

PART I OF THE FIVE TEMPLES OF THE EARTHMOTHER

LIFE AND MOON



A 5e Dungeons & Dragons Adventure by
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The Five Temples of the Earthmother

Part 1: Life and Moon
A 12-hour adventure for 1st – 3rd level characters

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Introduction

The Five Temples of the Earthmother is a series of short adventures, broken into chapters, which take place on the island of Alaron in the Moonshae Isles of the Forgotten Realms. Each chapter in the series details a different adventure site: each a lost temple dedicated to the Earthmother, the force representing the primal essence of nature and life, a revered force in the Moonshaes.

The first two chapters are presented here. The first chapter, "The Temple of Life," assumes the characters start at 1st level, and that they achieve 3rd level by the end of this chapter.

The second chapter, "The Temple of the Moon," assumes the characters begin at 3rd level and reach 4th level by the end of the chapter.

The adventure is optimized for 5 characters.

Adventure Synopsis

The adventure begins when High King Derid Kendrick, the ruler of the Ffolk of the Moonshae Isles, summons the adventurers to hear a proposal. He reveals to them a prophecy that speaks of the disappearance of the Great Druid, and the return of the five lost Temples of the Earthmother.

High King Derid asks the PCs to enter the highly dangerous Dernall Forest and search for the first of these five temples, all of which disappeared long ago but are said to return in the current age.

Before finding the first temple, the PCs must navigate the forest and deal with the threat posed by the Great Gark, the Goblin King of Nachtur. By defeating the smaller goblin forces and avoiding the larger ones, the PCs find the first of the lost temples: The Temple of Life.

Soon the characters are led to the second temple, the Temple of the Crescent Moon. There they can prevent the escape of an ancient enemy of the righteous and devout people of the Moonshae Isles.

The rest of the series sees the adventures continue to fight the forces of the Great Gark, while simultaneously braving the lost temples and helping fulfil the prophecy that may save the Moonshae Isles from a larger looming threat.

Chapter 1: The Temple of Life

Royal Summons

This chapter begins with the PCs either entering, or going about their normal business in, the capital and seat of High King Derid, Caer Callidyr. Begin play by providing one or more of the following rumors:

- The fight against the goblin forces in the Dernall Forest was going well until recently, when they say the Great Druid Antola Pilark simply disappeared. Since then, the goblin forces have made headway in retaking the forest.
- The High King and his queen continue to be devastated by the taking of their son, Maddoc, by the Viceroy of Snowdown, Lady Erliza Daressin. Every attempt to retrieve him made by Derid's forces has been rebuffed, and the queen rarely leaves her chambers anymore out of grief.
- All attempts by the High King to reach an accord with the Fey Queen of Gwennyth have failed. While the fey monarch is courteous, she refuses to let Derid even attempt to re-establish his ancestral home at Caer Corwell.
- Since the former leader of the wild Northlanders, known by her followers as the Storm Maiden, was lost at sea, Derid has had good luck reforming a connection with their new leader, Rault the Wise. An alliance between the Ffolk and the Northlanders would be welcome news to humans throughout the Moonshae Isles—and bad for their enemies.

After hearing these rumors, each of the PCs receives a summons signed by the hand of the High King himself. If the PCs answer the summons, they are granted access to the castle at Caer Callidyr.

Answering the summons of the High King Derid Kendrick, you are shown into a chamber at the royal castle of Caer Callidyrr. It is not as lavish a setting as you would expect for someone called "High King," but the food and drink served are both top quality.

After only a few moments waiting with other adventurers who also answered the summons, a middle-aged man enters the chamber, prompting the servants to bow. The man nods and attempts a smile in your direction, but the weight of ruling such a hard land is easy to see in the High King's eyes and shoulders.

He speaks without pomp or pretense. "Thank you for answering my call. My resources are taxed at the moment with," he pauses, "so many other concerns, so I am now calling on adventurers for my more important and dangerous missions. And what I am about to ask of you may prove to be terribly dangerous but of the utmost importance."

Use the bullet points below to highlight the mission details that Derid asks the adventurers to undertake:

- Throughout the Moonshae Isles, many centuries ago, were five temples dedicated to the Earthmother, the most worshipped deity in the Moonshaes. As time passed, these temples disappeared, and now even exact knowledge of their former locations has been lost.
- A prophecy has come to light, and it seems that the events spoken of in the prophecy are starting to occur. The prophecy talks about the goblin attacks in the Dernall Forest, the disappearance of the Great Druid, and the inversion of the face of Selûne, so that her tears precede her face rather than trail it. (The face of Selûne is the moon, and the Tears of Selûne are asteroids that usually trail it, but once every few hundred years the Tears precede the moon.)
- The astronomical event talked about in the prophecy is supposed to bring the five lost temples of the Earthmother back to the Moonshaes. It is vitally important, according to the prophecy, that these temples be found, rededicated to the Earthmother, and any artifacts of the Earthmother be brought out before the temples disappear again.
- The prophecy does not tell how long the temples will remain present in this realm before they disappear again. The prophecy does speak of certain signs that will point to the location of the temples, but they are all very vague. He believes the signs will be unmistakable once seen,

however. He suggests the PCs start by going to the beleaguered village of Lehigh. That is the first settlement south of Caer Callidyrr in the Dernall Forest along the High King's Road. That would make a good base from which to begin exploring the forest for the temples.

- The adventurers are to enter the Dernall Forest, defeat or avoid any unfriendly creatures encountered there, enter each of the five temples of the Earthmother, and use some magical water from a moonwell to re-consecrate the temple. Re-consecrating the temples could mean removing any offending powers and putting things right. And, of course, any sacred items of the Earthmother found in the temples should be brought back to Caer Callidyrr.
- For doing this, the High King is willing to offer 50 gold coins to each of the adventurers for each of the temples found and consecrated. Any non-sacred treasure in the temples can be kept by the PCs, and even consecrated treasure that might be useful in the completion of their task might be kept if druids agree that it should be so. He also provides each adventurer with one *potion of healing* to assist them in their mission.
- Ten vials of holy moonwell water are provided as well. This water should only be used for consecrating the temples.

Let the adventurers ask any questions they may have. Derid is both unwilling and unable to negotiate on the payment. He affirms that in addition to the gold, the adventurers will have the undying gratitude of a High King should they succeed, which is probably more valuable than a few extra coins.

Derid is willing to supply the adventurers with basic equipment, but everything more valuable is already being used in other areas.

The High King suggests that the adventurers take the ten vials of holy moonwell water and leave as close to dawn as possible. Trying to navigate the Dernall Forest after darkness falls gives a distinct advantage to the goblins.

A Dangerous Journey

Once the adventurers leave the safety of Caer Callidyrr and head south, they face immediate danger. The goblin forces are faring much better than anyone realizes, and even getting to Lehigh will test the adventurers' mettle.

The trip to Lehigh is a little more than 10 miles. The denseness of the forest and the care with which the adventurers must travel means 10 hours is

required to make the journey. Horses draw too much attention from the goblins and their wolf allies, so traveling on foot is a necessity.

While short rests on the journey should not be a problem, trying to take a long rest would probably draw attention from the goblin forces. Use your best judgement if the PCs attempt a long rest during the trip.

A Terrible Ambush

Before the adventurers are even three miles into their journey, they see evidence of the boldness of the Great Gark's forces:

The High King's Road may once have been smooth thanks to frequent travel and maintenance, but these goblin wars have obviously taken a toll. In places the road is overgrown with weeds and bushes, and in others trees have been purposefully felled across it to hinder travel.

Ahead, in a place where the road is relatively smooth and clear, a prone form struggles. The person, a human-sized male, tries to shout, but his words are muffled. After a moment's study from 100 feet away, it is obvious the man's hands and feet are bound with rope and his mouth gagged.

Players probably see this as the trap it is. If, however, they don't recognize the trap, allow the characters a DC 10 Wisdom (Insight) check to realize that someone must have placed the man in that spot as a lure.

With a successful DC 15 Wisdom (Perception) check, an adventurer can spot a goblin force hiding in the forest off the road, 20 feet from the bound man. Two **goblins** accompanied by a **wolf** hide to the east of the road, and a similar group hides to the west. If the adventurers notice the goblin parties, the adventurers get surprise against their goblin and wolf foes.

Unlike normal goblins, these creatures are emboldened by their successes in the forest and believe they are stronger than everything they face. They fight to the death and do not attempt to flee.

Treasure. In addition to their normal equipment, the goblins carry a total of 18 sp. One of them also carries a toy soldier marionette expertly carved from oak. (The owner of the toy soldier, a girl named Trawlindy, may be encountered in Lehigh by the adventurers.)

The bound man is Hillias Kithern, a woodsman from Lehigh. He is slightly injured but alive. He tells the PCs that a day ago the village of Lehigh was

attacked by goblin forces, and he was captured in the attack. He is not sure if the village fell in the attack, but he wants to find out. He thanks the PCs for saving him, and he offers to accompany them back to Lehigh if they can supply him with a weapon. Use **commoner** stats from the *Monster Manual* for Hillias.



The Silver Stag

A couple of miles past the ambush site, the adventurers encounter more goblins:

A terrible racket to the right side of the road draws your attention. While it must be a fair distance off the road, it is close enough that you can clearly hear the angry shouts and occasional screams of goblins. The high-pitched shriek of a panicked animal erupts intermittently among the goblin cries.

Adventurers who speak Goblin can tell the goblins are shouting phrases at each other like "hold it tighter," "if you hurt it you will answer to Gark," and "you are a pathetic weakling."

If they choose to approach, the adventurers can sneak off the road with no checks necessary. After travelling a few hundred feet into dense brush, they see what is causing the commotion:

Ten goblins surround a majestic silver stag, while three goblins with crushed skulls lay at its feet. Four of the goblins hold lengths of rope, each lassoed around the beast's neck. The other six are trying to close in and capture the stag. It looks like the four goblins have the beast under control, but just barely.

If the adventurers strike quickly, they surprise the ten **goblins**. The four goblins holding the silver stag (use stats for **elk**) cannot attack, as they need to use their actions to maintain control of the beast. As soon as one of the rope-holding goblins is defeated, the beast breaks free and attacks the goblins as well.

The rest of the goblins attack the adventurers with gusto, but they are under strict orders not to hurt the stag. If the adventurers look like they are about to target the stag with an attack (accidentally or on purpose), Hillias warns them that doing so would be terrible luck, as these beasts are omens of good fortune to followers of the Earthmother.

The goblins have nothing of value on them. However, after the battle, the stag cautiously approaches the adventurer who acted in the most valiant and virtuous manner (DM's choice). The silver stag lowers his head and touches that adventurer with a horn on the forehead. A silver mark in the shape of a stag appears on the adventurer's forehead. After doing this, the stag runs into the woods, but the wearer of the mark has a strong feeling the stag will not be gone for long.

The Mark of the Silver Stag

You have been touched by a creature revered by followers of the Earthmother. This grants you the following:

Blessed Among the Ffolk. The Ffolk of the Moonshaes, as well as other followers of the Earthmother or nature deities such as Chauntea or Silvanus, treat you with respect. You have advantage on Charisma (Persuasion) checks when interacting with nature worshippers.

Nature's Respite. You can use one hit die as if you had just taken a short rest, but you only need to rest for 1 minute instead of one hour. This ability is regained after taking a long rest.

The Slithering Bridge

Further along the High King's Road, a bridge spans a stream. Danger lurks beneath the bridge:

The noise of running water grows stronger as you continue south along the High King's Road toward Lehigh. You emerge from the denser part of the forest to see a rickety wooden bridge spanning a 15-foot-wide stream.

The bridge is safe, although it creaks and moans as it is traversed. Only a few inches separate the water from the bridge's wooden planks.

A solitary **goblin**, called Slipper by her peers in the goblin army, swims in the water beneath the bridge. She is an outcast in her clan because of her love of and affinity for snakes. She seems to be able to command them. She is currently playing with 5 **constrictor snakes** in the stream beneath the bridge.

When the adventurers cross the bridge or ford the stream, Slipper hears them and whispers for her snakes to attack. The PCs must make a DC 13 Wisdom (Perception) check to hear her whispers. Those who fail the check are surprised when the snakes emerge and attack.

Treasure. If the PCs defeat Slipper, she carries a *potion of poison* in addition to her normal equipment.

Corrupt Summoning

When the PCs are finally within a mile of the village of Lehigh, read:

Two small farmsteads flank the road, indicating that you are within close proximity of Lehigh. The farmsteads, however, are now burnt husks. Any crops or livestock once there have been demolished. Ahead, the sounds of chanting start low and booming, but slowly rise to a frenzied crescendo.

If Hillias is still with the party, he confirms that the goblin army attacked Lehigh, and he was captured in that attack. Although he was unconscious for a time, he believes that at least 24 hours have passed since that attack started.

The PCs can move ahead and examine the scene. On the outskirts of the village, bodies of humans, elves, halflings, and dwarves cover the ground, mixed with an equal number of goblins and wolves. A handful of goblins are pulling goblin bodies toward

a large circle drawn in the dirt. Sigils and other arcane markings decorate the circle.

With a DC 10 Intelligence (Arcana or Religion) check, the adventurers ascertain this is some sort of summoning circle. This might be the start of a ritual that will allow fiendish spirits to be summoned to inhabit the goblin bodies, allowing them to fight on.

Two dozen or so villagers watch from the cover of buildings. An equal number of goblins hide on the outskirts, keeping an eye on the villagers to make sure they don't attack or escape.

Finally, a goblin painted with blood and wearing wolf pelts steps away from the rest of the goblins and moves toward the circle, separating herself from the pack. Two worgs flank her. After a moment, she starts chanting, and some of the goblin corpses begin to twitch. It is up to the adventurers to stop the ritual, or the town will surely be overrun!

Stopping the Ritual

The **goblin shaman**, a particularly vicious and cunning creature called Mimrala, continues her ritual until she takes damage. The 2 **worgs** acting as her bodyguards attack anyone who dares to attack Mimrala, even from a range. None of the other goblins move to interfere, as they are far enough away and are concerned with keeping the villagers from interfering.

The adventurers start 200 feet from the chanting shaman and the worgs. The enemies are surprised for the first round, since the adventurers are out of sight. As soon as attacks come, the worgs rush forward to attack. As mentioned above, the goblin shaman continues the ritual until damaged. After that, she fights. If she is damaged and both of her worgs are defeated, she flees.

At the same time as the shaman flees, the villagers risk an all-out assault on the remaining goblins. These goblins, seeing their shaman fleeing, also flee. If Mimrala escapes, make sure that the PCs encounter her later, as she thirsts for revenge.

Treasure. If the PCs manage to kill or capture Mimrala, they find she carries a piece of dark onyx worth 200 gp, a silver dagger, a *spell scroll* containing false life and witch bolt, and a *potion of growth*.

Mimrala, the Goblin Shaman

Small humanoid (goblinoid), neutral evil

Armor Class 12

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	13 (+1)	15 (+2)	14 (+2)

Saving Throws Dexterity +4, Wisdom +4

Skills Arcana +3, Religion +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. Mimrala can take the Disengage or Hide action as a bonus action on each of her turns.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 4 (1d4 + 2) piercing damage.

Spellcasting. Mimrala is a 2nd-level spellcaster that uses Wisdom as her spellcasting ability (spell save DC 12; +4 to hit with spell attacks). Mimrala knows the following spells from the cleric's spell list:

- Cantrips (at will): *sacred flame*, *thaumaturgy*
- 1st Level (2 slots): *bane*, *command*

XP Awards

After dealing with Mimrala and lifting the siege on the village of Lehigh, each character gains a special award of 100 XP.

Concluding the Trip

If any of the goblins were captured and interrogated during the trip, they are quite easy to pry information from, but they don't have much to tell.

- The small raiding party was chosen to ride north and see how hard it would be to take the town closest to Caer Callidyrr. Despite the tiny group, they almost succeeded. It simply shows how weak the High King's forces actually are.
- Their leader, the Great Gark, is no mere goblin king. He is a magical being from another place, and he wields power even greater than the greatest goblin shaman.

Mimrala, if captured, says that the onyx she carries was blessed by the Great Gark to give her the ability to draw fiendish spirits into the bodies of dead goblins. Now that she has been captured, the magic

will not work. The Great Gark would not allow that to happen.

With the goblins routed, the siege on the town of Lehigh is ended. Survivors of the attack emerge from behind locked doors to cheer the brave souls who defeated the shaman and saved their village.

Lehigh

Having freed the town from the goblin siege, the adventurers can now rest and recover. They find the town damaged from the attacks but still inhabitable.

There is no inn or tavern, but the remaining inhabitants offer places to sleep for the heroes of Lehigh, and they take turns meeting at people's homes to unwind and share stories.

Lehigh is a lumber town, so only the most basic goods are for sale. The PCs are treated as heroes for saving the town, so they are fed by the people without the need to pay for meals or drink.

The DM can populate the town with NPCs as needed. Below are some suggestions:

- Eazelle, a half-elven soldier, is one of the few survivors of the small royal garrison stationed here before the attack. She is the highest ranking soldier left, and while she takes her responsibilities seriously, she is obviously in shock from the attack. She could be useful as an NPC ally to join them (use **guard** stats). She could also come to the PCs seeking advice on how to keep Lehigh safe.
- Forje is the surviving member of the former town council—the rest of them died defending the town while Forje hid. He obtained a royal writ to procure lumber in the Dernall Forest, which means many townspeople work for him. He is universally despised in the town for his false charm, greed, and political ambitions. As long as the adventurers have something to offer him, however, he acts as a benefactor and patron.
- Trawlindy is a young girl whose parents both died in defense of the town. A local family has taken her in, but she cries all the time, asking if anyone has seen her soldier puppet that her father carved for her. If an adventurer returns the marionette they found earlier, she becomes attached to the one who hands it back. From that point on, while the adventurers are in Lehigh, she follows that adventurer wherever they are in town.

If desired, the DM can add some random encounters as goblins and wolves occasionally pass near the town, but none attack directly.

After the third night in Lehigh, the adventurers receive a sign:

As you look up into the skies at dusk, expecting to see the face of Selûne, you instead see her Tears moving slowly across the sky. It is as the prophecy said: the tears are, for the first time in your memory, preceding the moon rather than trailing it.

Then, out of the corner of your eye, you catch sight of a silver stag at the edge of town. It stomps, snorts, nods its head in your direction, and then walks away, looking back at you expectantly.

Any adventurer with the *mark of the silver stag* understands that the stag wants them to follow it. The path to the first temple of the Earthmother is within reach.

The Temple of Life

The first of the returned temples of the Earthmother is called the Temple of Life. This place was used in early celebrations and rituals connected to birth, growth, marriage, animal husbandry, and the acceptance of death. This temple was excavated from a large hill.

Before the adventurers can arrive at the location of the Temple of Life, following the silver stag deep into the Dernall Forest, they must first contend with a hobgoblin strike team tasked by the Great Gark to track them down and kill them.

Assassins and Badgers

As the adventurers follow the silver stag, a group of three **hobgoblins**, known as Gark's Assassins, quietly follows the party. They were sent by Gark to keep an eye on the situation since the arrival of the adventurers. The hobgoblins have 4 **giant badgers**; the creatures are trained to track prey via smell.

Before the silver stag and the adventurers reach the Temple of Life, the hunting party that follows them attacks, hoping to surprise them. When the hobgoblins are about to spring, have the adventurer(s) traveling in the rear attempt a DC 11 Wisdom (Perception) check. On a success, the rear guard hears the pursuit and the adventurers avoid being surprised. On a failed check, the adventurers are surprised. Only the giant badgers, however, act

in the first round. The hobgoblins use that round to watch the tactics of the adventurers and target any spellcasters starting in the next round.

Treasure. Each badger wears a collar set with silver. Each would fetch 25 gp to an interested buyer.

The Temple Entrance

The silver stag finally arrives at the group's destination: the returned Temple of Life. The entrance, an intricately carved stone archway, is set into the side of a large hill. A DC 10 Intelligence (Religion) check recognizes the carvings on the archway to hold power in areas of life and birth.

Having delivered the characters to the temple, the silver stag nods at the group and heads off into the woods, leaving the heroes to fulfill their destinies.

A **krenshar** has made a home near the recently reappeared temple, and it leads a pack of 4 **giant weasels**. As the PCs study the archway, the creatures storm from the woods to attack. Unsubtle in their tactics, the creatures cannot surprise the party.

After dealing with the krenshar and weasels, the adventurers are free to enter. A tunnel leads straight down into the hill, ending in the first chamber. All of the chambers are unlit, and the ceilings are 10 feet high unless otherwise noted.



Krenshar

Medium beast, unaligned

Armor Class 13

Hit Points 28 (8d6)

Speed 40 ft.

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

Skills Intimidation +5

Senses darkvision 60 ft., passive Perception 11

Languages ---

Challenge 2 (450 XP)

Actions

Multiattack. The krenshar makes two attacks: one with its bite and one with its claws.

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

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

Frightening Roar. Each creature chosen by the krenshar within 60 feet when it roars must succeed on a DC 11 Charisma saving throw or fall prone and become frightened for 1 minute.

Creatures cannot stand from prone while affected. Affected creatures can use an action on their turn to attempt another saving throw. When a creature makes the saving throw or the effect ends the creature is immune to a krenshar's Frightening Roar for the next 24 hours.

1. The Four Faces

The walls of this chamber contain faded frescoes depicting various scenes in a life well lived. The northwest corner shows images of birth, a happy family gathered around a newborn babe with the mother, the umbilical cord still attached. In the northeast corner, scenes of youth reaching adulthood are depicted. The southeast corner shows mature creatures farming, hunting, and providing for their families. The southwest corner shows people in old age teaching the young how to perform various tasks.

Resting on the floor in each corner is a marble pedestal. Strewn about the room are 4 marble statues: one of a baby, one of a young adult, one of a mature adult, and the final of an old person.

Hanging from the ceiling is a silver chain. A clasp at the end indicates that something once hung from the chain, but whatever it was is missing.

Passages to the north and south end in wooden doors, but a large, rough hole in the east wall opens into a large, dark cavern.

As the heroes take in the scene, the frescos brighten noticeably, until the point where they are actually giving off a light painful to behold. Then the pedestals flare, and everyone in the room takes 1 point of radiant damage.

Give the adventurers a chance to respond. They can turn off the light and avoid taking more damage by placing the correct statues on the correct pedestals. The baby statue belongs in the northwest corner, matching the scenes of birth. The young adult goes in the northeast, the mature adult in the southeast, and the elderly person in the southwest.

For each minute the adventures remain in the temple and fail to put the statues in the right place, they take 1 point of radiant damage. The entrance to the temple seals with a magical force, making escape impossible until the statues are placed correctly.

If the players cannot figure out the pattern, allow the characters a DC 10 Intelligence (Investigation) check to figure it out.

If the characters try to take a long rest in this room, a force of giant ants from area 4 comes to investigate, disturbing any sleep or meditation.

Treasure. When all 4 statues are placed correctly, a *potion of healing* appears on the pedestal next to the baby statue, a gift from the Earthmother.

XP Awards

Give each character a special award of 100 XP for putting the statues in the proper places.

2. The Pool

The wooden door leading into area 2 is locked. The lock can be picked with a DC 10 Dexterity (Thieves' Tools) check, or broken open with a DC 15 Strength check. If all else fails, the door can be hacked down over a series of rounds with weapons. This latter method warns the creatures in the pool, giving them advantage on initiative checks.

The western end of the chamber contains a pool of water, its clarity and stillness almost supernatural in beauty. The frescos on the walls show a variety of people, young and old, being submerged in the pool.

Through the distortion of the water, you notice a piece of gold at the bottom.

This pool contains 3 **lesser water elementals**. A DC 15 Intelligence (Investigation) check is needed to figure out that something other than water rests in the pool.

The elementals remain hidden until someone enters the water, or until holy moonwell water is added to the pool. Doing the latter deals 2d10 points of damage to any elementals in contact with the pool.

Treasure. The pendant in the pool is made of gold, a non-magical totem dedicated to the Earthmother. It is worth 10 gp to a merchant, but a follower of the Earthmother would pay 100 gp for it.

Lesser Water Elemental

Small elemental, neutral

Armor Class 14 (natural armor)

Hit Points 30 (6d10)

Speed 20 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	5 (-3)	10 (+0)	8 (-1)

Damage Vulnerabilities fire

Damage Resistances acid

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 1 (200 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

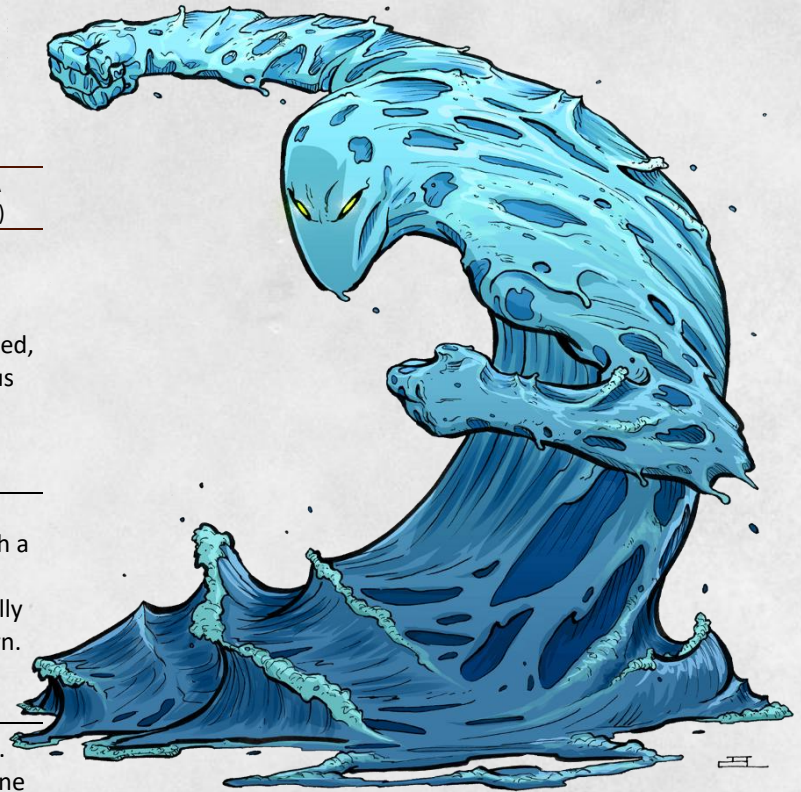
Freeze. If the elemental takes cold damage, it partially freezes. It is immobilized until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Drown. A creature in the elemental's space must make a DC 10 Constitution saving throw. On a failure, the creature chokes on foul water, becoming poisoned for 1 minute. At the end of each turn, the creature can attempt the saving throw again to end the effect.



This chamber was a place where people who lost friends and loved ones could grieve. When the grief was at its worst, the magic of the place allowed mourners to step through the walls, into the "beyond." (That is the area shown beyond the dotted line on the map.) Mourners would feel a sense of peace while beyond the "walls of death."

After the adventurers have studied the walls for a few moments, 4 **grief motes** emerge from the "walls of death" and attack. Grief motes are manifestations of all the mourning that took place here.

Because they are incorporeal, the grief motes can pass through the walls unhindered. When an adventurer takes damage, the walls waver and become insubstantial to that person. Thus, PCs at less than maximum hit points can step through the "walls of death."

All attacks made against the grief motes by creatures beyond the walls of death are made with advantage. However, creatures cannot regain hit points when here.

Treasure. Small tokens of love and remembrance have been left here over time, and they can be collected. They include a gold ring worth 50 gp, a silver hairpin with 10 gp, and an engraved spyglass.

3. The Beyond

The wooden door leading into area 3 is locked. Carved into the door are the images of a scythe and a skull. The lock can be picked with a DC 10 Dexterity (Thieves' Tools) check, or broken open with a DC 15 Strength check. If all else fails, the door can be hacked down over a series of rounds with weapons. If the door is hacked down, the creatures inside can move into a position to attack with surprise.

This oddly shaped chamber, like the others, contains frescos. These frescos depict scenes of death and mourning, but each also holds the seeds of hope. Motifs of renewal and a peaceful afterlife are highlighted throughout.

Grief Mote

Small undead, neutral evil

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Damage Vulnerabilities radiant

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages ---

Challenge 1/2 (100 XP)

Incorporeal Movement. The grief mote can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 3) necrotic damage.

Overwhelm. All creatures within 5 feet of the grief mote must make a DC 9 Charisma saving throw. On a failure, a creature is overcome with powerful sadness and attacks at disadvantage until the end of their next turn.

4. The Colony

Just before the temple disappeared from this plane, a small colony of ants had burrowed into the temple from the surrounding hill. Through time and magical alteration, the ants evolved into large and terribly dangerous creatures.

The hole in the wall from the entry chamber leads west into a roughhewn cavern of rubble and dirt. It looks as if someone has dug out a large area with a shovel. Natural supports are formed by areas of unexcavated dirt, but they have so far held firm, keeping the ceiling from collapsing.

The walls and floors are partially covered in a white, sticky substance.

A DC 10 Intelligence (Nature) check reveals that the substance is a secretion made by ants.

In order for the temple to be consecrated, the adventurers must find the symbol of the Earthmother that the ant colony collected and buried in the hive. When the first PC walks at least 30 feet into the cavern (past the first earth column), the ants attack.

The first wave of the attack includes 6 **hive workers** and 2 **hive warriors**. Four rounds later, reinforcements arrive in the form of 2 **hive soldiers** and 2 more **hive workers**.

The unstable ceiling can be used to an adventurer's advantage. When standing next to one of the dirt supports, a PC can make a DC 15 Intelligence (Investigation) check to damage the support with a melee attack and collapse the ceiling on an adjacent creature. This does 1d10 bludgeoning damage and knocks the creature prone. On a failed check, the adventurer collapses the ceiling on herself as well, dealing the same damage to herself as to the target creature.

Treasure. Examining the hive reveals that it goes much deeper into the hill, but the tunnels are too narrow to effectively navigate. The ants have collected 150 gp worth of gems and loose coins. In addition, a large silver symbol of the Earthmother is partially buried in a wall. A hook on the symbol fits into the clasp of the silver chain in area 1. Hanging the symbol from the chain and dumping the moonwell water into the pool consecrates the temple.

Hive Warrior (Giant Ant)

Small beast, unaligned

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., climb 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+3)	12 (+1)	2 (-5)	10 (+0)	3 (-4)

Senses blindsight 30 ft., passive Perception 10

Languages ---

Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Hive Warrior (Giant Ant)

Small beast, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 40 ft., climb 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+3)	12 (+1)	2 (-5)	10 (+0)	3 (-4)

Senses blindsight 30 ft., passive Perception 10

Languages ---

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target is grappled (DC 13).

Hive Soldier (Giant Ant)

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 40 ft., climb 40 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+3)	12 (+1)	2 (-5)	10 (+0)	3 (-4)

Senses blindsight 30 ft., passive Perception 10

Languages ---

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target is grappled (DC 13).

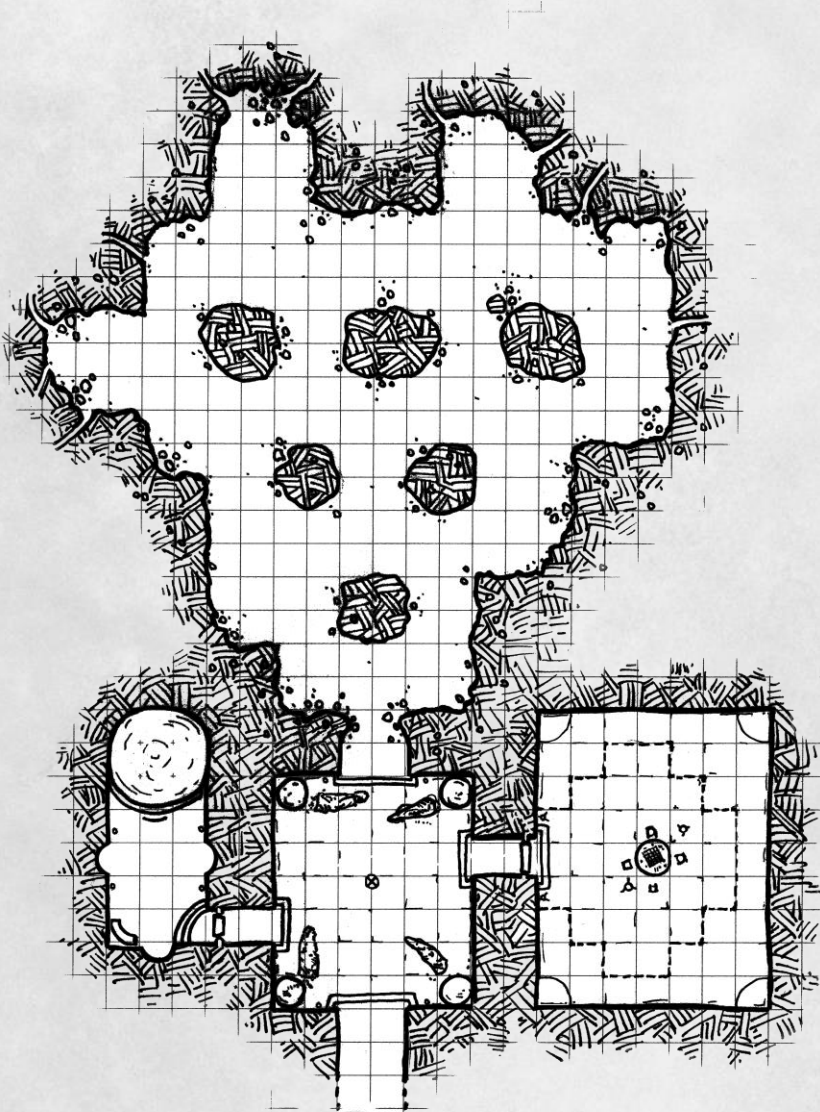
Acid Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw. On a failure, the target takes 7 (2d6) acid damage.

Aftermath

With the removal of all invaders from the Temple of Life and the consecration complete, the adventurers can either rest in the temple or leave to return to Lehigh. The trip back to Lehigh is uneventful, unless the DM thinks that another encounter is needed.

XP Awards

By consecrating the Temple of Life back to the Earthmother, each character gains a special award of 200 XP.



Chapter 2: The Temple of the Crescent Moon

Hundreds of years ago, the lycanthropic Black Blood tribe summoned an aspect of Malar, called the Wolf, into the world. The pack ran roughshod over parts of the Moonshae Islands, killing Northlanders and Ffolk by the score. The Wolf was finally stopped by Reed Caldwyrr, one of the Ffolk living among the Northlanders, and the Order of the Gleaming Night, a religious order who worshipped the Earthmother in her aspect of the moon.

The Order of the Gleaming Night and Reed couldn't kill or banish the Wolf, so they imprisoned the beast within a vault below one of their most sacred temples, The Crescent Moon. Fearing the Wolf would escape one day, Reed asked the Order of the Gleaming Night if they could transfer his soul into his halberd Failbhe, or Wolf Slayer, the weapon he wielded during his adventuring career.

The Order transferred his soul, but his psyche was damaged during the ritual, causing Reed to forget his identity and purpose. The Order of the Gleaming Night locked Failbhe, now containing Reed's essence, beneath the temple: if the Wolf ever got loose, Failbhe would be there to stop it again.

As the decades and centuries passed, the Earthmother decided to lock away some of her temples until the time was right for them to reappear and fulfill a prophecy. The Order of the Gleaming Night has passed out of history, and for hundreds of years no one renewed the prison of the Wolf. The Temple of the Crescent Moon is now back, and the Wolf is thrashing within his prison.

The Next Messenger

Assuming the adventurers returned to Lehigh after their foray into the Temple of Life, they should be well rested, and probably level 3, which puts them on track for this trek into the Temple of the Crescent Moon.

If the PCs have not yet reached level 3, the DM can run some brief encounters with goblins or hobgoblins skulking around Lehigh. They are keeping an eye on the adventurers, who now have the attention of the Great Gark.

When they are ready for the next mission, read:

Save for a few minor skirmishes, Lehigh has been free of serious threats. A small group of royal soldiers has arrived from Caer Callidyr to reinforce the town. They bring grim news. The goblin forces have, over the last few days, raided several of the small villages and thorps within the Dernal Forest. Some of the towns held, others have fallen, but it is apparent that the goblin warring is only intensifying.

As you walk the village on a sunny morning, a swarm of dragonflies buzzes past you. An old lumberjack, back bent with age but with arms like tree trunks, smiles at the sky. "Praise be to the Earthmother. A swarm of tiny dragons means a blessing is forthcoming."

"You've got that right!" says a shrill, disembodied voice from somewhere above you. The old man falls to the ground in shock, and the voice laughs. "Serves you right, treeslayer! But I am not here for you."

From where the voice was, you now see a tiny winged creature. A tiny longsword dangles at its hip, and a miniscule longbow is slung over its back. It purses its lips, giving you all a judgmental glare.

This sprite is called Jext, and he lives in a nearby glade, protected by magic from the ravages of man and goblin alike. He tells the adventurers why he is here:

- He and his fellows were going about their business a few days ago, when suddenly this building appeared out of the fog: right in the middle of the glade. (The adventurers can confirm this new temple appeared the same night as the inversion of the Tears of Selûne.)
- The sprites spent a day trying to decide what to do, when a silver stag arrived in the glen and warned them to evacuate the area.
- Moments later, a huge pack of wolves arrived and started howling and whining at the door of the building. The stag, who had just saved the pixies from a wolf attack, told them to find some of the big folk who need to be told about the temple.
- Jext was selected to be the one to find the big folk, so here he is. (If one of the adventurers has the *mark of the silver stag*, that is the sign that they are the right group. Otherwise the sprite can just say that he can tell, based on his touching of the soul of the silver stag, that this is the right group.)
- Jext is ready to lead the adventurers to the temple.

Outside the Temple

The adventurers arrive at the glade at night, when the moon shoots its rays through the trees. No wolves are currently present, but that will change soon enough:

Jext leads you into his glade, a secluded area in the middle of the forest. It's cool and damp with a thin fog hanging in the air. Around the glade are a number of pine trees, with a smattering of oaks mixed in. In the moonlight, the trees cast strange and slightly unsettling shadows.

The fog swirls and pulses with the ebb of the moonlight across the glade. It coalesces, and the outline of a building forms in the moonlit mist. Then come the howls from the woods, howls by the hundreds, and they are getting closer.

Wolf Attack

The PCs need to survive for three rounds as the temple fully manifests, after which they can retreat inside. The howling **wolves** quickly converge on the temple, and they number in the hundreds. The adventurers can only survive by fleeing into the temple, and they should be aware of those circumstances before combat begins.

Round 1

The wolves emerge from the woods and start circling but not attacking, moving like a sea of black and grey fur with the glint of armor shining off of the few ridden worgs gone feral. Each adventurer can act normally, but if any of them harm the wolves, the beasts go from stalking around to attacking in the first round.

If the wolves answer open adventurer hostility, only two wolves attack per PC in that round. Make allowances for PCs the party tries to protect, such as if they want to bury the wizard in the middle of the party, then only have that PC be attacked once or not at all—with another adventurer getting those attacks.

In the first round, The Temple of the Crescent Moon is only a hazy outline in the glowing mist. If any PC tries to enter, they only get a cold clammy sensation and feel uncomfortable pressure.

Round 2

If the PCs weren't aggressive in the first round, this is when the wolves begin their initial assault. That means 2 wolves per PC attack.

If the PCs were aggressive in round 1, one additional wolf per PC moves forward to attack.

As the temple further solidifies, fine details can be seen in the stone work. If anyone is standing in the area where the temple is manifesting, the cold and unsettling feeling is now a painful prickling sensation on their bodies and they feel their hind brain urging them to move.



Round 3

The temple fully phases into existence at the end of this round, with the moon-powered mist drawing the temple back into reality with a shimmering glow that brightens the evening to daylight for a moment.

All the wolves, including the ones attacking, retreat for a moment from the shining light, giving the PCs their next turn during round four to act unhindered.

If a PC is standing in the area where the temple manifested, they must make a DC 10 Constitution saving throw. If they succeed, they are shunted out of the way, taking 5 (1d10) bludgeoning damage. If they fail, they are instantly killed as their body is fused into the structure of the temple and the energy of the manifestation sucks out every bit of their life force.

Inside the Moon Temple

The Temple of the Crescent Moon is dusty but lit with moonlight, allowed to shine through by several ceiling slits. The moonlight reflects off white marble floors and walls, making the place shine with a soft glow.

The square room, topped with a dome, is filled with stone benches that face a circular stone podium bearing a crescent shaped altar. The phases of the moon are carved into the altar. The benches are arranged so that four aisles run in the cardinal directions. One could walk from the outside of the benches to the altar using any of these pathways.

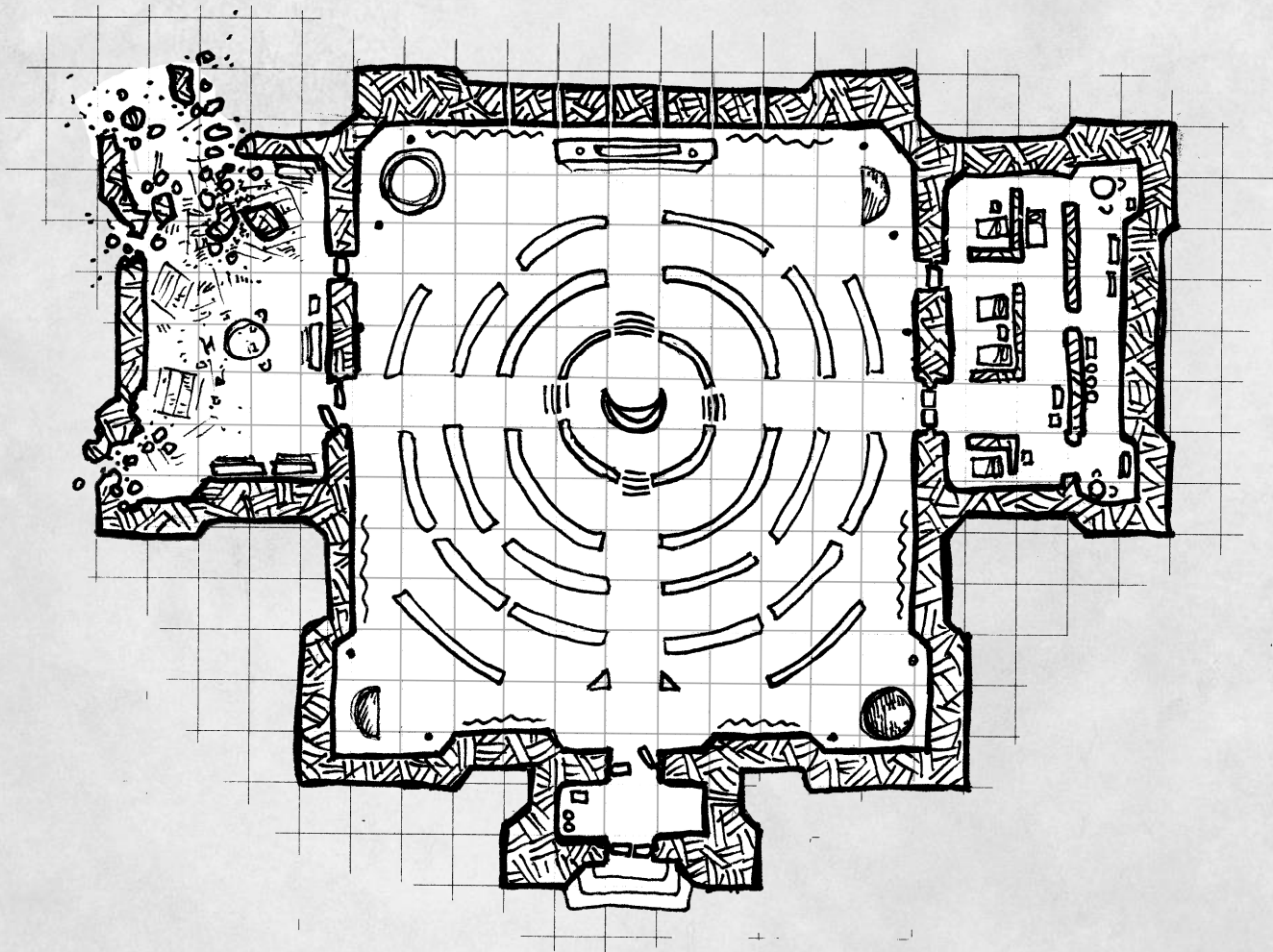
A door on the left wall is hidden behind rubble from partially collapsed walls. Scattered books peek out from among the rubble. On the right wall are two doors and an intact wall.

There are several notable elements in the room.

A PC who looks through the books in the rubble finds that most of them are recreational reading material, adventure stories, fairy tales, and a few travel logs.

There is, however, a journal from someone called Lexinova, who seemed to be an important member of a group calling themselves The Order of the Gleaming Night. Most of the journal has water damage and is unreadable, and the passages that are still legible are written in old Common and are fairly boring stuff about Lexinova's daily life. She was apparently here for a very long time and led an unremarkable life.

A successful DC 10 Intelligence (Investigation) check reveals some more interesting passages and information in the journal, hidden in secret writing amid the boring parts:



- A passage of the hidden writing reads: “If only the ritual had worked as we had intended, then Reed would understand his purpose and I wouldn’t be stuck in this temple for another five and a half years. Reed, or I guess Failbhe is how it thinks of itself now, is fun to talk to though. I think I’ll go have a chat with the Wolf Slayer right now. At least I can still remember which moons to press when I seem to forget everything else.”
- Hidden in a slit on the journal cover are accountings of several rituals, including how to transfer a soul into an inanimate object, how to strengthen a Ward of Binding, and how certain magic is tied to the moon. Those who understand the power of the moon might be able to learn some of those rituals and magicks.

Opening either door to the right awakens the wraith of Lexinova, which still lingers here. She’s jealous of the living and wants those who live to join her in death.

Inspecting the altar shows the moon carvings are not all uniform, and the two crescent moons are jutting out of the stone while every other carving is embedded. Pressing them both simultaneously makes the altar rotate, revealing a set of descending stairs.

Lexinova’s Wraith

When the altar is touched or any of the doors opened, a ghostly figure emerges and speaks.

A dark form emerges from the altar, a vaguely feminine form. She wears black, wispy robes that bear a pattern of crescent moons. “Friends to speak with me,” says a ragged, whispering voice. “Failbhe stopped talking to me. Now you will stay here forever and keep me company.”

The fight against Lexinova’s **wraith** is straightforward. She wants to kill the PCs and would rather be put down than surrender, since she hates what she’s become.

She does have special weaknesses:

- The first time someone says her name, she becomes incapacitated until the end of her next turn and loses all damage resistance and immunity during that time. Without taking advantage of that boon, this will be a deadly encounter for the adventurers.
- Her life drain attack does half damage for the first 3 rounds of combat.

- Anyone damaged by her life drain automatically succeeds on the Constitution saving throw the first time. Subsequent attacks do require the saving throw.

Treasure. The room on the right served as the quarters of The Order of the Gleaming Night who lived here. Among the still-standing desks and beds are a number of centuries-old writings. To the right buyer they would be worth 500 gp.

The Temple Below

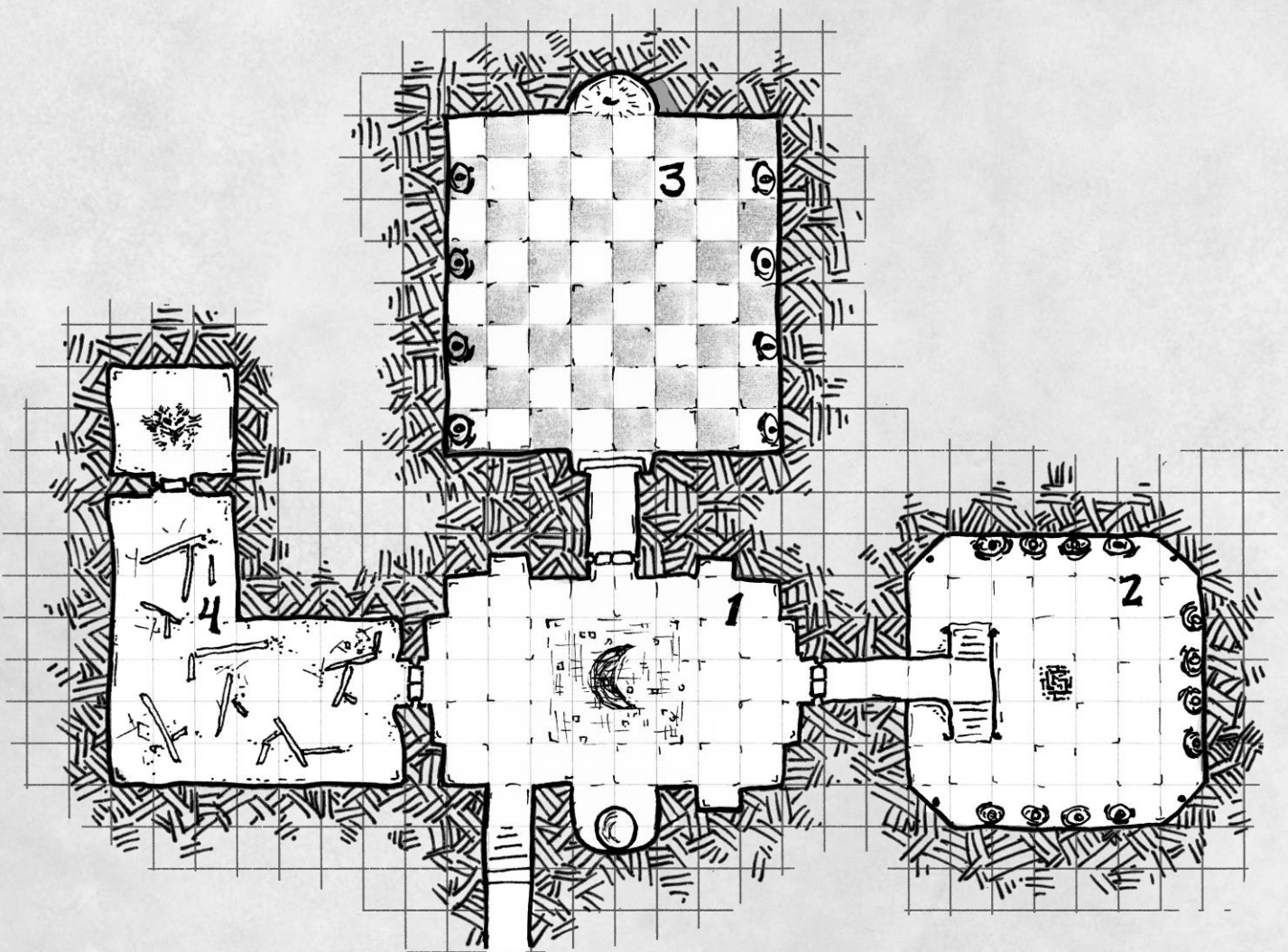
1. The Moonhall

The stairs descend into darkness, but as each step is trod upon, it lights up with the glow of the moon and the carving of the crescent moon in the middle of the floor glows brighter than the rest of it. Stepping off the stairs onto the floor causes the moonlight glow to spread from the stepped-upon spot across the entire floor.

Three stone doors lead from the room: on the north, east, and west walls. The north door has a halberd impaling a wolf carved onto it. The east door contains a small cylindrical hole in it about the size of a spear, below a carving of a crescent moon. The west door looks like it has been crumbling away and could collapse at any moment.

The statue in the southern part of room depicts a moon attached to the wall. It doesn’t move but is a lovely decoration.

If the adventures take more than just a few minutes in this chamber, they hear a faint scratching sound from behind the crumbling door.



2. The Amulet Room (East)

The room has a short walkway that leads to a couple of short staircases leading down, where a box made of pure moonlight, bearing symbols and sigils, floats waist high in the middle of the room. Around the room are life-sized carvings of priests and druids worshipping the moon on the walls, as if they're part of a living mural carved with the most exquisite craftsmanship.

As soon as a PC touches the moonbox, four statues from the mural wall animate and attack anyone in the room.

The statues attack the PC who attacked them last or, if they haven't been attacked, go after whoever last manipulated the moonbox. They fight until defeated or all the PCs are dead, chasing them into other chambers if necessary. If a statue is destroyed, another comes out of the mural to replace it.

The only way to stop the onslaught is to open the moonbox, which is a puzzle box that requires the arcane and religious symbols to be manipulated to open it. The 4 **mural statues** try to eliminate the intruders. Once the moonbox is open, the statues stop their assault and return to the mural.

The Moonbox

The puzzle of the moonbox gets harder as it continues. To solve it, the party needs to make a combination of six Intelligence (Arcana) and Intelligence (Religion) checks. Manipulating the moonbox runes takes an action, as they need to be slid around the six different surfaces of the box.

The DCs for both the Intelligence (Religion) and Intelligence (Arcana) checks start at 5. When a PC is successful at one of them, the DC to be successful with that skill again increases by 5. So if a PC is successful with Arcana check, the DC increases to 10, while the Religion DC is still 5. If Arcana is successful again it goes to 15, while Religion remains at 5.

A DC 15 Dexterity (Sleight of Hand) check can be substituted for any of the checks, and magic that opens locks (such as *knock*) will count as one success.

Treasure. The moonbox opens to reveal its contents: the *amulet of the crescent moon*, a pearl and silver crescent pendant that glows with moonlight. Anyone donning the amulet immediately comprehends its power to reinforce the wards on the prison. It still takes a short rest to attune this item for the other abilities it possesses.

The Amulet of the Crescent Moon

Wondrous item, rare

While wearing this amulet you are cloaked in a soft light that only shows itself at night. The glow is as powerful as torchlight, and it can be turned on and off with an action.

When the moonlight is glowing, you can reroll a Wisdom saving throw against a spell. This power recharges after a long rest.

The Amulet also has the power in it to reinvest the wards of the Wolf's prison.

Mural Statues

Medium construct, Neutral

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons that aren't adamantine

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses tremorsense 60ft., passive Perception 10

Challenge 2 (450 XP)

ACTIONS

Multiattack. The mural statue makes two bash attacks
Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

3. The Halberd Room (North)

The door to the north opens easily, revealing a floor of large black and white tiles, the same as a chess board. Eight statues of priests stand against the left and right walls of the room, four on either side and each within one of the tiles.

Near the back wall is a wide beam of moonlight coming out of the ceiling—or maybe the floor, as it is hard to tell. Within the beam of moonlight is a halberd, hanging in mid-air and slowly rotating.

When an adventurer gets to the third row of squares into the room, the door slams shut, knocking anyone in the doorway out of the room, and a voice booms out from the halberd: “Ah ha. You’ve come to see if you’re worthy to wield me, the great Failbhe! Let us test your skill in arms and your ability to think on your feet.” With that the halberd flies at you, whirling in a steel spinning circle of death, as some of you fall to the ceiling.

The Battle

This checkerboard tiled floor was once a space the Order of the Crescent Moon used for training. The tiled floor flips gravity, depending on the color someone would be standing on and how the floor feels at any moment. While this is going on, two of the statues, one on the left and one on the right, fire magic bolts of energy at creatures in the room. And finally, Failbhe the sentient halberd, tests them by trying to kill them.

The Door

It takes a DC 15 Strength check to open the door. Once someone does they can enter or leave, but the door slams shut again immediately after their turn.

The Floor

The gravity switches based on tile color. As soon as combat starts, flip one color. Anyone on that color falls up to the ceiling.

Anyone falling in either direction takes 1d6 damage and falls prone unless they succeed at a DC 15 Dexterity saving throw. If they succeed they can

either step off the tile onto an adjacent opposite-colored tile or land safely on the ceiling or floor.

In subsequent rounds, determine when the gravity switch flips from black to white at the very end of each initiative round. (If playing “theater of the mind,” draw two circles on a piece of paper and label them black and white. Use some kind of marker for each player—pieces of paper with their names on them will do in a pinch—to determine who is on white and who is on black before you declare the initial gravity switch. You can ask them what color they’re standing on. It doesn’t really matter since it’s a straight fifty - fifty shot they’ll be on a gravity square. If playing with mini’s on a map you can see if a PC is on a black or white tile.)

The reverse gravity tile color is determined by rolling a d6.

- 1-3 it’s the white.
- 4-6 it’s the black.

The Statues

A magic rune on the foreheads of the second statue in on the right and the third statue in on the left fire bolts of concentrated moonlight at the adventurers closest to them. If two PCs are equidistant, a statue randomly shoots one of them.

They can be stopped by damaging them (see below), by disabling the magical energy powering them [DC 20 Intelligence (Arcana) check], some kind of magical dispelling, or by disabling the mechanism that allows their heads to rotate around and target people [DC 18 Dexterity (Sleight of Hand) check].

Creative players might find other ways to disable the statues, feel free to let them be creative and set the DC for their checks in the 18 to 20 range and give them advantage if it sounds like a particularly good idea. The statues are in the initiative order.

Magical Moon Bolt Statues

Initiative +2

Armor Class 17

Hit Points 20

Actions

Attack: *Ranged Magic Attack.* +5 to hit, range 60 ft.
Hit: (5) 1d8+1 force damage.

The Sentient Halberd

Failbhe is a sentient weapon that has gone a little mad over the centuries, but it holds the soul of a great hero from the distant past—and it still believes in heroism. To that end, he attempts to beat the PCs into unconsciousness if it can—but it won’t kill them.

During the fight, Failbhe talks a lot. If an adventurer strikes and “harms” him, it congratulates that person on her skill or technique. Misses result in Failbhe pointing out their errors in footwork or their commitment to the art of combat. It’s not overly fond of magic unless the magic is used in a clever manner. It thinks a level-headed healer is worth their weight in gold.

If the PCs lose the fight, they awaken to find themselves outside the room, battered and beaten but not dead.

If the PCs defeat Failbhe, it stops the gravity floor, halts the statues from firing, and opens the door. It congratulates the PCs and tells them they’re worthy, especially the one in the group who showed the most martial prowess or potential, and lets that PC know it would like to travel with him. Failbhe then floats to that PC and allows itself to be grasped.

Failbhe, the Sentient Halberd

Medium sentient weapon (neutral good)

Armor Class 18

Hit Points 60 (10d8 + 20)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +5, Dex +5, Wis +2

Skills Athletics +4

Senses Senses shapechangers

Challenge 2 (450 XP)

ACTIONS

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing or piercing damage.

Piercing Strike (Recharge 6). *Ranged Weapon Attack:* +6 to hit, range 30 ft., one target. *Hit:* 14 (2d10 + 4) piercing damage, and the target is pushed back 10 feet.

REACTIONS

Parry. Failbhe adds 2 to its AC against one melee attack that would hit it.

Failbhe

Weapon (halberd), Rare (requires attunement by a creature it has accepted as worthy)

You gain a +1 to attack and damage rolls made with this magic weapon. It has the following additional properties.

Wolf Slayer. Failbhe scores a critical hit against wolves, werewolves and the Wolf on attack rolls of 18+.

Dancing Halberd. Once a day Failbhe can take to the air and dance about in battle. Failbhe acts on his wielder's turn and can do the following for 1 minute:

- (1/day) **Spinning Halberd.** Failbhe starts to spin and makes an attack against any adjacent foes. It uses the attack and damage modifiers of the creature it is attuned to.
- (1/day) **Defender.** As a reaction, Failbhe can add 2 to its wielders AC against one melee attack that would hit them.

Sentience. Failbhe is a sentient neutral good weapon with an Intelligence of 14, a Wisdom of 11, and a Charisma of 14. He has hearing and vision out to 30 feet and can speak and understand Common.

Personality. Failbhe is a hero at its core but it's forgotten its true name and purpose. Even when it learns the truth, the knowledge slides away from it just as soon as it hears the words. Fortunately, Failbhe is not one to get down about such things and is always looking for the next person to save and the next heroic thing to do for the good of the Moonshae Islands. To say the weapon is chipper would be an understatement.

As long as its wielder is engaged in activities that seem heroic or will provide an opportunity for heroism, Failbhe is happy. If more than a week passes without trying or planning to engage in heroic activity, a conflict between it and the wielder occurs.

4. The Prison (West)

The scratching at the crumbling door was done by a pixie called Ingrin. She was friends with the Order of the Gleaming Night centuries ago. Ingrin was present when the Black Blood tribe attacked the temple to free the Wolf. While the Gleaming Night soldiers fell, the Earthmother moved the temple to another plane, trapping Ingrin inside with Lexinova, the only other creature in the temple.

Lexinova died soon after, and returned as a wraith. She attempted to kill Ingrin, forcing the pixie to hide in the only safe place: the prison of the Wolf.

At some point in the past she fell prey to the Wolf's influence and let the spirit of the creature inhabit her body. This allowed the Wolf to escape from the inner prison but it still can't escape from the outer. Beyond that the wolf can't escape the temple until both sets of wards are completely destroyed. It

thinks another 25 years will do it but if it can just get someone to touch them they'll fall apart. To that end, the Pixie-Wolf has heard the altar move and the PCs descend into the vault.

When the PCs open the door to this room, read:

The door crumbles as you touch it. Several oddly placed and constructed walls stand within the room, each falling apart. Remnants of runes etched into these walls are barely legible.

A tiny winged creature flits out from behind one of the crumbling walls and squeaks, "Talk about someone being several hundred years too late!"

The Con

As the Wolf in a pixie's body, Ingrin the Pixie-Wolf's goal is to escape the temple, but it cannot do so until the ward on the door of the inner prison room is broken, now the only piece holding it here. It's patient enough to wait for an opportunity and clever enough to not lie if at all possible. Everything it knows from its experience as a pixie is true.

When the adventurers start talking to the Pixie-Wolf, it tells them its story, but only up to the point where the pixie hid in the prison. Then it will try to get them to release the Wolf's physical form from the inner room. It can provide the following information:

- The Wolf is still trapped in an inner prison the Order of the Gleaming Night constructed. That door is the one to the smaller chamber within this one. They thought it better to have two locks rather than one.
- If asked why she's still alive, she tells them she doesn't require sustenance in the same way as they do, she can live on starlight and moonbeams, and the prison room has plenty of moonbeams.
- There's a sentient halberd in the other room. It's called Failbhe, it is a little insane. (The Wolf-Fairy doesn't know about the traps in the room)
- There's a magic amulet in the room across from this but it's locked. Lexinova said Failbhe could open the door. It's also inside some kind of magic box. Lexinova knew how to open it.

If the PCs open the outer door the Pixie-Wolf will show the PCs through the room right to the door of the inner prison.

The Inner Prison

The door to the inner prison is scratched up since the Pixie-Wolf has been wearing it down to break the seal. The body of the Wolf is still inside the inner prison, desiccated and held in place by beams of

moonlight. Unfortunately for the Pixie-Wolf, that body is now dead. It can't inhabit it anymore but it doesn't know that.

Consecration

In order for the temple to be re-consecrated to the Earthmother, the ward on the inner prison door has to be reinforced. This is done with a DC 15 Intelligence (Religion) check while wearing the amulet of the crescent moon and pouring moonwell water onto the door. Anyone wearing the amulet knows this must happen. If the PCs found the secrets within the diary upstairs, the DC is reduced to 10, and the check is made at advantage.

If this is done, the spirit of the Wolf is pushed back into its now desiccated body, removing its threat forever. However, the Pixie-Wolf tries to fool them into breaking the seal.

If the adventurers talk about the ritual, the Pixie-Wolf speaks up vehemently:

"No! Don't be silly. The Wolf is weak and is right there in that room. Open the door and kill it while it is weak. And then we will all be safe again!"

- A DC 20 Wisdom (Insight) check notices little things about the Pixie-Wolf's mannerisms and movements: intermittent twitching and eyes going unfocused. This is due to the body having been inhabited by a power far greater than it should be able to hold. If the Pixie-Wolf is asked about this, it blames it on being isolated for such a long time. Even immortals would go a little crazy being stuck in a room for over a hundred years.
- The Pixie-Wolf doesn't like the amulet and shies away from the person holding it.
- If the PCs decide to attack Ingrim use the stats for a **pixie**.

If the PCs do open the door and break the ward, this releases the Wolf's spirit into the world again. Ingrim falls to the floor unconscious, and a great howling can be heard outside. In this case, the DM can use the Wolf later in the campaign. It might join the Great Gark in the war against Alaron, or it might vie to replace the Great Gark. The PCs can still consecrate the temple even if the wolf isn't in the prison.

XP Awards

By consecrating the Temple of the Crescent Moon back to the Earthmother, each character gains a special award of 300 XP.

Aftermath

There are a lot of different things that could happen in the Temple of the Crescent Moon. The PCs could unleash The Wolf on the Moonshae Islands again, maybe make an enemy out of the Wolf, acquire a new friend in Failbhe or Ingrim if they free her from the Wolf spirit, or they might reinforce the wards of the Temple of the Crescent Moon and trap the Wolf again.

If the PCs retain Failbhe, they might want to help him regain his lost memories. Beyond that there are still three more temples to the Earth Mother that need to be dealt with. Adventure abounds in the Moonshae Islands. Look for the next three chapters in *The Five Temples of the Earthmother, Part 2: Beast and Shipwreck*.