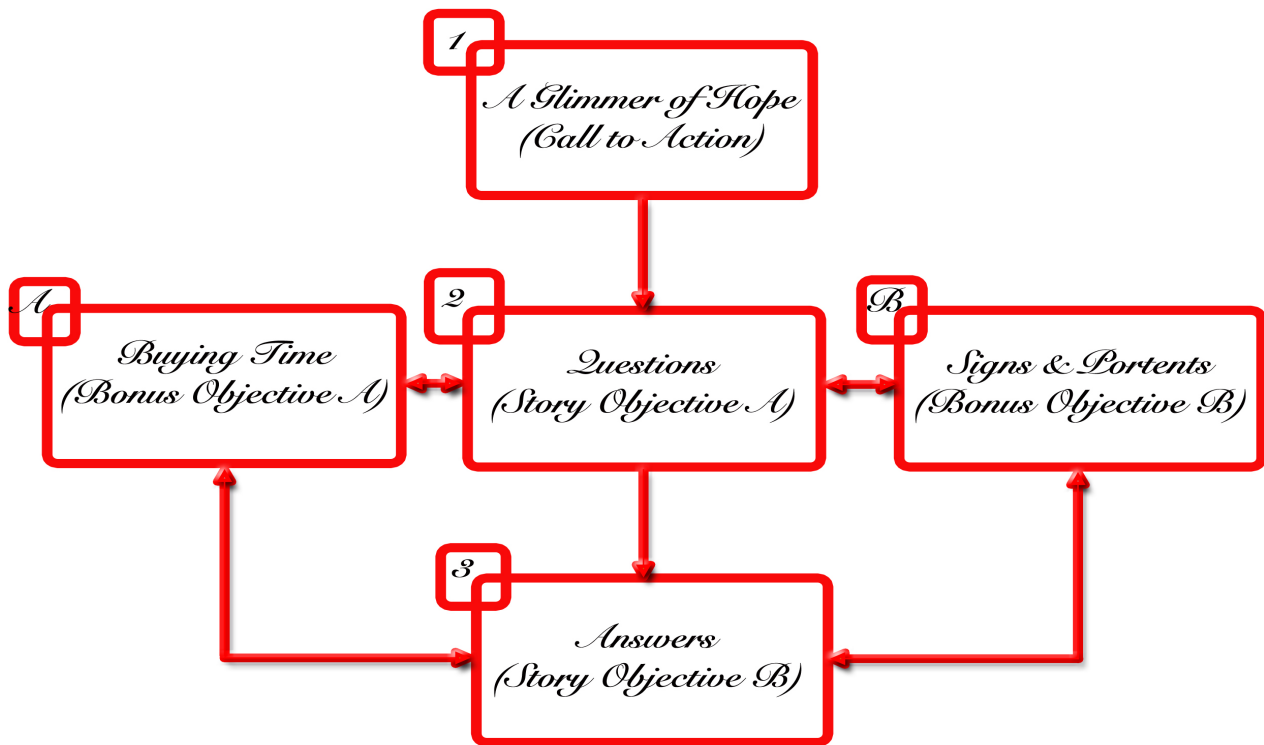
The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 4 **hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

Story Objectives Only. To complete both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. These objectives branch off Episode 2, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.

Episode Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Episode 1: A Glimmer of Hope(Call to Action)

Estimated Duration: 30 minutes

Scene A. A Sad Man in a Sad Town

It is approaching midday when the characters arrive in Elmwood. They are traveling north along a rutted, dirt road that enters the southern part of town. The sun glares down on them from a cloudless sky. Despite the sunlight, a chill is in the air. The town is eerily deserted for the time of day.

Up ahead, thatched cottages dot both sides of the road. Most of the cottages have a red diagonal slash mark on the door, while a few of them have a second slash mark crossing the first to form an X. Any character succeeding on a DC 14 Wisdom (Perception) check also notices a small pot sitting on the ground outside each cottage.

Someone has mounted a humanoid skull on a wooden stake in the middle of the road. The first character moving within 30 feet of the skull triggers the *magic mouth* spell cast on it. A gruff female voice says in Common,

"Beware all who enter here. A plague is laying waste to Elmwood, and your safety cannot be guaranteed."

Suddenly, the door to the first cottage on the adventurers' right swings open, and a middle-aged human man staggers out. He closes the door behind him, and stoops down to grab a small brush from a pot sitting on the ground next to the door. The door has a single red mark on it, and he furiously makes another mark to form an X. Then he drops the brush, and sinks to his knees sobbing despondently, seemingly unaware of the characters' presence.

If the characters approach the man, and ask him what happened, he tells them his daughter Helene just died from the plague. When he looks up at the party, he realizes he doesn't know them, and asks them if they're in Elmwood to help fight the plague. If they answer affirmatively, a hopeful expression flickers across his face, and he invites them into the cottage. If a character asks the man his name, he tells them it's Mathers Nybor. He is emaciated, and requires assistance to stand. Any character helping him up notices a blotchy red rash running up both of his arms.

The interior of the cottage is small, but warm. All of the curtains are drawn. A kettle of burnt fish stew hangs forgotten over the fire. Mathers leads the characters to a bedroom at the back of the cottage. There is a young boy sleeping fitfully on one bed, and an older girl apparently asleep on the other bed. As the characters move closer, they can tell the girl is

dead. Her face, neck, and arms are covered with bruises and open sores. Patches of her hair have fallen out, and there is dried blood under her nose. Her lifeless hand clutches a turquoise blanket with a unicorn embroidered on it.

The boy has the same red rash as his father, and beads of sweat cling to his brow. A metal bucket full of vomit sits next to his bed. Mathers speaks in a whisper, asking the characters if they can help his son Trystane. A character proficient in Medicine who succeeds on a DC 18 Wisdom (Medicine) check can determine that Trystane is suffering from some form of poisoning, not a disease, and that Helene died from the same thing. A character proficient in Medicine who rolls a 20 on the ability check knows Trystane is suffering from radiation poisoning. A character failing the check has never seen an illness like this before. A character casting *detect poison and disease* detects radiation poisoning in all three Nybors.

Mathers declines any offers of healing, and asks the characters to focus their efforts on Trystane. Any potion or spell that restores hit points or counters poison such as *cure wounds*, *lesser restoration*, or *protection from poison* will help him. After the spell is cast, Trystane's rash fades, and he breathes much easier. Unless the characters can find a cure, his symptoms will gradually return by the following day.

Helene has been dead too long for a *revivify* spell to be used on her, and any attempt to cast *raise dead* on her will ultimately fail, because her spirit is unwilling to rejoin her body after enduring so much suffering. A *speak with dead* spell uncovers no more useful information, but gives Mathers the opportunity to tell Helene how much he loves her.

Mathers thanks the characters profusely, and does his best to answer as many of their questions as he can. He suggests they meet with Constable Jorgadaul at Elmwood Hall, who likely has additional valuable information regarding the plague for them. Mathers directs the characters to take the second road on the left, and follow it north until it T's in front of the **PHOENIX MONUMENT**. Elmwood Hall is on the right.

When the party reaches the first intersection, they see a dead cat rotting by the side of the road, and the character with the highest Wisdom (passive Perception) score notices movement in front of the

Nybor cottage. A young woman is standing at the door crying. She wears a black cloak embroidered with canine teeth and a helm made from a jackal's skull. When she notices the party, she turns and walks around the far side of the cottage. If the party looks for her, she has disappeared, and if they ask Mathers about her, he doesn't know who she is.

The characters are not meant to encounter the woman known as The Jackal in this adventure. This scene merely foreshadows her appearance in part II: **The Jackal's Justice**.

One or more of the following hooks may justify the party's presence in Elmwood.

- **The Delegation.** The party was sent from either Hillsfar or Mulmaster to assess the severity of the plague and to render assistance if possible.
- **Good Samaritans.** The party heard about the plague and decided to help out of the goodness of their hearts.
- **Ulterior Motives.** Additionally, any members of the Zhentarim have been tasked with determining whether there is a means of profiting from the plague.

Area Information

This area features:

Terrain. The southern part of Elmwood consists of a dirt road surrounded on both sides by farms and thatched cottages. All of the buildings were recently constructed, and piles of boards and tools lie on the ground. Cultivated fields extend as far as the eye can see to the north, west, and east. The road heads north and branches off to the northwest.

Lighting. The sun provides bright light outside, and the cottage interior is slightly darker (lit normally), since the curtains are drawn.

Sound. It is oddly quiet. A dog howling in the distance is the only sound the characters can hear.

Smell. The interior of the cottage smells of burnt fish and vomit.

NPC

Mathers Nybor is a human farmer mourning the death of his daughter. He is tall and thin, but due to the plague, he stoops and appears older than he really is.

Goal. Mathers wants nothing more than to save his son Trystane from the plague. He is desperate for help after watching his daughter Helene die in agony. He doesn't have anything of monetary value to offer the adventurers, but he will offer to work for them, or do just about anything else within his power to repay them for their help.

What Does He Know? Mathers shares any of the following information with adventurers when asked.

- Three tendays ago, Mathers and his family watched a meteor streak down through the sky. It crashed into the Moonsea and the resulting tremors broke several items in their cottage.
- A few days later, townsfolk began to get sick.
- Worshipers of Selûne refer to the meteor as Selûne's Tear.
- The town exhausted its supply of healing potions three days ago, and now the plague has escalated out of control, killing at least one person every day.
- Constable Jorgadawl provided each family with paint so they could mark their doors with one red mark if someone in the household was gravely ill, and with two marks if someone had died. That way, the Constable and the town's healers could tend to the sick and the deceased.

Call to Action

- The objective of this adventure is to discover the source of the plague and to find a cure.

Episode 2: Questions (Story Objective A)

Estimated Duration: 60 minutes

Setting Description

If the characters follow Mathers' directions, they find themselves in the mercantile heart of Elmwood after an hour's walk. Shops, temples, and taverns are clustered around the widest road in town. The dirt road runs east/west, and the buildings on the north side of the road border the Moonsea. They stand at a T-intersection with the Phoenix Monument ahead of them, the Temple of the Half-moon on the left, and Elmwood Hall on the right.

Several of the buildings have broken windows, cracks in the walls, and other obvious structural damage from the recent tremors. Unless stated otherwise, the buildings are all currently unoccupied, locked, and dark. The street is deserted.

Prerequisites

Bonus Objective A *Buying Time* may be played once the characters meet with The Constable in Scene A. Bonus Objective B *Signs & Portents* may be played once the characters attend the ritual in Scene B.

Story Objective A

This episode's objective is to find the source of the plague.

Area Information

This area features:

Terrain. This is a typical small town hub, except the sparse trees skirting the road are all tiny saplings.

Lighting. The sun provides bright light.

Sound. Waves lapping on the shore can be heard to the north.

Smell. A faint smell of something rotting wafts through the air.

The Burning

Any Elmwood resident can tell the characters about The Burning. It refers to the day a devastation orb meant for Mulmaster accidentally detonated in Elmwood. Between the initial blast, the subsequent fires, and the pervasive smoke, the population of Elmwood was virtually wiped out. There were few survivors.

Food & Drink

If a character eats or drinks anything in town without first casting *purify food and drink* on it, he or she must succeed on a DC 22 Constitution saving throw, or take 10 (3d6) poison damage and be poisoned until completing a short or long rest. On a success, the character feels nauseated, but suffers no other ill effects.

Scene A., Elmwood Hall

Elmwood Hall is a nondescript two-story wooden structure built entirely of elmwood.

Upon entering, the characters see a female dwarf bent over the desk holding her head in her hands. She appears exhausted and worry is clearly etched on her face. When she doesn't recognize the party, she gets up and limps over to introduce herself.

She asks the characters if they saw the skull at the edge of town. If they did, Gretna tells them:

"Then I can only hope you are here to help us. Our situation is dire. We ran out of healing potions and our healers can no longer keep the plague in check. People are dying every day, and we can't stop it."

She then asks the party if there's anything she can tell them that might help. Refer to *What Does She Know?* for answers.

After Gretna tells the characters what she knows, you may introduce Bonus Objective A *Buying Time*.

Regardless of whether you are playing straight through the adventure, or if you are using bonus objectives, Gretna will inform the adventurers of a ritual that will occur at the Temple of the Half-moon this evening. The High Priestess will implore the goddess Selûne for a means of ending the plague, and the party is encouraged to attend.

Area Information

This area features:

Dimensions & Terrain. Elmwood Hall's lower level consists of a community room on the right and an office on the left. Everything inside the hall is made of elmwood. The community room houses a lectern surrounded by benches. The office has a smallish desk and chairs. There are four objects on the desk: an oil lamp, a brass bell, a beer stein with "Still Waters" engraved on it, and a metal plaque with the letters "mwoo" visible on it. The last three items are charred around the edges. Stairs lead to the upper level, which holds the Constable's living quarters.

Lighting. Bright light streams in through the windows.

NPC

Constable Gretna Jorgadaul is a mature shield dwarf with an impressive white beard. She walks with a noticeable limp that she claims she got from "a youthful indiscretion with a manticore". She shows no outward signs of infection. She was elected Constable after her sister Thoyana, who previously held the post, died in The Burning. Gretna has been a stalwart proponent of rebuilding Elmwood since the tragedy. However, after the meteorite strike and the plague, even she is starting to have her doubts.

Goal. Gretna's sole goal is to save her people from the plague.

What Does She Know? Gretna gladly offers any of the following information to adventurers when asked:

- It started three tendays ago when a meteorite crashed into the Moonsea, narrowly missing the town. A few days later, the salt miners were the first to get sick followed by the fishermen.
- Gretna organized groups of healers to tend to the sick. Their ministrations would help temporarily, but by the next day, the symptoms would reappear.
- A tenday ago, Gretna sent three of her most able bodied residents to investigate the salt marshes northeast of town, but they never returned.
- Gretna is one of a handful of residents unaffected by the plague. Her friends tell her she must be too stubborn to get sick.
- There is not a single healing potion in town. The supply was exhausted three days ago.
- A band of unscrupulous merchants offered to sell residents healing potions for 1,000 gp each. The townsfolk were able to scrape together enough gold to purchase ten healing potions, but those are gone now too.
- Gretna knows The Jackal by her description, and describes her as a strange girl who keeps herself to herself.
- The bell, stein, and plaque displayed on her desk were salvaged from the remains of The Burning.
- The only accommodations available in town are at **THE WAYFARER'S REST** tavern near the docks.

Scene B., Temple of the Half-moon

The Temple of the Half-moon is home to worshipers of the goddess Selûne. The temple is a massive white marble dome. The center of the dome is open to the sky. The temple has two entrances, one on its north side and the other on its south. Both gates are inlaid with the silver symbol of Selûne; a pair of stylized feminine eyes surrounded by seven stars.

If the characters arrive before nightfall, a young female **ACOLYTE** meets them at one of the gates, and asks them to return after dark, explaining that they are currently preparing for the ritual.

If the characters arrive after dark, the acolyte greets them, and leads them to the dais at the center of the temple where a female half-elf with ebony skin and startling blue eyes kneels on the symbol of Selûne. She is flanked by two human acolytes, one male and one female. All of them have shaved heads and wear voluminous white cloaks.

A pitcher of milk rests on the dais in front of the half-elf. The acolyte who met the party at the door joins the other two. The half-elf acknowledges the party and introduces herself as High Priestess Persephone Rumidon. She thanks the party for coming to witness the ritual and blesses them. “May you walk in Selûne’s light all the nights of your life.”

She stands, glancing up at the full moon filling the cutout in the dome, and tells the party it is time to begin the ritual.

She nods to an acolyte who fastens a blindfold over Persephone’s eyes. The blindfold is adorned with an image of Selûne’s eyes. The three acolytes encircle Persephone and clasp hands.

“Selûne, may your light illuminate the darkness in our minds, and shine in our time of need. Our Lady of Silver, how may we end the plague ravaging our people? For this, I beseech you.”

The acolytes repeat:

“Selûne, we beseech you.”

Suddenly, Persephone’s body stiffens, and she throws her head back to look straight up at the moon. Without glancing down, she bends to pick up the pitcher, and starts to pour. Instead of falling to the floor, the beads of milk stream upward and hover above her head. Then they slowly coalesce to form the sorrowful face of a beautiful woman. The woman cries a single tear that rolls down her cheek. The tear continues to fall as it morphs into the shape of a meteor hurtling through clouds in Toril’s atmosphere. It slams into an invisible surface, and fractures into two hemispheres.

Persephone mouths something, but no sound escapes her lips. Instead, a booming voice issues from the beautiful woman’s face.

“An unseen evil borne on my tear is poisoning you and your people. In order to end this affliction, you must head underground and heal my shattered tear.”

If Bonus Objective B *Signs & Portents* is going to be used, it should be introduced here.

Persephone collapses in on herself like a deflated balloon, as the force holding the milk releases it to splatter on the dais around her. She removes her blindfold and stares at the party with a glazed expression. Before her legs can buckle, an acolyte grabs her, and whispers into her ear. She nods. Persephone tells the party that Selûne has spoken and that the ritual is complete. She bids them farewell and asks Selûne to guide them with her light.

The youngest acolyte escorts the party to the exit. While heading to the door, the acolyte introduces herself as **MURIEL** to the character with the highest charisma score. She then explains that the high priestess and all her acolytes must worship Selûne as long as her light shines upon them that evening. Muriel stresses that none of them may sleep until Selûne’s light fades from the sky, and with a wink, she invites the character to join her in “worshipping” Selûne all night.

If the character takes Muriel up on her offer, he or she is able to take a short rest and gains inspiration the next morning. If the character declines, Muriel looks disappointed, but doesn’t pursue the matter further.

Area Information

This area features:

Dimensions & Terrain. The Temple of the Half-moon is a 120 foot diameter dome made of white marble. A 30 foot diameter circular hole in the center of the dome is spanned by a curved steel beam that renders an image of the phases of Toril’s moon on a dais below. A 5 foot wide corridor open to the sky runs between the north and south entrances, bisecting the temple. The corridor intersects a 30 foot diameter circular dais in the center of the temple. The dais is 5 feet high and is surrounded by two marble steps. The dais is inscribed with Selûne’s symbol. The dome’s ceiling is supported by six marble columns, and the inner chamber is 80 feet high at its apex.

Lighting. At night, the temple is brightly lit by torches mounted in wall sconces around the perimeter of the inner chamber, and dim moonlight shines through the hole in the ceiling. During the day, the temple is brightly lit by ambient sunlight.

Smell. A strong odor of incense fills the temple.

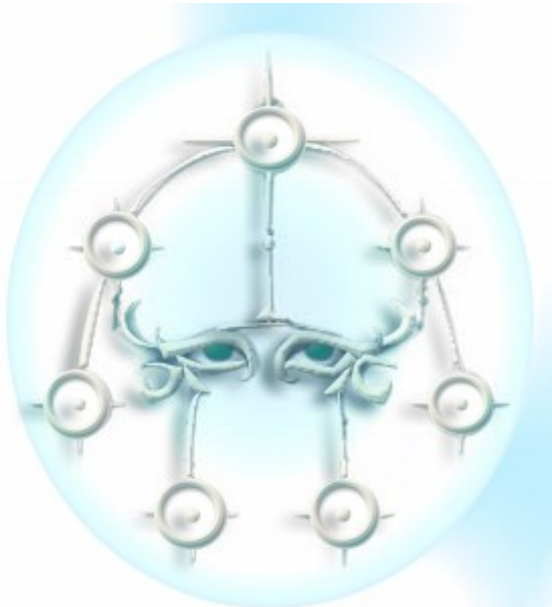
NPC

High Priestess Persephone Rumidon is a half-elf with a troubled past. As a girl, she was a restless wanderer who never felt at home in elven or human communities. One day, she came to Elmwood and met Constable Jorgadoul, who accepted her unconditionally, and introduced her to the teachings of Selûne. Finding a sense of purpose and a real home for the first time in her life, Persephone dedicated herself to spreading Selûne's teachings to the people of Elmwood. She is well-respected in the community, and is known for ministering to sailors docked in Elmwood's harbor.

Goal. Persephone sees this current crisis as a test of her faith in Selûne, and she believes the goddess will help her save Elmwood's population from the plague.

What Does She Know? Persephone knows the following:

- The plague is like no other illness she's ever seen. Despite making daily rounds with her acolytes to heal Elmwood's sickest residents, the most they can do is slow down the progress of the disease. They have been unable to cure anyone.
- Now that the healing potions have run out, the town is doomed if a cure can't be found soon.
- Gretna is one of a handful of residents unaffected by the plague.



The Symbol of Selûne

Episode 3: Answers (Story Objective B)

Estimated Duration: 150 minutes

Setting Description

The salt marshes can be found by following the main road east out of town for approximately 2 miles. The ground is covered with a thick white crust of salt that crunches when walked upon. Footprints left in the salt crust crisscross the area. Several swaths of salt have been removed by the miners near the shore. A gaping 10-foot wide hole in the ground sits at the northeast corner of the marshes. Sand has been excavated from the hole and is piled up around its perimeter. A DC 12 Wisdom (Survival) check distinguishes 3 sets of humanoid footprints leading from the road to the hole. The hole is the entrance to an underground network of tunnels that extend to the west below the salt marshes.

The surface of the Moonsea bordering the marshes is blanketed with dead fish.

Prerequisites

The characters may have been directed to the salt marshes by Constable Jorgadaul in Episode 2, or they may have stumbled across the marshes on their own after attending the ritual at the Temple of the Half-moon.

If bonus objectives are being used, the characters may explore the marshes before or after completing one or both of the bonus objectives.

Story Objective B

The objective of this episode is to find a cure for the plague.

Area Information

This area features:

Dimensions & Terrain. The marshes cover 3 acres of land on the north side of the road and border the south shore of the Moonsea.

Lighting. The sun provides bright light during the day, and the full moon provides dim light at night.

Sound. Waves lapping on the shore.

Smell. The odors of seawater and dead fish assault the senses.

Scene A., Underground Tunnels

Peering down into the hole, the characters can make out an earthen ledge 20 feet below them. A tunnel branches off to the left and right. The ledge extends 5 feet to the left and 15 feet to the right. The tunnel on the left slopes down at a 45 degree angle for 10 feet and then drops straight down another 10 feet to a rocky outcrop in Scene B. The tunnel on the right plunges straight down for 60 feet.

Any character stepping on the rightmost 5 foot section of the ledge must succeed on a DC 15 Dexterity saving throw, or lose her footing on the loose sand and fall down the tunnel.

The character may attempt to grab onto a ledge 25 feet down on the left side of the tunnel by succeeding on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check. On a successful save, the character is able to grab onto the ledge and pull herself up, taking 2d6 + 3 bludgeoning damage from the fall. On a failure, the character's hands slip off the ledge and she continues falling.

There is a second ledge 15 feet down from the first ledge on the right side of the tunnel. The character may attempt to grab onto that ledge by succeeding on a DC 16 Strength (Athletics) or Dexterity (Acrobatics) check. On a success, the character is able to pull herself up onto the second ledge taking 4d6 bludgeoning damage from the fall. On a failure, the character drops another 30 feet taking 6d6 bludgeoning damage from the fall and landing in a pit of quicksand.

The pit is 10 feet deep and 20 feet wide. When a character enters the pit, she sinks 1d4 + 1 feet into the quicksand and becomes restrained. At the start of each of her turns, she sinks another 1d4 feet. As long as she isn't completely submerged, she can use an action to attempt to escape by succeeding on a Strength check. The DC is 10 plus the number of feet she has sunk into the quicksand. If she is completely submerged, she can't breathe.

Another creature may attempt to pull her out of the quicksand pit by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet she has sunk into the quicksand.

When a character attempts to move in the sand pit, she will bump into the submerged, rotting corpse of the second adventurer sent by the Constable.

There is another tunnel in the left wall, 2 feet above the quicksand pit, that angles up to the left for 40 feet into Scene B.

From the first ledge, a tunnel extends off to the left into Scene B.

A tunnel leads 10 feet off to the right from the second ledge before it dead ends in rockfall.

Area Information

This area features:

Dimensions & Terrain. Unless described otherwise, all tunnels are circular and 10 feet in diameter. They are carved from packed sand that transitions to loose dirt and then to solid rock as the characters delve deeper underground. A successful DC 12 Intelligence (Nature) check confirms the tunnels are too uniform to have formed naturally. Something made them.

The crumbling sand and loose dirt in the tunnels make climbing vertically difficult. A character must succeed on a DC 17 Strength (Athletics) check in order to climb up a vertical tunnel wall. The two tunnels requiring a strength check are the tunnel that drops down into the quicksand pit in Scene A., and the tunnel in scene E. heading straight up to the meteorite room in scene F. Crawling up a sloping tunnel wall does not require a strength check, but is considered difficult terrain.

A map of the underground tunnels is provided in **Appendix 3**.

Lighting. The underground tunnel network lies in darkness. The only light sources are those the characters bring with them.

Scene B., Tunneler Encounter

The characters can enter Scene B. from the first ledge or from the left branch of the upper tunnel. From the first ledge, a tunnel extends 25 feet to the left before intersecting with the tunnel leading up to the surface in Scene A. An **UMBER HULK** has burrowed up from the quicksand pit in Scene A., and is waiting under the tunnel floor, 15 feet left of the first ledge. If it detects movement from above, it will burst through the floor and attack any creature it finds in the tunnel.

The tunnel continues another 5 feet to the left past the intersection before the floor becomes a 15 foot wide sand sink. Any character with a passive Wisdom (Perception) score of 12 or higher will automatically notice the sand in the center 5 feet of the sink trickling down like sand grains in an hourglass. Any small or larger sized creature stepping in the sink will be engulfed in sand and slide down 15 feet into Scene C. If the creature is carrying a torch, it will be extinguished, and the creature will have to shut its eyes to keep out the sand, momentarily blinding it. The creature must succeed on a DC 15 Dexterity saving throw, or land prone at the bottom of the sink. Climbing back up the sink is considered difficult terrain.

The tunnel continues another 5 feet to the left past the sand sink, before widening out into a 20-foot wide, 20-foot deep, 15-foot high earthen chamber. On the ground, 10 feet from the left end of the chamber lies a pile of bones, bits of leather, a shield, and a short sword. The pile consists of the remains of one of the adventurers sent by The Constable to investigate the marshes. A character standing at the right end of the sand sink can detect the glint of metal with a successful DC 14 Wisdom (Perception) check. A **TRAPPER** is attached to the ceiling above the pile, and has camouflaged itself to blend in with the earthen ceiling. It will drop on and attack anyone investigating the pile.

Area Information

This area features:

Dimensions & Terrain. Unless described otherwise, all tunnels are circular and 10 feet in diameter.

Lighting. The underground tunnel network lies in darkness. The only light sources are those the characters bring with them

Creatures

An umber hulk is a large insect-like creature with a hard chitinous body, grasping claws, mandibles, and two pairs of maddening eyes.

A trapper is a manta-like creature that lurks in subterranean environments.

Scene C., The Other Side

The characters enter Scene C. by sliding down the sand sink. They are deposited onto a 15-foot wide ledge with tunnels branching off to the left and right, and a third angling down to the left. An umber hulk sits on a 15-foot wide rocky outcropping in the left branch of the tunnel. It will attack any creature entering the area. Behind the umber hulk, the tunnel branches 20 feet up to Scene F. and 30 feet down to Scene E.

The right tunnel angles sharply down and to the right for 10 feet, and then continues angling down to the right for an additional 20 feet at a much gentler slope before ending in Scene D.

The third tunnel twists down to the left and then bends to the right forming a 25-foot S-curve that leads to Scene E.

Area Information

This area features:

Dimensions & Terrain. Unless described otherwise, all tunnels are circular and 10 feet in diameter.

Lighting. The underground tunnel network lies in darkness. The only light sources are those the characters bring with them.

Scene D., The Nursery

Scene D. is a 10-foot wide by 20-foot deep rough cut, stone chamber with a 10-foot high ceiling. 5 membranous sacs filled with an amber liquid hang from the wall on the far right side of the chamber. Each sac is 2 feet wide and 4 feet long. The sacs are translucent and small forms can be seen squirming inside them. The forms are umber hulk young that are almost ready to hatch. A sac may be attacked, and has AC 12, 10 HP. Destroying an egg sac destroys the embryonic umber hulk inside it. If a sac bursts, the umber hulk drops to the chamber floor and writhes momentarily before dying. Any character with a passive Wisdom (Perception) score of 11 or higher, notices the fluid oozing from the sac dissolves a rather large hole in the ground where it lands. The remaining sacs can be carefully removed from the wall and used as simple melee weapons. On a hit, they deliver 14 (2d12) acid damage, with a range of 30/90 when thrown. The umber hulk young periodically wriggle inside the sacs while they are being carried. If the characters leave the egg sacs alone, the umber hulks will not hatch prior to the party leaving the tunnels.

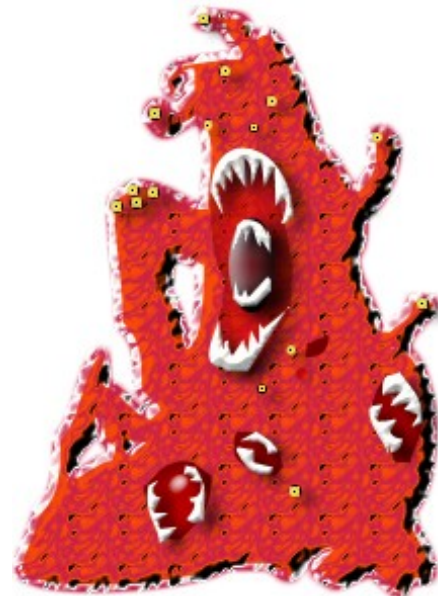
If the party is strong, a third adult umber hulk will be guarding the egg sacs in this chamber. This umber hulk will defend the egg sacs if she or they are attacked, but will not follow the characters out of the chamber if they flee up the tunnel.

Area Information

This area features:

Dimensions & Terrain. Unless described otherwise, all tunnels are circular and 10 feet in diameter.

Lighting. The underground tunnel network lies in darkness. The only light sources are those the characters bring with them.



Scene E., A Hideous Sight

The characters enter Scene E. by descending the S-curve tunnel, or the lower branch of the tunnel behind the umber hulk in Scene C. These two tunnels eventually connect.

At the bottom of the S-curve, the tunnel branches off to the right and left. The right branch is 15 feet long and dead ends in a stone wall. A **GIBBERING MOUTHER** stands 5 feet from the dead end, and starts dragging itself toward any creature that emerges from the S-curve tunnel. It shrieks, mutters, and curses as it attempts to consume its prey. If the party is very weak, this tunnel will be empty. The left branch of the tunnel extends for 50 feet before curving up and to the left for 10 feet.

Characters crawling up the 10 feet of this tunnel will come to an intersection with 3 other tunnels. One tunnel heads straight up for 45 feet into Scene F. A second tunnel on the left is obstructed by rock fall from a collapsed ceiling making it impassable. The third tunnel on the right slopes up 30 feet connecting with the rocky outcropping in Scene C. This is the lower branch of the tunnel behind the umber hulk.

Area Information

This area features:

Dimensions & Terrain. Unless described otherwise, all tunnels are circular and 10 feet in diameter.

The crumbling sand and loose dirt in the tunnels make climbing vertically difficult. A character must succeed on a DC 18 Strength (Athletics) check in order to climb up a tunnel wall. Crawling up a sloping tunnel wall does not require a strength check, but is considered difficult terrain.

Lighting. The underground tunnel network lies in darkness. The only light sources are those the characters bring with them.

Creature

A gibbering mouter is a shapeless mass of toothy maws and swiveling eyes.

Scene F., Selûne Shattered

Characters can access Scene F. through one of two tunnels. They can crawl 20 feet up the sloping tunnel behind the umber hulk in Scene C., or they can climb 45 feet straight up the tunnel in Scene E.

This vast cavern dwarfs the cramped tunnel system the characters just explored. Two broken meteorite hemispheres protrude from the jagged ceiling, looming over the characters. The characters have found Selûne's shattered tear. Each hemisphere is made of a shiny black metallic matrix encircling glowing olivine crystals. Each hemisphere emits a high pitched whine.

A section of the ceiling between the two hemispheres has partially collapsed. Boulders, sand, and other debris litter the floor between the hemispheres, and puddles of water have formed under that section of ceiling. Water drips lazily from the ceiling, and evaporates with a sizzle when it contacts a hemisphere. Each hollow hemisphere has a 35-foot radius and a 10-foot thick outer shell.

A decomposing humanoid corpse in full plate mail grips a longsword and is suspended from the eastern hemisphere. This is what remains of the third hapless adventurer sent by the Constable.

Any creature entering the cavern for the first time must succeed on a DC 20 Constitution saving throw or take 10 (3d6) poison damage from the meteorite's radiation and be poisoned for 1 minute as a wave of nausea overcomes them. On a success, a creature takes 5 (1d6+2) poison damage, but is not poisoned.

Both halves of the meteorite are magnetic. The eastern hemisphere attracts metal (iron and nickel) while the western hemisphere repels it.

Any creature entering the cavern through the eastern tunnel, or entering the eastern half of the cavern for the first time, feels pulled toward that hemisphere if it is wearing metal armor or holding a metallic weapon or other object. The creature must succeed on a Strength saving throw in order to hold onto a metallic shield or weapon, and on a second Strength saving throw to resist the hemisphere's magnetic pull on itself if it is wearing armor. The DC is based on the amount of metal in a weapon or armor.

Light Metal Weapon – DC 12

Examples: dagger, handaxe, shortsword, scimitar

Metal Weapon – DC 14

Examples: battleaxe, longsword, warhammer, shield

Heavy Metal Weapon – DC 16

Examples: greatsword, halberd

Light Metal Armor – DC 12

Examples: studded leather

Medium Metal Armor – DC 15

Examples: chain shirt, scale mail, breastplate, half plate

Heavy Metal Armor – DC 18

Examples: ring mail, chain mail, splint, plate

On a failed save to retain a shield or weapon, the implement is ripped out of the character's grasp, and flies up to adhere to the hemisphere's surface. This saving throw must be repeated if another weapon is drawn. On a failed save to resist the pull on the character's armor, the creature is lifted off the ground and drawn to the hemisphere's surface where it is restrained. It may repeat the Strength saving throw at the end of each of its turns, ending the restrained condition on itself on a success.

A quick cautionary note; once the restrained condition has ended, the creature will fall 50 feet to the ground.

Any creature entering the cavern through the western tunnel, or entering the western half of the cavern for the first time, feels an invisible force pushing it away from that hemisphere if it is wearing metal armor or holding a metallic object. At the beginning of each of its turns while in the western half of the cavern, the creature must succeed on a Strength saving throw, or be pushed 10 feet away from that hemisphere.

The opposing magnetic forces of the two hemispheres cancel each other out in the central 20-foot strip of floor between them. Characters standing here are neither pulled toward, nor pushed away from either hemisphere, and no saving throws are required here.

Two **GALEB DUHR** have been charged with protecting the meteorite from intruders. One is perched, in boulder form, on a rock ledge along the western wall, and the other on a ledge along the eastern wall. Both will choose a favorable moment to attack.

If the party decides to attack either hemisphere, they will quickly discover it is a bad idea. Each hemisphere has AC 20, 200 HP, a damage threshold of 10, and is immune to lightning, poison, and psychic damage.

If a hemisphere is damaged by a creature, it retaliates by discharging electricity at the offending creature, as long as it is in range (same effect as casting *lightning bolt* with a DC 16 spell save).

The only way to reunite the hemispheres is to excavate enough of the dirt and rock between them to allow their opposing magnetic poles to pull them together. If the characters seem unsure what to do, they can roll a DC 17 Intelligence (Nature) check, or DC 17 Wisdom (Perception) check, and correctly guess what needs to be done on a success.

The dirt between the spheres has AC 15, 100 HP, and is immune to poison and psychic damage, but is vulnerable to acid damage. Any creature standing in or flying over the 30 foot radius circle between the two hemispheres when the detritus is hit by an attack, must succeed on a DC 16 Dexterity saving throw, or take 11(2d10) bludgeoning damage from falling debris.

Once enough of the debris has been cleared away, water starts streaming down into the cavern through the newly created opening, and hisses as it passes over the hemispheres. The two hemispheres begin rotating until they are aligned with each other. Then they begin sliding toward each other, slowly at first, and then gaining speed until they fuse together with a thunderous crack.

Once the halves have been rejoined, the high pitched whine ceases, anything attached to the surface of the meteorite falls free as the magnetic field outside the meteorite is neutralized, and the poisoned condition ends for all creatures.

The longsword that was stuck to the meteorite was bent in the fall, and is worthless. If the characters attempt to doff the corpse's plate mail, water will flood the cavern forcing them to abandon their task.

Area Information

This area features:

Dimensions & Terrain. This chamber is asymmetrical with walls made of dirt, sand, and rock. The floor measures 120 feet wide by 100 feet deep. The tunnel openings are 60 feet apart, and are located 20 feet from either east/west wall and 45 feet from either north/south wall. The jagged ceiling is 70 feet high, and the two hemispheres protrude from the ceiling ending 50 feet above the floor. The two hemispheres are 30 feet apart. The floor between the tunnels in a 30-foot radius circle is littered with boulders and puddles of water making it difficult terrain. The east/west walls slope up to the ceiling. There is a 30-foot high ledge on the west side of the chamber and a 20-foot high ledge on the east side. The chamber is 180 feet wide near the ceiling.

A map of the chamber is provided in **Appendix 3**.

Lighting. The chamber is dimly lit by the faint glow of the two meteorite hemispheres.

Sound. A high pitched whine emanates from both hemispheres. Intermittent crackling can be heard coming from the hemispheres, which sounds like static electrical discharge.

Smell. The smell of ozone suffuses the chamber.

Creatures

A galeb duhr is a boulder-like creature with stumpy arms and legs.

Adjusting the Episode

Since the encounters in this episode are fluid, and may occur in different scenes, or in a different order, they have been treated as one combined encounter. Here are some suggestions for adjusting the overarching encounter in this episode:

- **Very Weak:** Remove the gibbering moulder in Scene E., and remove the galeb duhrs' *animate boulders* action in Scene F.
- **Weak:** Remove the gibbering moulder in Scene E.
- **Strong:** Add the umber hulk in Scene D.
- **Very Strong:** Add the umber hulk in Scene D., and allow it to attack the party first and pursue them out of the chamber.

Playing the Pillars

COMBAT

The galeb duhr will use the sloping cavern walls as ramps so they may roll down them and employ their *rolling charge* ability, or they will move close enough to the boulders in the middle of the cavern, so they may use their *animate boulders* action. The galeb duhr are unaffected by the magnetic fields and can't be poisoned by the hemispheres' radiation, so they are free to move at will. They will follow characters that flee down the tunnels.

EXPLORATION

The characters may learn they can avoid making saving throws in the central 20-foot section of the cavern, and use that to their advantage. The characters may also attack the debris between the hemispheres while the galeb duhr are under it, forcing them to make saving throws to avoid bludgeoning damage.

SOCIAL

The creatures in this scene can't be reasoned with and combat is unavoidable.

Wrap-Up: Concluding the Adventure

As the party returns to town, The Constable, High Priestess Rumidon and her acolytes, and several other townsfolk are gathered outside Elmwood Hall. When they spot the characters, the crowd cheers and surges forward to greet them.

If the characters were unable to cure the plague, The Constable thanks them for their efforts, and for identifying the source of the plague. She tells them she hasn't given up searching for a cure, and reassures them she and her people will keep fighting. She tells the characters they will always be welcome in Elmwood, and will always have a place at her table.

If the characters were able to cure the plague, a weight seems to have been lifted from the townsfolk's shoulders. The Constable grins from ear to ear, and does an awkward dance of joy before hugging the party members. She thanks them profusely, and explains how she knows they succeeded in their task.

"After we heard the thundering boom, people started feeling better almost immediately. Their rashes started to fade and they seemed stronger. Although we can never thank you enough, we'd like to give you a token of our appreciation for saving our town."

The Constable gifts each character with the **We Are Indebted to You** story award, and High Priestess Rumidon steps forward to bestow a **Lantern of Revealing** on the party. If she was killed during Bonus Objective B, Muriel, or another acolyte will present the lantern to the party instead.

If the characters revisit the Nybor cottage, Trystane is awake and talking with his father. Both of them seem much improved.

The characters can sleep well knowing they saved the town from its latest tragedy. However, all is not yet well in Elmwood, and the party will be called upon again to aid the struggling town in part II: **The Jackal's Justice**.

Treasure & Rewards

- **Magic Item. Lantern of Revealing.** This pewter lantern is trimmed with pale green crystals. The four phases of the moon are carved into the lantern, one on each side. Light shines from the lantern from the full moon carved into its side. This item can be found in **Appendix 7**.
- **Story Award. We are Indebted to You.** You discovered the cause of the plague and a cure. The Constable awards each member of the party a scroll granting him or her free room and board

in any Elmwood establishment. More information can be found in **Appendix 6**.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Advancement and Treasure Checkpoints

The characters receive **2** advancement checkpoint(s) and 2 treasure checkpoint(s) for each **story** objective **that** they complete, as follows:

- **Story Objective A:** Find the source of the plague.
- **Story Objective B:** Find a cure for the plague.

The characters receive 1 advancement checkpoint(s) and 1 treasure checkpoint(s) for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Recover the cache of healing potions.
- **Bonus Objective B:** Defeat the star spawn seer.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure unlock:

Lantern of Revealing. This pewter lantern is trimmed with pale green crystals. The four phases of the moon are carved into the lantern, one on each side. Light shines from the lantern from the full moon carved into its side. This item can be found in **Appendix 7**.

Story Awards

Characters playing the adventure may earn:

We are Indebted to You. You discovered the cause of the plague and a cure. The Constable awards each member of the party a scroll granting him or her free room and board in any Elmwood establishment. More information can be found in **Appendix 6**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Abandoned Well.** A dry stone well long ago abandoned on the southeast side of town.
- **Constable Gretna Jorgadaul (GRET nuh YORE geh doll).** A mature shield dwarf with an impressively braided white beard who walks with a limp.
- **Elmwood.** A small farming community on the southern shore of the Moonsea in northern Faerûn. Its history is marred by tragedy.
- **Elmwood Hall.** A nondescript two-story wooden structure built entirely of elmwood. It is the community center for the town.
- **High Priestess Persephone Rumidon (pur SEF uh knee ROO mih don).** A female half-elf with ebony skin and startling blue eyes with a troubled past.
- **Mathers Nybor (MATH uhrz NIGH bore).** A human farmer mourning the death of his daughter. Mathers is tall and thin, but due to the plague, he stoops and appears older than he really is.
- **Muriel (MYUR eee ell).** A devoted, but impetuous acolyte of Selûne. Muriel has felt overwhelmed by the severity of the plague, and by her great responsibility to heal people. She is searching for relief from the endless death and hopelessness in the village.
- **Phoenix Monument (FEE nicks).** A memorial for those who died in the Burning. It is a fountain with a golden phoenix rising from the ashes lit by continual flame spells.
- **Salt Marshes.** 3 acres of land east of town that border the Moonsea, and are covered with a thick, white salt crust.
- **Selûne's Tear (seh LOON ay).** A meteorite that crashed into the Moonsea bringing death and destruction in its wake. Worshipers of the goddess Selûne believe she cried the meteorite into existence.
- **Temple of the Half-moon.** The Temple of the Half-moon is home to worshipers of the goddess Selûne. It is a massive white marble dome open to the sky.
- **Wayfarer's Rest.** A modestly priced inn (1 gp/day) run by a gnomish couple. They have two dishes on offer: lamb stew and fried sea bass, as well as an array of libations.

Appendix 2: Creature Statistics

Acolyte

Medium humanoid (human), chaotic good

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4(50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*
1st level (3 slots): *bless*, *cure wounds*, *sanctuary*

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Cultist

Medium humanoid (human), chaotic evil

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Death Kiss

Large aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Con +8, Wis +5

Skills Perception +5

Damage Immunities lightning

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 15

Languages Deep Speech, Undercommon

Challenge 10 (5,900 XP)

Lightning Blood. A creature within 5 feet of the death kiss takes 5 (1d10) lightning damage whenever it hits with a melee attack that deals piercing or slashing damage.

Actions

Multiattack. The death kiss makes three tentacle attacks. Up to three of these attacks can be replaced by Blood Drain, one replacement per tentacle grappling a creature.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage, and the target is grappled (escape DC 14) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained, and the death kiss can't use the same tentacle on another target. The death kiss has ten tentacles.

Blood Drain. One creature grappled by a tentacle of the death kiss must make a DC 16 Constitution saving throw. On a failed save, the target takes 22 (4d10) lightning damage, and the death kiss regains half as many hit points.

Drider

Large monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 123 (13d10+52)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	18(+4)	13(+1)	14(+2)	12(+1)

Skills Perception +5, Stealth +9

Senses darkvision 120 ft., passive Perception 15

Languages Elvish, Undercommon

Challenge 6 (2300 XP)

Fey Ancestry. The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

Innate Spellcasting. The drider's innate spellcasting ability is Wisdom (spell save DC 13). The drider can innately cast the following spells requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Spider Climb. The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the drider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Walker. The drider ignores movement restrictions caused by webbing.

Actions

Multiattack. The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 4 (1d8) poison damage.

Galeb Duhr

Medium elemental, neutral

Armor Class 16 (natural armor)

Hit Points 85 (9d8 + 45)

Speed 15 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	12 (+1)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poisoned, petrified

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages Terran

Challenge 6 (2,300 XP)

False Appearance. While the galeb duhr remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge. If the galeb duhr rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Actions

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Animate Boulders (1/Day). The galeb duhr magically animates up to two boulders it can see within 60 feet of it. A boulder has statistics like those of a galeb duhr, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the galeb duhr maintains concentration, up to 1 minute (as if concentrating on a spell).

Giant Spider

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages --

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the web on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Gibbering Moulder

Medium aberration, neutral

Armor Class 9

Hit Points 67(9d8 + 27)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages --

Challenge 2 (450 XP)

Aberrant Ground. The ground in a 10-foot radius around the moulder is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the moulder and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Actions

Multiattack. The gibbering moulder makes one bite attack and, if it can, uses its Blinding Spittle.

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

Blinding Spittle (Recharge 5-6). The moulder spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.

Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

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

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages --

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Persephone Rumidon (Priest)

Medium humanoid (half-elf), chaotic good

Armor Class 13 (chain shirt)

Hit Points 27 (5d8+5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +2

Senses darkvision 60 ft. *, passive Perception 13

Languages Common, Elvish

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Fey Ancestry. Persephone has advantage on saving throws against being charmed, and magic can't put her to sleep.*

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*
1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*
2nd level (3 slots): *lesser restoration*, *spiritual weapon*
3rd level (2 slots): *dispel magic*, *spirit guardians*
*Half-elf racial traits.

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Star Spawn Grue

Small aberration, neutral evil

Armor Class 11

Hit Points 17 (5d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	6 (-2)

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 10

Languages Deep Speech

Challenge 1/4 (50 XP)

Aura of Madness. Creatures within 20 feet of the grue that aren't aberrations have disadvantage on saving throws, as well as on attack rolls against creatures other than a star spawn grue.

Actions

Confounding Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit* 6 (2d4+1) piercing damage, and the target must succeed on a DC 10 Wisdom saving throw or attack rolls against it have advantage until the start of the grue's next turn.

Star Spawn Seer

Medium aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	22 (+6)	19 (+4)	16 (+3)

Saving Throws Dex +6, Int +11, Wis +9, Cha +8

Skills Perception +9

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 19

Languages Common, Deep Speech, Undercommon

Challenge 13 (10,000 XP)

Out-of-Phase Movement. The seer can move through other creatures as if they were difficult terrain. Each creature it moves through takes 5 (1d10) psychic damage; no creature can take this damage more than once per turn. The seer takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack. The seer makes two comet staff attacks or uses Psychic Orb twice.

Comet Staff. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage, or 10 (1d8+6) bludgeoning damage if used with two hands, plus 18 (4d8) psychic damage, and the target must succeed on a DC 19 Constitution saving throw or be incapacitated until the end of its next turn.

Psychic Orb. *Ranged Spell Attack:* +11 to hit, range 120 feet, one target. *Hit:* 27 (5d10) psychic damage.

Collapse Distance (Recharge 6). The seer warps space around a creature it can see within 30 feet of it. That creature must make a DC 19 Wisdom saving throw. On a failed save, the target, along with any equipment it is wearing or carrying, is magically teleported up to 60 feet to an unoccupied space the seer can see, and all other creatures within 10 feet of the target's original space each takes 39 (6d12) psychic damage. On a successful save, the target takes 19 (3d12) psychic damage.

Reactions

Bend Space. When the seer would be hit by an attack, it teleports, exchanging positions with another star spawn it can see within 60 feet of it. The other star spawn is hit by the attack instead.

Trapper

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17(+3)	2 (-4)	13 (+1)	4 (-3)

Skills Stealth +2

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11

Languages --

Challenge 3 (700 XP)

False Appearance. While the trapper is attached to a ceiling, floor, or wall and remains motionless, it is almost indistinguishable from an ordinary section of ceiling, floor, or wall. A creature that can see it and succeeds on a DC 20 Intelligence (Investigation) or Intelligence (Nature) check can discern its presence.

Spider Climb. The trapper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Smother. One Large or smaller creature within 5 feet of the trapper must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 14). Until the grapple ends, the target takes 17 (4d6+3) bludgeoning damage plus 3 (1d6) acid damage at the start of each of its turns. While grappled in this way, the target is restrained, blinded, and at risk of suffocating. The trapper can smother only one creature at a time.

Umber Hulk

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13(+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10

Languages Umber Hulk

Challenge 5 (1,800 XP)

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated. On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 8-foot-high tunnel in its wake.

Actions

Multiattack. The umber hulk makes three attacks: two with its claws and one with its mandibles.

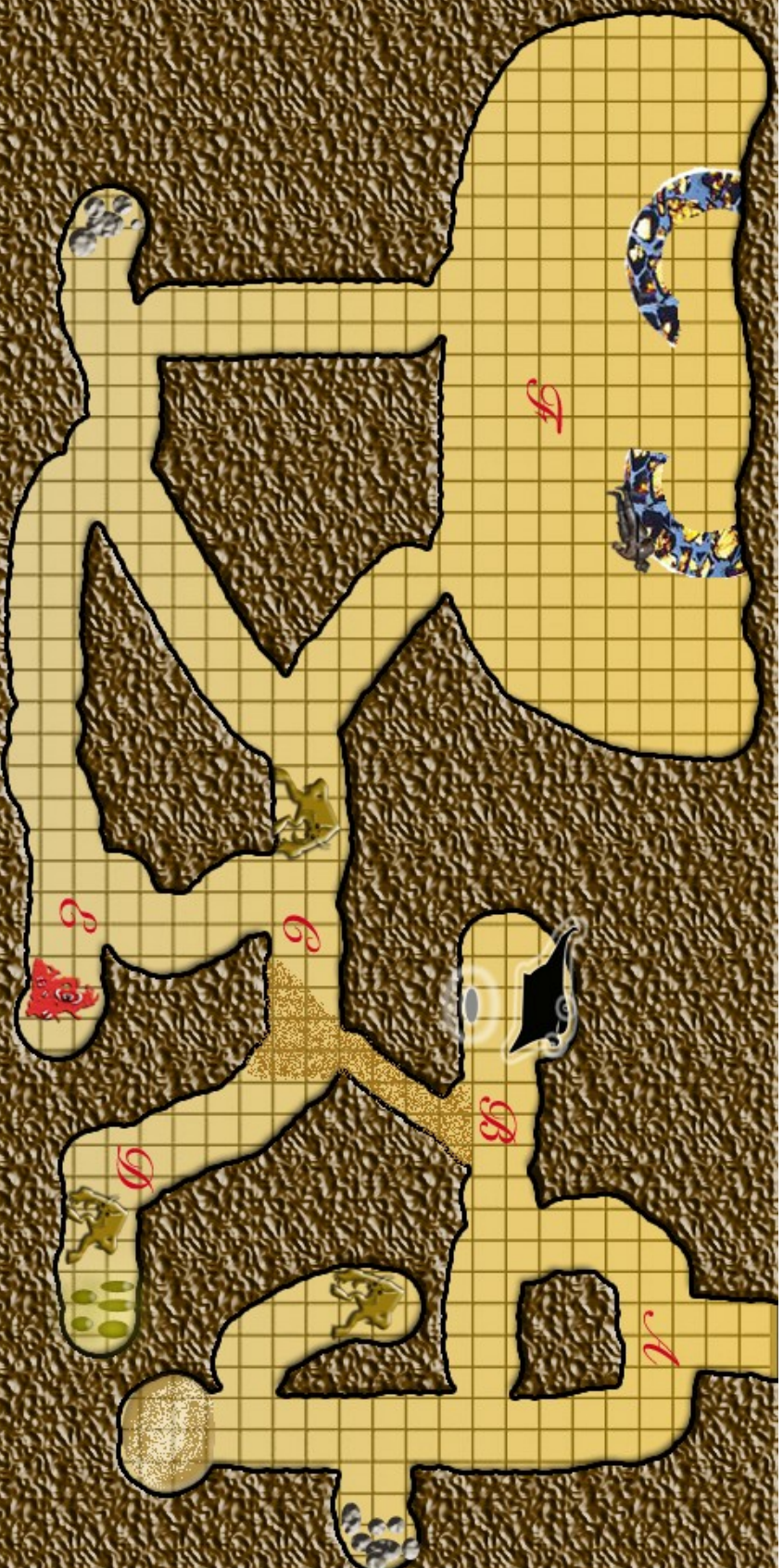
Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Mandibles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Appendix 3: Maps







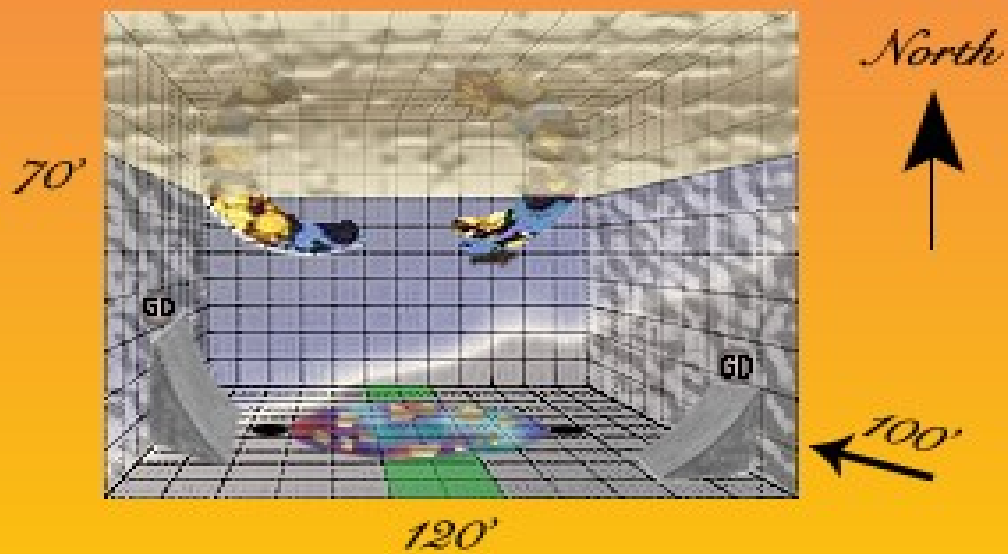
Underground Tunnels (Cross-Section)

1 Square = 5 Feet



Meteorite Room

1 Square = 10 Feet



Area F

Appendix 4: Buying Time (Bonus Objective A.)

Estimated Duration: 60 minutes

Scene A., The Constable's Request

The Constable leans in conspiratorially, and tells the party she may know of a hidden cache of healing potions. Gretna mentions that her sister Thoyana was an adventurer of some acclaim before she settled down and became Constable. Thoyana told Gretna that she hid a cache of healing potions in an old abandoned well on the southeast edge of town. Thoyana never had a reason to recover the potions before she died in *The Burning*, so Gretna believes they may still be there.

The Constable asks the party if they would be willing to search for the potions and bring them back to Elmwood Hall. She says she'd go herself if it wasn't for her bum leg.

If the party agrees, Gretna warns them about dangerous creatures living underground at the bottom of the well. Gretna tells them Thoyana sealed the well to prevent these creatures from escaping to the surface. Thoyana didn't describe the creatures. She only said they shouldn't see the light of day.

The Constable informs the party that the well ran dry decades ago, and has basically been ignored ever since. She tells them it can be found in a clearing at the southeast edge of town, and should take about two hours to reach on foot.

After the party sets out, one character must succeed on a DC 13 Wisdom (Survival) check, or the party will waste an extra hour looking for the well, after getting turned around in the surrounding forest.

Prerequisites

This scene takes place in Elmwood Hall after Constable Jorgadaul has answered the party's questions in Episode 2.

Bonus Objective A

The bonus objective for this episode is to recover the cache of healing potions.

Scene B., The Abandoned Well

The characters arrive at the clearing. In the center is a 10-foot diameter stone and mortar well overgrown with weeds. The lip of the well is 3 feet above the ground, and it is sealed with a rusty iron plate. The plate is secured with a padlock.

The padlock may be picked by a character who is proficient with thieves tools, and who succeeds on a DC 18 Dexterity check. On a failure of 8 or below, the pick breaks off in the lock, and no further attempts at picking the lock may be made.

The padlock may also be hacked off by attacking it. The padlock has AC 19, 5 (2d4) HP, and is immune to psychic and poison damage. If a character chooses to break off the lock, the clanking of his or her weapon against the lock reverberates along the iron plate, and echoes down the well shaft, alerting any creatures below to the party's presence.

The plate swings up and open on two creaking hinges. There is no ladder or other means of descending down the well. The top 10 feet of the well are brightly illuminated by the sun, and the next 20 feet down are dimly lit. Dust motes float through the air inside the shaft. The bottom 30 feet of the well shaft are concealed in darkness.

A sticky spiderweb spans the well shaft 45 feet down. If the characters broke off the padlock, a **GIANT SPIDER** will attack anyone making contact with the web. If the giant spider loses half its hit points, it will attempt to retreat down the shaft and disappear into the corridor in Scene C.

Area Information

This area features:

Dimensions & Terrain. The well is 10 feet in diameter and 60 feet deep. There are few handholds in the well shaft, but it can be down-climbed with a successful DC 14 Strength (Athletics) check. Use of a rope or other climbing aid allows a character to roll the check with advantage. The well shaft is considered difficult terrain unless a character has a climbing speed.

There is a sticky spiderweb spanning the well shaft 45 feet down. The spiderweb will catch any medium sized or smaller creature falling from above, unless the creature was carrying a torch when it fell. Any large creature or smaller creature wielding a torch, will break through the web, and continue falling to the bottom of the shaft, taking 6d6 bludgeoning damage from the fall, and landing prone. Any creature caught in the spiderweb will be restrained,

unless it succeeds on a DC 12 Dexterity saving throw. A restrained creature can use its action to try to escape, doing so on a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. The web can also be attacked and destroyed (AC 10; 5 hp; vulnerability to fire; immunity to bludgeoning, poison, and psychic damage).

Lighting. The top 10 feet of the well shaft are brightly lit, the next 20 feet down are dimly lit, and the final 30 feet are in darkness.

Smell. A musty odor emanates from the shaft.

Creature

The giant spider is a large, hairy arachnid with two fangs and multiple eyes.

Scene C., The Corridor

Once the characters reach the bottom of the well shaft, they find a 20-foot high, 15-foot wide opening in the shaft's north side, and a corridor leading away from it.

If the characters had to break off the padlock, a **DRIDER** and **2 GIANT SPIDERS** are waiting to attack the first character that enters the corridor. The drider hangs upside down from the ceiling and each giant spider clings to a wall. The drider will use its first round of combat to drop onto a character and attack it. The giant spiders attack as soon as possible, and fight to the death. If the drider is the last creature standing, it will cast *darkness* and flee down the corridor, hoping to catch pursuers in the webbing.

If the characters successfully picked the padlock, the drider and 3 giant spiders will wait to attack until a character comes in contact with the webbing covering the ceiling, floor, and walls, 80 feet down the corridor. They attack in the same formation as previously described with the third spider approaching on the web covered floor.

15 feet down the corridor in its east wall is a 5-foot square opening 10 feet above the floor. The opening is disguised by an illusion spell that makes it appear to be an ordinary section of wall. A 6th-level *major image* spell was cast on the opening, and the illusion will remain until dispelled. *Detect magic* will outline the opening with a faint aura and reveal school of illusion magic. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine it is an illusion with a successful DC 16 Intelligence (Investigation) check, and will then be able to see through the image. The opening is 15 feet long, and leads into the storage room in Scene D.

Area Information

This area features:

Dimensions & Terrain.

The corridor is 20 feet high and 15 feet wide. The walls are made of rough hewn stone, and the corridor slopes gently downwards. It continues indefinitely, but the characters will encounter thick spiderwebbing covering the walls, floor, and ceiling 80 feet from the corridor's entrance. The webbing forms an 8-foot diameter circular tunnel. The webbing is considered difficult terrain for any creature in contact with it. A creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so on a successful DC 12 Strength

(Athletics) or Dexterity (Acrobatics) check. The webbing can also be attacked and destroyed (Each 10 foot section of web filled corridor has AC 10; 15 hp; vulnerability to fire; immunity to bludgeoning, poison, and psychic damage).

Lighting. The corridor is cloaked in darkness. The only light sources are those the characters bring with them.

Smell. A musty odor engulfs the corridor.

Creatures

The drider is a hybrid of a drow and a giant spider.

Objective. The drider would like to regain Lolth's favor by killing any surface dwellers it catches trespassing underground.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove 2 giant spiders
- **Weak:** Remove 1 giant spider
- **Strong:** Add 1 giant spider
- **Very Strong:** Add 1 drider and 1 giant spider

Scene D., The Storage Room

After crawling through the 15-foot long elevated passage, the characters can see into a 40-foot wide by 30-foot deep stone chamber. They are still 10 feet above the floor, but a metal ladder attached to the west wall under the opening, drops down to the floor.

There are four wooden chests sitting on the floor at the far eastern end of the room. The chests are arranged in a diamond formation, and all appear to be padlocked. The chest in front is actually a **MIMIC**. The mimic will use its *adhesive* property on any character that touches it.

The padlocks can be picked by a character who is proficient with thieves tools, and who succeeds on a DC 15 Dexterity check. A padlock may be hacked off by attacking it. The padlock has AC 19, 5 (2d4) HP, and is immune to psychic and poison damage.

Each chest contains 50 potions of healing, and weighs 50 pounds.

A **DEATH KISS** hovers in the southwest corner of the room waiting for someone to enter. It attacks at the earliest opportunity.

Both the mimic and the death kiss fight to the death, but the mimic will not attempt to follow characters that leave the room.

Area Information

This area features:

Dimensions & Terrain.

The storage room is carved from stone. It measures 40 feet wide by 30 feet deep by 15 feet high. Several anemic rat bodies litter the floor.

Lighting. The room is cloaked in darkness. The only light sources are those the characters bring with them.

Smell. A faint smell of iron fills the room.

Treasure & Rewards

If the characters are able to transport the chests back to the surface and to Elmwood Hall, The Constable praises the party members for their bravery, claps each member on the back, and rewards each character with one *potion of healing* from the cache.

- **Magic Item.**

Potion of Healing (Table A)

Potion, common

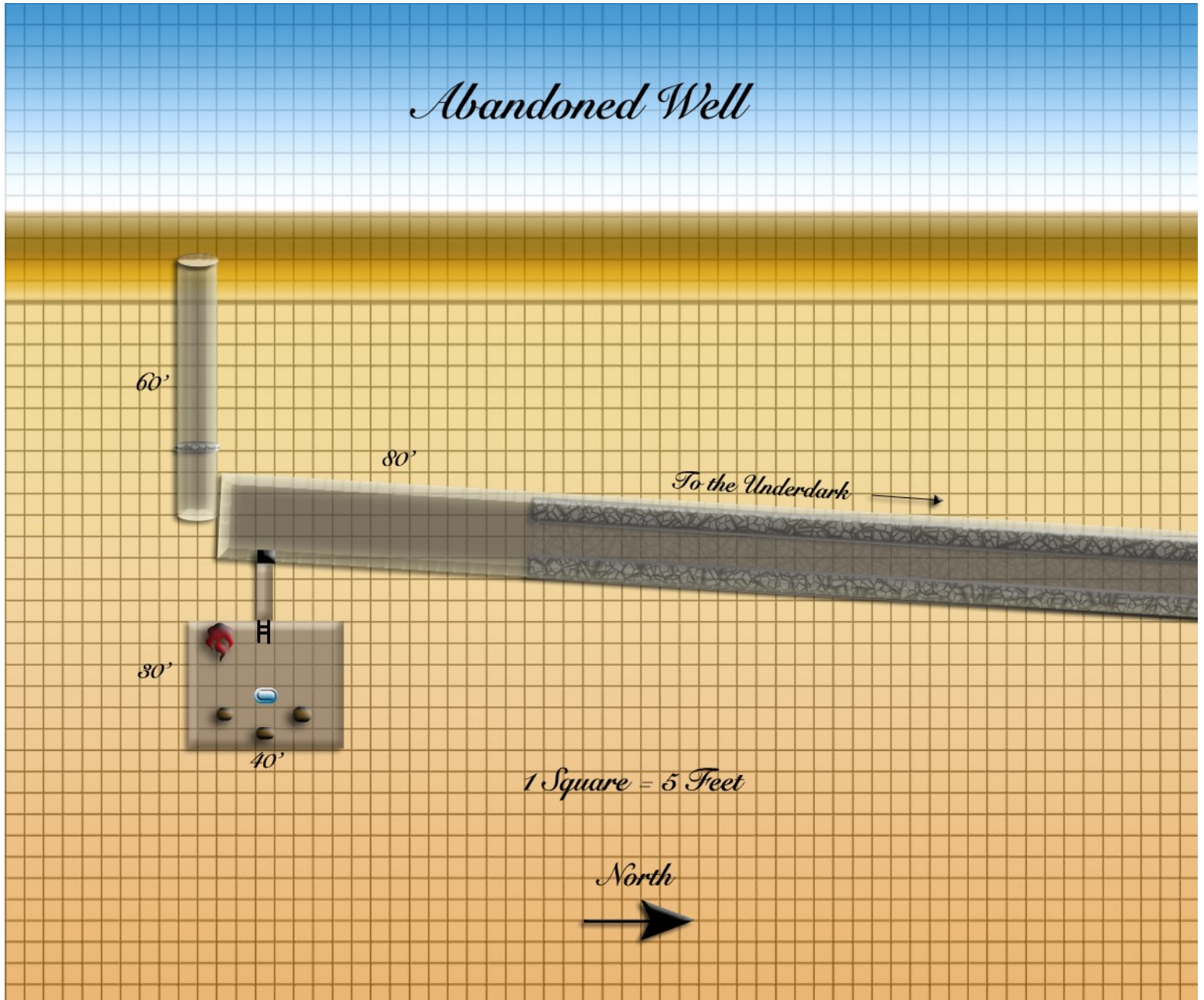
You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated. This item is found on **Magic Item Table A in the Dungeon Master's Guide.**

- **Special Rewards.** In addition, with the aid of the healing potions, no one will die in Elmwood over the next three days.

Creatures

The mimic is an amorphous shapeshifter, currently disguised as a chest.

The death kiss is a lesser from of beholder with ten tentacles that each end in a mouth full of teeth.



Appendix 5: Signs & Portents (Bonus Objective B.)

Estimated Duration: 60 minutes

Scene A., A Lurking Evil

Without warning, shock and alarm contort Selûne's face as she searches the temple for something only she can sense.

"My tear has been the vessel for an evil even fouler than the poison now destroying your people. It will spread this poison near and far as it twists the world to its own ends. It has traveled to Faerûn from a place so alien it defies description, and it is only the first of many. Beware, it is here!"

Selûne stares at one of the columns supporting the dome, as a hideous, deformed creature emerges from behind it. The creature is vaguely humanoid, but its skin is covered with whorls of tumorous lesions, and it has flipper-like appendages in place of hands that grasp a fleshy staff. The creature is a **STAR SPAWN SEER**, and it is accompanied by 3 **CULTISTS** or **STAR SPAWN GRUE** that appear from behind other columns.

The star spawn seer's voice vibrates inside the characters' heads.

"I am an emissary of Bolothamogg Who Watches from Beyond the Stars. I have been sent to prepare this world for its arrival, and there is no place for you in its world."

In quick succession, all the torches gutter out, gravity reasserts its hold on the milk composing Selûne's face, Persephone drops the pitcher she was holding, which shatters on the dais, and she goes limp, slumping to the floor.

The star spawn seer and its minions choose this moment to attack, concentrating their efforts on the party members.

Persephone has the statistics of a **PRIEST**, but she is suffering from the poisoned condition and 1 level of exhaustion. All three acolytes are also suffering from the poisoned condition. Despite their weakened states, Persephone and her acolytes will try to help the party fight off the attackers.

If the characters defeat the star spawn seer and its minions, their only real rewards are getting to live another day and having advanced warning of the coming invasion.

Prerequisites

This scene takes place during the ritual at the Temple of the Half-moon while High Priestess Persephone Rumidon is channeling the goddess Selûne. This scene begins after Selûne tells the

characters they can end the plague by healing her shattered tear.

Bonus Objective B

The bonus objective for this episode is to defeat the star spawn seer and its minions.

Area Information

This area features:

Dimensions & Terrain. The Temple of the Half-moon is a 120 foot diameter dome made of white marble. A 30 foot diameter circular hole in the center of the dome is spanned by a curved steel beam that renders an image of the phases of Toril's moon on a dais below. A 5 foot wide corridor open to the sky runs between the north and south entrances, bisecting the temple. The corridor intersects a 30 foot diameter circular dais in the center of the temple. The dais is 5 feet high and is surrounded by two marble steps. The dais is inscribed with Selûne's symbol. The dome's ceiling is supported by six 10-foot diameter marble columns, and the inner chamber is 80 feet high at its apex.

Lighting. At night, the temple is brightly lit by torches mounted in wall sconces around the perimeter of the inner chamber. If the torches go out, the temple is dimly lit by moonlight shining through the hole in the dome.

Smell. A strong odor of incense fills the temple.

Creatures/NPCs

The cultists are human worshippers of the Elder Evil Bolothamogg. When they saw the meteorite hurtling through the sky, they took it as a sign of Bolothamogg's impending arrival. They gathered together in a dark corner of Elmwood, and began preparing for its arrival, and pleading for its blessing.

Goal. The cultists want to ease Bolothamogg's journey between its native realm of existence and Faerûn.

What Do They Know? The cultists know the following:

- Their leader was graced by Bolothamogg when he was transformed into a star spawn seer a few days after the meteorite plunged into the Moonsea.
- They don't know exactly what Bolothamogg is, but they know it is extremely powerful.

The star spawn grue are small fanged creatures that are constantly grinning and madly staring while making unnerving chittering noises. They have spindly legs and arms, and their skin is covered in patches of bristles and spines.

The star spawn seer was a disembodied consciousness that traveled to Faerûn in the hollow interior of the meteorite known as Selûne's Tear. It merged with the cult leader, and can now traverse Faerûn unimpeded.

Goal. The star spawn seer's goal is to terraform Faerûn so it will be hospitable for Bolothamogg upon its arrival. The seer would rather die than fail its master.

What Does It Know? The star spawn seer is so arrogant it believes no one will be able to stop Bolothamogg. So, it freely shares the following information if it is subdued or captured:

- It used the meteor to escape its native realm of existence, crossing vast distances to arrive at Faerûn.
- It is the vanguard of an invading army, and will be joined by more of its kind before Bolothamogg's arrival.
- The radiation spewing out of the meteorite's interior is the native atmosphere from the star spawn seer's realm. It will have to blanket Faerûn in this radiation before Bolothamogg's arrival.
- The cultists informed the seer about the ritual at the Temple of the Half-moon, and it is determined to destroy anyone attempting to interfere with its mission.

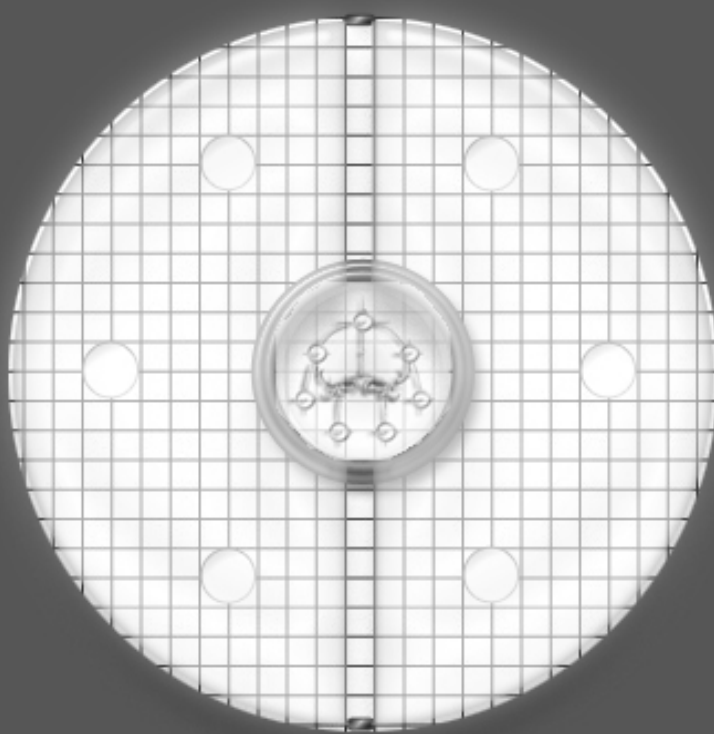
Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the cultists and the star spawn seer's *multiattack* action
- **Weak:** Remove the cultists
- **Strong:** Replace a cultist with 1 star spawn grue
- **Very Strong:** Replace 2 cultists with star spawn grue

Temple of the Half-Moon

North



1 Square = 5 Feet

Appendix 6: We Are Indebted To You StoryAward (Player Handout #1)

We are Indebted to You.

You discovered the cause of the plague and a cure. The Constable awards each member of the party a scroll granting him or her free room and board in any Elmwood establishment.

Appendix 7: Magic Item

Characters completing this adventure's objective unlock this magic item.

Lantern of Revealing (Table B)

Wondrous item, uncommon

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius. This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

This pewter lantern is trimmed with pale green crystals. The four phases of the moon are carved into the lantern, one on each side. Light shines from the lantern from the full moon carved into its side.

Appendix 8: Dungeon Master Tips

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong