

RISING SHADOWS

army of the unseen

D&D

ADVENTURERS
LEAGUE

CCG-BMG-moon2-2

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BMG
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ARMY OF THE UNSEEN



Little more than an outpost, Dynnegall is the life-blood of resources that flow from Caer Moray, supporting Ffolk townships across the archipelago. But the supply boat is overdue by almost a tenday and hope is difficult to find. With the recent attacks repelled an opportunity exists to send aid, but who dares to venture outside the walls?

A 4-Hour Adventure for 1st-4th Level Characters

By Savannah Houston-McIntyre

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CCC-BMG-MOON2-2 Army of the Unseen

Introduction

Welcome to *Army of the Unseen*, a CCC adventure, part of the official D&D Adventurers League™ organized play system and the *The Moray Trilogy*™ storyline season.

This adventure will take place within Dynnegall, and the wagon trail between Dynnegall and Caer Moray. Though it's the summer months, the area is shrouded in rain and fog; nothing unusual for the Moonshae Isles.

This adventure is designed for **three to seven 1st–4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

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. Familiarize 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.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

“We must shield Dynnegall from destruction and renew what has been savaged. Ffolk across Moray need a champion to right this travesty. Will it be you?”

— Sir Mareck, outpost recruiter

Adventure Background

Conflicts and bloodshed are commonplace in Moray, as factions grapple for dominance or to fulfill nefarious plots. Hence, when word comes that the supply boat from Dynnegall hasn't yet arrived despite its expectancy a tenday past, the news is unfavorable but not surprising.

Orwin Rhys, the Earl of Moray, has put up a call seeking brave heroes to set out once more to protect all of Moray. The loss of such a vital trade route cannot be left uncontested. The lives of many Ffolk townships depend on the resources it brings.

Though Dynnegall was once a flourishing village, it has since reduced to little more than an outpost. Its infrastructure has become ragged under the constant struggle for valuable resources; whether kryne peat, or more flesh for Malar, the god of beasts and savagery. Many assume that the trade boat was absent due to another raid by the Black Bloods, or perhaps another monster from the mists.

Unknown to those outside the outpost walls, Dynnegall has succumbed to the Howling Disease, a mutated form of lycanthropy. The fey within the outpost have transformed into skulks, vicious shadow creatures living out the hollow lives of their former victims.

The only survivor, a sorcerer named Andras, has been working diligently on a ritual he hopes might save the souls of his comrades. Time is running thin.

Location and NPC Summary

Andras (AN-drahs). The only survivor of the Howling Disease, a skilled sorcerer working on a ritual.

Dynnegall (din-NEH-gal). The outpost the adventurers have been sent to investigate.

Seren (SER-in). A warrior on her way to Dynnegall in search of her son Andras. She is a formidable fighter.

Adventure Overview

This adventure begins on the wagon route towards Dynnegall and is broken down into four parts:

Part 1. Traveling the wagon path, the adventurers run into a warrior named Seren, who is engaged in combat against a few Black Blood scouts. She is holding her ground but could use aid.

Part 2. The adventurers find Dynnegall abandoned. They begin to uncover clues about the disappearance of the soldiers.

Part 3. The old tavern, now converted to barracks use, seems more haunted than the other buildings. The skulks are hungry for violence.

Part 4. The adventurers discover Andras, and they must face a new foe. Afterward, the adventurers must decipher the prophecy and are presented with the option of completing Andras's work.

Adventure Hooks

Dynnegall is the source of the life-blood of resources that flow through Moray, supporting Ffolk townships across the archipelago. Because of its importance, most brave adventurers are eager to assist in freeing the outpost from the dark hold over it.

Caer Moray. A call has gone up in Caer Moray. With recent attacks repelled and quiet upon the walls, Earl Orwin Rhys seeks soldiers brave enough to venture through the mists to Dynnegall. There is a handsome reward offered for any skillful adventurers who return with the supply boat in tow.

Organization Request. The resources that flow through Dynnegall from Caer Moray are a priority to many. Moonshae organizations are eager to see the matter settled and ask their bravest warriors to assist in restoring the trade route for the benefit of their members.

Adjudicating Lycanthropy

Because the party confronts a large number of lycanthropes in this adventure, please note the following.

- Characters who contract lycanthropy don't become a werebeast until the next full moon, which doesn't happen in this adventure. The moon is currently quarter full.
- Characters must have the curse removed at the end of play of this adventure or the character is retired and no longer able to play AL events.
- Removing the curse of lycanthropy normally costs 90 gp and can be performed by a cleric of Helm in Caer Moray. If the party is successful, Orwin Rhys, the Earl of Moray, covers the cost of this spellcasting.

Part 1. Ways of Mist

Estimated Duration: 30 minutes

This part begins with the adventurers enroute to Dynnegall to investigate the absence of the supply boat. The wagon path is mist-laden, old, and ill kept. Allow time for the characters to introduce themselves; the setting is quiet and still.

See **Appendix 3A** for a map of the southern Moonshae Isles, including Moray.

The sky is heavy and rain-laden above, a grey sheet, crisped with darkness, hanging low over the world. You've only been on the wagon path for two hours, but the poor maintenance is already evident in the ache of your feet.

A veil of mist has plagued you from the moment you exited the walls of Caer Moray. It creeps through the long roadside grass like serpents, and its permanence obscures your companions. If all goes as planned, you will be to Dynnegall by dusk. There's hope the rain won't break before you find shelter there.

General Features

The wagon path has the following general features:

Terrain. The wagon path is composed of cracked clay and is unmaintained. There are portions overgrown with weeds and gouges where wagon wheels left their mark or sunk into the mud on wet days.

Weather. Heavy mist obscures visibility beyond 15 feet.

Light. Despite the poor weather, there's bright light creeping in from behind the clouds.

Clash of Blood

The adventurers come to a fight between a warrior and two Black Blood scouts.

A cry of clashing steel strikes through the air, shattering the visage of solitude formed by the mist. A few paces onward and the battle before you becomes evident.

A warrior is holding a beast at bay. You can readily identify the creature as a lycanthrope of the Black Blood tribe due to the cloth bands, as black as unholy blood, wrapped around its arms. This tribe is well known for dragging away innocent souls to be sacrificed in the moonwell.

The warrior's snow-white skin and golden hair are quick to distinguish her as a Llewyr elf, but the colors and embellishments on her armor reveal no particular alliance. Though she is enduring well enough, she doesn't seem to note the second assailant skulking through the mist beyond her.

Two Black Blood scouts, (one **wererat** and one **werewolf**), are trying to abduct a warrior named Seren. They plan to sacrifice her at the Moonwells and will consider the adventurers as additional sacrifices. They carry no possessions aside from their weapons. The adventurers can gather the following knowledge through lore checks.

- **DC 10 Intelligence (Arcana or Nature).** Lycanthropes can only be harmed by silvered or magical weapons. They are also susceptible to spells.
- **DC 10 Intelligence (History).** The Tribe of the Black Blood are lycanthropes. The Black Bloods are a powerful and well-known faction on Moray. They strike fear in the hearts of many.

Silver Gifts

It's unlikely the players will be prepared with silver weapons at the recommended level for this adventure. Seren's weapon counts as silvered. If the adventurers choose to assist her, she provides them with ten silvered arrows, and a silvered short sword she intended to deliver to her son.

Tricks of the Trade

The following tactics can be applied during this combat.

Black Bloods. The Black Bloods have a simple tactic; surround and seize. They should focus on maiming with their weapons as opposed to biting. The goal is not to transition their foes into the pack, but to use them in gruesome rituals.

Seren. A straightforward fighter, Seren focuses on hitting hard and cares little about being evasive. She's thankful for the assistance the adventurers offer.

Fleeing. If the adventurers are ill-equipped and the combat is dragging on, have the wererat(s) flee when the werewolf is defeated.

Remember you are the storyteller during this encounter, feel free to improvise as needed. There are multiple ways this encounter can be managed and resolved.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Remove one wererat.

Weak: Reduce the werewolf to half health.

Strong: Add one wererat.

Very Strong: Add two wererats.

Development

If the adventurers apprehend one of the Black Blood scouts, they are irritable and speak little. At most, they disclose that they need more tributes for the Beast Lord. They see their actions as a holy necessity, and the characters are in the wrong for hindering them.

Meeting Seren

When the battle is over, read the following:

With the battle won, the warrior wipes her brow, scraping off a collection of wetness and flicking it to the ground. There it convenes with the first droplets of rain. She eyes you for a lingering moment, weighing thoughts behind bright hazel eyes. Inevitably she sheathes her blade.

“I appreciate the assistance,” she comments with a stern but favorable tone. “My name is Seren.”

From here, the characters are free to speak with Seren. She has some insights and motivations.

- Seren is a Llewyr elf who’s from Chrysalis in Synnoria.
- She’s a member of the Sarifal Faithful, a Moonshae organization that seeks to bridge the divide between the fey and the mortals of the Moonshaes. She encourages elves and half-elves to join her organization.
- She’s on her way to Dynnegall in search of her half-elf son, a soldier stationed at the outpost. His name is Andras Naïlo.
- She sustained a small injury during the battle before the adventurers arrived; a small gash in her leg from a spear tip. She doesn’t have lycanthropy.
- She’s aware of the Black Bloods but is hopeful her son and the other soldiers haven’t been captured and taken to the moonwells.
- She hasn’t received a letter from her son in almost thirty days, but she initially assumed it was due to the attacks on Caer Moray.
- Seren would be pleased to accompany the adventurers on their journey.

Seren stands after binding the gash in her leg and shrugs off the weight of the battle as if it were an inconvenient shawl.

“Look,” she states, “I know we merely met, but it would seem to me that our ends are aligned. Why don’t we travel together? I promise my blade still has life in it.”

Roleplaying Seren

This resilient Llewyr elf has a demeanor of sincerity but isn’t opposed to weaving friendships. Despite her candid nature, she does have a sensitive side and engages in small talk and banter. If the adventurers foster bonds with her, she’s more likely to assist them later in the adventure, so it’s essential any attempts they make are recognized.

Development

If the adventurers decline Seren’s request to join them, she lingers back as they progress to dispose of the Black Blood bodies, hoping to avoid more scouts finding her trail. The characters proceed to Part 2.

Part 2. Tranquil Moments

Estimated Duration: 90 minutes

In this part, the adventurers explore Dynnegall and search for clues as to the fate that befell the village. The creeping dread should steadily increase as they learn more.

General Features

Dynnegall has the following general features.

Terrain. The ground is muddy from the downpour. Footprints are imprinted with little effort, as the muck sticks to the bottom of any footwear.

Weather. It has been raining for some time now, creating a thick and ominous fog.

Light. The sun is only three hours from the horizon, backlighting the fog with a dim golden hue.

Smells and Sounds. The air smells of damp and mud. There is scarce to hear but the racket of heavy rain.

Inconsistent. Due to the haunted nature of Dynnegall, features should change every time the characters revisit a location: a chair should shift out of place, a window once closed is now open, etc.

When the party approaches Dynnegall, there's no sign of activity. The outskirts of the outpost contains a farmstead. Beyond the unmaintained fields, there's an old water mill on the river flowing from Lac Dynnegall.

A crumbling stone wall surrounds the village proper. The outpost is centered around a trade house, an old inn converted into a barracks, and a small library maintained by the guards as an outlook due to its bell tower.

There are a few houses in apparent use, but the remainder of the village has been left in disrepair as fewer settlers have volunteered to the station with each Black Blood raid that left it devastated.

The chilling downpour has made for a wearying journey to Dynnegall. At long last, the sight of an old farmstead marks the border of the outpost. A soggy map tells you that beyond it is a small stone wall outlining the outpost's core, the storm descending from the sky cloaks its exact location.

A flash of lightning sketches the details of the farmstead in blue light, though it lasts but a moment. It looks as if an old paddock is being used as a training ground, where straw men stand undisturbed by rain or impalement. The other areas are less distinguishable from this distance.

In the pasture a horse whines in complaint, protesting the elements it has been left to withstand.

The party can approach the farmstead or continue on into village.

The Farmstead

If the party moves to investigate the farmstead, read or paraphrase the following.

As you step through the veil of fog, the features of the farmstead become more apparent. Despite their age, the farmhouse and stable both appear in sound repair.

The paddock is lined with racks of training weapons, neglected in the storm. No footprints from drill or discipline can be seen in the muck, likely washed away by the pooling rain.

The farmstead consists of a paddock, a small pasture, stables, and a farmhouse. The farmstead seems to be in good repair, having been occupied as a training ground by the soldiers. See Appendix 3B for this scene.

The Paddock and Pasture

The paddock and pasture have a few items that turn up with an examination.

- A DC 10 Wisdom (Perception) reveals there are three horses in the pasture, which are hard to see with the rain and mist.
- A DC 12 Intelligence (Nature) confirms that the horses seem malnourished.
- A DC 15 Wisdom (Animal Handling) allows a character to corral the horses into the stables.
- A DC 15 Intelligence (Investigation) reveals that rust is starting to form on the training weapons as if they have been left out for days.

The Stables

The stables are relatively commonplace, with a few exceptions. The feeding troughs are not only full, but overflowing. It appears as if someone has been feeding the horses repeatedly but has not been taking care to put them inside. Old hay has been shifted into piles within the stalls but not replaced.

The Farmhouse

Entering the farmhouse, you find a scene of unrest before you. Shards of silvered glass coat the front hall, as if the entryway mirror has been thrown against the opposite wall.

The sound of a door closing echoes throughout the house. Perhaps your entrance did not go unnoticed.

Despite the closing door, there's no life present here.

The farmhouse is in disarray; the mirrors have been shattered, food in the pantry is starting to spoil, and floors are half swept. Most of the rooms have been outfitted into offices or storage for training gear.

If the party searches the farmhouse, they find the following.

- In the office, there is a list of the settlers and guards stationed at Dynnegall. Provide the players with **Appendix 5A**.
- On the desk is a noticeable tome, bound in old leather. It's titled *A Touch of Bone by Aras Nimonar*. The inscription on the flyleaf reads as follows: *This book is strictly for study purposes - AN*. The title and inscription are the top left corner of **Appendix 5B**. Divide up that handout and give each piece to the party as they discover them.
- A successful DC 15 Intelligence (Investigation), finds an unmarked key on a leather strap below the desk.

Dynnegall

As the adventurers cross the stone wall and enter the village, read or paraphrase the following.

Passing the crumbling stone wall of Dynnegall is a lenient feat. A lack of gate and gaping holes from disrepair offer easy access for friend and foe. The rain continues to batter relentlessly, turning the dirt roads ahead into perilous ponds of muck. Ahead the village is shrouded in darkness and fog, causing the lanterns flickering outside the trade house to stand as a beacon against the gloom.

See **Appendix 3C** for a layout of the village.

The Trade House

If the party moves to investigate the trade house, read or paraphrase the following.

The trade house is a handsome structure, composed of master stonework walls and a wooden frontage. Two lanterns are resting on stone pillars outside the entryway, lit, and welcoming.

The trade house has one floor and an attic. It's primarily made up of workshops, storage rooms, and an office. Workshops are paired off with double fireplaces, allowing the adventurers to gaze from one workshop to another quickly.

Mairwen Bevan's Office

A wooden plaque on the door marks Mairwen Bevan's office. The office itself is neatly kept, and nothing should strike the players as immediately out of place. On investigation, the adventurers can find the following details.

- An itinerary of the items expected on the missing shipment. It appears complete.
- There's a log indicating that Faelana Hallothel and Idwal Mordecai didn't return from harvest. It's noted that the incident was reported to Immeral Lomithradia, who held the evening watch.
- A successful DC 12 Wisdom (Perception) reveals that there was recently a large picture or mirror above the mantelpiece, now absent.
- On the mantelpiece rests a tome, bound in silk and embellished with silver-leaf. It's titled *Sight of Poem and Prophecy by Eydus Zadeik*. The inscription on the flyleaf reads as follows: *Mairwen. For your numerous questions on the future, perhaps this tome will bring you comfort if not insight. -AN* The title and inscription are the top right corner of **Appendix 5B**.
- A successful DC 15 Dexterity allows the player to open a locked drawer. Inside the players can find a love letter written by her husband, Telor Bevan. She doesn't appear to be the recipient.

Highlights from the note includes the following:

- *Your eyes shine as castaway stars, bringing warmth on colorless days.*
- *Golden ears tipped like delicate wings, brush so gently against my cheek.*
- *Your breath is cool and playful in the wind, trailing after each kiss.*
- *How true my heart beats for you, my darling Faelana.*

Gengolor Sylðithas's Workshop

As you approach the workshop, you hear the rapping of a hammer on nails. The din is slow and monotonous. Peering inside, the scene is still. Planks of wood lay in piles, waiting to be stripped and bent into shape, or chiseled into oars.

The workshop appears to be devoted to the creation of canoes.

Investigating the workshop doesn't turn up anything that seems out of place, but when gazing at the canoe on display, an adventurer may get the impression something has moved behind them. On turning, nothing is present, and a blur in the reflection vanishes.

Examining the workbench reveals Gengolor's journal with scribbles in Elvish. From this book, the party

can learn Gengolor's name and that he made canoes, but nothing else of importance.

If the adventurers have already claimed possession of a mirror, or are revisiting the location with one, they find a skulk living Gengolor Syldithas's hollow life.

If this condition applies, read the following before initiating combat.

Angling the mirror into the room, you see a dreary, gray creature sitting at the workbench. It raises a hammer and lets it fall with a dull thud. As you watch, it turns its gaping grimace towards you, its stagnant eyes meeting yours in the reflection.

It lurches out of the chair, and its gape widens as if wailing. Though no sound strikes your ears, the reflection in the mirror shows gray hands stretching through the fireplace from the workshop beyond.

You are not alone.

Adventurers must make a DC 12 Wisdom saving throw when they first see the skulks or be frightened. Afflicted characters can repeat the saving throw at the end of their turns.

Three **skulks** are in this room and attack the party if they can be seen. They are the remains of Gengolor Syldithas, Elfrinil Ahtidolwen, and Dafina Yllakalyn.

Tricks of the Trade

Consider the following:

Fallible Invisibility. The skulk cannot be seen except by reflection. An adventurer must have a mirror present to pinpoint where their attack needs to strike.

Handheld Mirrors. The adventurers must have one hand free to use a handheld mirror in combat. To use the reflection in the mirror of another player, the adventurers should be within approximately five feet of each other.

Advantage/Disadvantage. In combat with the skulks, the adventurers always have disadvantage on their attacks against the skulks due to their fallible invisibility. Likewise, the skulks receive an advantage on their attacks. The adventurers need to use their mirrors strategically to diminish these effects.

- **Full-length mirrors:** An adventurer must be within 40 feet of the mirror to cancel the skulks' advantage/disadvantage.
- **Half-length mirrors:** An adventurer must be within 20 feet of the mirror to cancel the skulks' advantage/disadvantage.

- **Handheld mirrors:** A skulk must be within 5 feet of the held mirror to cancel the skulks' advantage/disadvantage.

In all of the above instances, the adventurer must have a reasonable line of sight with the skulk between their location and the mirror.

Advancing the Encounter

It's possible the adventurers may trigger this event too soon. They may not have enough mirrors on hand to adequately combat the skulks.

The skulks have weak perception, so the party can flee and hide to try another time.

The Peat Workshop

In the peat workshop, strips of turf lay on racks where they have dried for processing. There's a work table where the turf is cut into uniform sizes, before being bundled and boxed for shipment.

It appears that at some point someone started shuffling the turf into the boxes uncut, still completing the task but missing all the steps in between.

The Kryne Workshop

Despite its bland taste, kryne is a silvery swamp plant that can be quite lovely to view. Though in this workshop, it has been tossed about as if a whirlwind struck. Silver cabbage-like leaves coat the floor and tabletops.

A schedule on the far wall states that the kryne harvest will take place from noon to dusk at the shore.

There's a ladder at the far end of the room leading to the attic.

Trap. Stay Away!

Simple Trap (Levels 1-4 moderate threat)

A crossbow is nestled behind the ladder, waiting for a tripwire to be activated. It may seem rudimentary, but the bolt holds quite a hit.

Trigger. Stepping through the tripwire triggers the trap.

Effect. The trap makes one attack against the triggering creature. The attack has a +10 attack and deals 5 (1d10) piercing damage on a hit.

Countermeasures. A DC 15 Wisdom (Perception) check reveals the tripwire. A DC 15 Dexterity check made with thieves' tools disables the tripwire. A check result of 5 or less triggers the trap.

The Attic

Creaking open the trap door to the attic reveals a scene of devastation among the stored goods. A cascade of withered blood permeates the far wall and windowsill, with chunks of unidentifiable flesh scattering the floor.

Opposite the window sits a wall mirror propped up by a storage box. Strewn about are personal belongings, mixed with the meat and mess of boxes.

The storage goods in the attic consist of paper, dried kryne, and spare canoe parts. There's little else of note aside from a handheld mirror under the windowsill and a small journal among the flesh.

The journal is difficult to crack open due to the viscous blood sealing pages together, but the most recent entries are still legible. Highlights are on **Appendix 5C**.

If the adventurers have not yet explored the old inn, a DC 12 Wisdom (Perception) by the window reveals a lantern light drifting through its windowpanes, barely distinguishable through the fog. It suggests someone might be walking the halls.

The Old Inn

If the party moves to investigate the inn, read the following.

The tavern stands an impressive structure despite the fog and rainfall that shrouds it. As you approach, a lantern lights in greeting on one of the lower windows, though you do not see the host behind it. A sign creaks in the wind displaying a name, The Crow's Nest.

Alongside the tavern is a flag declaring loyalty to Earl Orwin Rhys. It flounders as the rain beats it, despite standing at full mast.

The tavern consists of a common and dining area, a kitchen, cellar, and ten rooms. The inn currently serves as a barracks. Nine of the rooms are occupied, with the tenth remaining clear for any surprise visitors that might happen upon the outpost. Most of the private chests contain nothing of value, unless otherwise stated. In the unlisted rooms, each has one half-length mirror above the dresser.

The Common Room

An uncomfortable atmosphere has permeated the inn. The entrance archway opens into a large room, filled with bare tables, a secluded sitting area, and a scarce bar. Along the windows, one lantern is lit, and sconces

along the wall have been allowed to burn out of oil.

The inn is quiet save for an offensive tune of harp strings plucking. It's as if someone is attempting to fathom a song with little skill. The sound reaches downwards from the upper floor, tumbling clumsily down the steps and echoing eerily around you.

There are a few items in the common room that may prove useful to the adventurers.

- A handheld mirror and untouched note rest on the bar. The note reads as follows: *Rolen, if you live, meet me where all words linger. May this serve you to witness all horrors that should remain unseen.*
- There's a bottle of oil behind the bar, should the adventurers wish to light the sconces.
- A notice posted by the stairs states that Andras, Cadwaladr, Fioled, Rolan, and Vanorin have begun their rotation for the evening watch.

The Kitchen and Cellar

The kitchen and cellar appear untouched as if a meal hasn't been prepared for some time. The bread has turned stone-like, but the barrels of fruit are hardly spoiled. There is a stockpile of root vegetables and a collection of ale in the cellar that are both in excellent form.

Eira Holimion's Room

The harpist continues its ghastly song while you ascend the stairs. Once in the corridor, you can see a door ajar. Advancing further, the sound of a snapping of a string strikes, and then another. The remainder collapse all at once, making a terrible crying sound that echoes around you.

If the adventurers use a mirror to look into the room, read or paraphrase the following:

Peering into the room with a hand mirror, you see a gray and horrid figure sitting on the windowsill, with a broken harp before it. Curtains billow as its gaze snaps to your reflection in the mirror.

One **skulk** is in this room. It's the remains of Eira Holimion and attacks if seen. There's a full-length mirror in the corner of the room, covered by a sheet. The adventurers may uncover the mirror with a Use an Object action.

Tricks of the Trade

Consider the following:

Fallible Invisibility. The skulk cannot be seen except by reflection. An adventurer must have a mirror present to pinpoint where their attack needs to strike.

Handheld Mirrors. The adventurers must have one hand free to use a handheld mirror in combat. To use the reflection in the mirror of another player, the adventurers should be within approximately five feet of each other.

Advantage/Disadvantage. In combat with the skulks, the adventurers always have disadvantage on their attacks against the skulks due to their fallible invisibility. Likewise, the skulks receive an advantage on their attacks. The adventurers need to use their mirrors strategically to diminish these effects.

- **Full-length mirrors:** An adventurer must be within 40 feet of the mirror to cancel the skulks' advantage/disadvantage.
- **Half-length mirrors:** An adventurer must be within 20 feet of the mirror to cancel the skulks' advantage/disadvantage.
- **Handheld mirrors:** A skulk must be within 5 feet of the held mirror to cancel the skulks' advantage/disadvantage.

In all of the above instances, the adventurer must have a reasonable line of sight with the skulk between their location and the mirror.

If the adventurers investigate the room for further clues, they may find the following.

- A DC 15 Wisdom (Perception) uncovers a small journal belonging to Eira Holimion. Give the party **Appendix 5D**.
- A DC 12 Wisdom (Investigate) uncovers a tome under Eira's pillow. It's bound in crimson cloth and titled: *Heartbeats and Other Grand Illusions by Aikore Tellhaven*. An inscription on the flyleaf reads as follows: *The world is but a dream in the glimpse of your beauty.* -AN See the bottom left corner of **Appendix 5B**.
- A brush set with a small handheld mirror can be found in the vanity.
- An elven +1 longbow can be found leaning on the dresser.
- There's a chest containing Eira's personal belongings. It includes a silk dress, an unsealed letter to her father explaining that she has run away from his tyranny, 19 sp, and a bottle of common wine.
- If Seren is with the party and the party has engaged with her, she comments on how Andras wrote about the songstress often, perhaps a brewing love interest cut short by the horrors that occurred.

Andras Nailo's Room

There is a plaque on the door that reads: *Andras – Apothecary. Enter Freely.* On attempting to open the door, the adventurers find the room is locked. If the adventurers discovered the key in the farmhouse, they can use it to unlock the door. Otherwise, a successful DC 13 Dexterity (Thieves Tools) check allows them to circumvent the lock and proceed. The door isn't sturdy, and a successful DC 15 Strength (Athletics) check breaks the lock.

The last room in the hall is occupied by shelves and tables covered in parchments, tomes, and potion bottles. The bed in the corner nearly goes unnoticed. Despite the disorder, it seems natural to the condition of the room. There are two full-length mirrors in the room, each positioned in a corner.

If Seren is with the adventurers, add the following:

Seren does not consider the mess long before commenting, "It would seem his method of housekeeping has not changed since moving here."

There are a number of useful items the adventurers can uncover if they choose to investigate the room.

- There is a parchment pinned to the back of the door. Provide the adventurers with **Appendix 5E**.
- There is a letter half written by Andras to Braichdyn (an officer rank) Morys Bivin. He states that the creatures follow the schedules of their past selves. If they act quickly, they can destroy the curse before it leaves Dynnegall. The letter is half scratched out, with the closing statement scribbled, *They found you.*
- The chest in the room contains 10 ep, 5 gp, a *potion of healing*, and a set of fine clothes.
- A successful DC 15 Intelligence (Investigation) reveals that Andras was testing samples of flesh against a variety of unlabeled potions. They appear to have spoiled as if abandoned for some time.
- A successful DC 15 Wisdom (Perception) uncovers a small scribbling on Andras's records, indicating that he needs to move his work somewhere it will be easier to safeguard from the shadows.

The Library

If the party moves to investigate the library, read the following.

The bell tower above the library releases a chime over the outpost, inferring there is one hour till dusk. Clouds above are starting to thin, letting the reddening light of the dimming sun pour over the spire, like crimson wine or blood. The rain begins to cease, but not remarkably so.

The library is only two stories high, made of cobbled stone with a wooden framework, but its bell tower secures the library's place as the focal point of the outpost. Its windows are dark and desolate.

On entering the library, there are many lanterns the adventurers can ignite to illuminate the area. See

Appendix 3D for a map of the library.

Main Floor. On the main floor, there is an open area in the room's center, which served as a gathering point for the community. Some shelves have been knocked over, sprawling tomes and scrolls across the floor. There's a musty smell in the air, as the high humidity of the area is not mixing well with the old texts.

Guard Station. The front desk has been converted into a workstation for the captain of the guard.

Higher Floors. The second floor contains a station for rebinding and mending volumes that have become too aged or molded. There's nothing of interest.

On further investigation, there are a few items of note that can be uncovered on the main floor.

- There's a schedule on the captain's desk. It indicates that all settlers and soldiers apart from the night watch are to report to the library at dusk.
- There's a report that Idwal Mordecai's corpse was found outside the outpost, almost unrecognizable due to a brutal attack. The guards couldn't locate Faelana Hallothel, who was supposed to be harvesting kryne by the lake.
- There's a letter written by Andras to Braichdyn Morys Bivin. He requests to return to duty, promising that his madness is subsiding.
- A successful DC 17 Wisdom (Perception) reveals a bookcase against the southern wall of the bookshelves that is inset into the stonework. There are four notches on the center shelf, which appear to hold specific books. A successful DC 17 Intelligence (Arcana) reveals that there are magical elements to this bookcase, including aspects of transmutation. A successful DC 10 Wisdom (Perception) reveals a small inscription in the wood:
The Path Before You. -AN

If the adventurers wish to tackle this puzzle early, please refer to page 13, Andras's Puzzle.

Lac Dynnegall

When the party visits the shore of Lac Dynnegall, read the following.

The water of Lac Dynnegall is ink-like with the reflection of the clouds above, lapping cumbersomely at the shore where clumps of silver kryne have been tossed out by the tide. Tips of kryne bushes peak out of the water to let their silver leaves billow and whip in the breeze.

With the rain breaking, the water is beginning to still, and between the ripples of raindrops, you can see the reflection of a decrepit and featureless humanoid wading in the shallows. The reflection turns its gaping face and lifeless eyes towards you, seizing your gaze.

One **skulk** appears in this combat. It's the remains of Faelana Hallothel. It automatically attacks as it can be seen in the reflection of the lake.

The lake is not deep here but wading into the water is difficult terrain. Because of the reflecting water, all characters gain the benefit of the mirror to counter the skulks' *fallible invisibility* as long as it remains in the lake.

A tome rests by a hand plow, discarded after recent usage. It's bound in black and titled: *Arcane Glimpses to Simplify Everyday Woes with Frost and More by Bivae Ixuluwix*. The inscription on the flyleaf reads as follows:
Faelana. At your request. -AN

See the bottom right corner of **Appendix 5B**.

Development

After exploring the village, the adventurers should have defeated the skulks separately or realized that their best chance of defeating the skulks is to face them at the library when they gather there at dusk, as per the schedule on the captain's desk.

If none of them suggest gathering the discovered mirrors for the combat, Seren would be likely to do so. Proceed to Part 3.

Part 3. The Veiled Meeting

Estimated Duration: 45 minutes

The library sits tranquil, barren of sound apart from your breathing and movements. However, you know the remaining shadow beings will be here soon to commence in their ominous gathering. You have a little under an hour to prepare.

Part 3 should begin with the adventurers setting the stage for combat. Provide the players with Appendix 3D and let them decide which mirrors they wish to gather, and where they would like to place them on the field.

- **Andras's Room.** Two full-length mirrors are located in Andras's room.
- **The Attic.** One handheld mirror and one large wall mirror reside in the attic of the trade house.
- **The Common Room.** Andras left one handheld mirror in the inn's common room.
- **Eira's Room.** Eira's room contains one full-length mirror and one handheld mirror.
- **Other Inn Rooms.** The unlisted inn rooms hold a total of eight half-length mirrors.

General Features

The library has the following general features.

Terrain. Though the slate floor causes no impairment, treat the areas where shelves have tipped, and tomes have scattered as difficult terrain.

Light. Assuming the adventurers took time to light the candles and lanterns positioned throughout the room, the room may be brightly or dimly lit. Otherwise, everything is draped in darkness.

Smells and Sounds. The room smells of mildew and old parchment. Light rain splatters against the windows.

The Skulk

The cry of the bell tower echoes within the library, announcing the moment the sun meets the horizon. The vibrations have only started to fade before being replaced by the creaking of doors and windows.

The mirrors reveal gray fingers hooking around sills and door frames. The lurching, wretched shadow creatures trudge into the library.

The meeting has begun.

This combat is variable depending on the previous actions of the adventurers. At most, eight skulks are present for the meeting. Subtract one for every skulk previously defeated in Part 2. If the adventurers defeated all five of the optional skulks in Part 2, consider shifting a skulk from Part 4 to this combat, for a minimum of four skulks.

Due to the threat of the skulk horde, the adventurers must make a DC 15 Wisdom saving throw when first seeing the skulks or be frightened. The afflicted characters can repeat the saving throw at the end of their turns.

Tricks of the Trade

Consider the following:

Fallible Invisibility. The skulk cannot be seen except by reflection. An adventurer must have a mirror present to pinpoint where their attack needs to strike.

Handheld Mirrors. The adventurers must have one hand free to use a handheld mirror in combat. To use the reflection in the mirror of another player, the adventurers should be within approximately five feet of each other.

Advantage/Disadvantage. In combat with the skulks, the adventurers always have disadvantage on their attacks against the skulks due to their fallible invisibility. Likewise, the skulks receive an advantage on their attacks. The adventurers need to use their mirrors strategically to diminish these effects.

- **Full-length mirrors:** An adventurer must be within 40 feet of the mirror to cancel the skulks' advantage/disadvantage.
- **Half-length mirrors:** An adventurer must be within 20 feet of the mirror to cancel the skulks' advantage/disadvantage.
- **Handheld mirrors:** A skulk must be within 5 feet of the held mirror to cancel the skulks' advantage/disadvantage.

In all of the above instances, the adventurer must have a reasonable line of sight with the skulk between their location and the mirror.

Add elements to the combat as you deem necessary. The skulks are meant to be scary. For example, if the players are having an easy time, consider a gust of wind through the open windows, snuffing the candles and diminishing a portion of their light source.

If the adventurers haven't collected any of the books needed to solve Andras's puzzle, they're dropped during combat, by skulks who are carrying them to the meeting.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Remove one skulk.

Weak: Add an additional mirror and handheld mirror.

Strong: Add an additional skulk.

Very Strong: Add an additional skulk and diminish the lights.

Andras's Puzzle

After the combat, read or paraphrase:

When the last creature perishes, the room fills with silence once more. There is a long moment of hesitation before a dull thump sounds from across the room, paired with the rattle of a chain.

If it had not been discovered previously, the sounds reveal the bookcase against the southern wall of the library bookshelves that is inset into the stonework. There are four notches on the center shelf that seem made to hold specific books.

- A successful DC 17 Intelligence (Arcana) reveals that there are magical elements to this bookcase, including aspects of transmutation.
- A successful DC 10 Wisdom (Perception) reveals a small inscription in the wood: *The Path Before You.* –AN
- A successful DC 20 Intelligence (Arcana) allows the players to use any book in place of one of the unique books. A separate check is needed for each book.

To solve this puzzle, the adventurers must successfully find the tomes of magic Andras spoke of in his poem and place them in order on the shelf. The answers in order from left to right are as follows:

Book #1

Title: *Sight of Poem and Prophecy*

Location: Mairwen Bevan's office

Clue: "She sleeps upon the moon at night, falling stars whisper what is right."

Answer: Divination

Book #2

Title: *Arcane Glimpses to Simplify Everyday Woes with Frost and More*

Location: Lac Dynnegall

Clue: "Fire twists and turns on fingertips, a wave of his hand and light shall eclipse."

Answer: Evocation

Book #3

Title: *A Touch of Bone*

Location: Farmhouse

Clue: "Life passes to and fro, death from her soul doth flow."

Answer: Necromancy

Book #4

Title: *Heartbeats and Other Grand Illusions*

Location: Eira Holimion's room

Clue: "A word echoes though never spoke, a bird flutters but never woke."

Answer: Illusion

After slotting the last tome into its notch, the bookcase groans under an invisible weight before collapsing in on itself and vanishing. A stairwell stands before you. A crisp breeze and the sound of clinking chains both echo upwards.

Development

Once the puzzle has been solved or bypassed, proceed to Part 4.

If the adventurers solve the puzzle before completing Part 3, consider having Andras ask for their protection during his ritual before resolving the combat from Part 3.

Part 4. The Demented Mage

Estimated Duration: 45 minutes

See **Appendix 3E** for this scene.

General Features

The library cellar has the following general features.

Terrain. The floor is wet with the occasional pool of groundwater that has seeped through the stonework. The area is clustered with tomes and stacks of parchment, making it cumbersome to maneuver without toppling a candle.

Light. Candlelight lights the area. Though the hue of the lighting is ominous, it provides dim light.

Obstacles. The candles are a hazard. If a creature is slid or pushed into a candle or makes an action where you deem it necessary, the creature must make a DC 10 Dexterity check to prevent the candle from toppling and starting a fire among the stacks of parchment and paper.

If a creature comes in contact with the fire, it must take 1d10 fire damage. The fire spreads five feet each round unless a creature spends an action to extinguish the flames.

The stairwell uncovers an old cellar, which reeks pungently of wet paper, burning fat, and mold. There are candles balanced upon piles of books and tabletops, illuminating the room in an eerie crimson hue.

Andras doesn't seem to notice your entry immediately. He stands bent over a table, his hands grasping the wooden surface on either side of the tome he is reading. A blue light pulses through his veins as he curses under his breath.

If Seren is present, add the following:

Seren staggers back a step at the sight of her son, "Andras!" she exclaims, "What in the hells have you done to yourself?"

There are two skulls chained in the corner of the room, illuminated by the unusual candlelight. One tugs at its chains in greeting, as it immediately tries to lunge at the newcomers.

Andras is well into his rituals when the adventurers arrive. The arcane secrets have already driven him half mad, and magic pulses through his blood, giving his snow-white skin a very faint blue tint.

Andras won't step back from his work, but he will engage the adventurers in conversation. He responds with the following points:

- **The Curse.** Andras starts to babble about the grip of the black blood, ripping and festering in their fey heritage. It's as they said, he claims, it's deeper within. "The Howling Disease." He doesn't seem willing to divulge what he knows about the origins of the curse in coherent sentences.
- **Necromantic Tome.** The tome before Andras is well aged, and mold seeps through the pages, making them difficult to turn. No one took the time to mend the cover when mildew reached it long ago, likely due to the corrupt nature of the tome. It holds references to primal spirits and the Moonshaes. He theorizes that many dark secrets have been lost in the book due to disrepair.
- **Seren.** He won't stop his attempts at the ritual. He forged his path long ago. He is sorry Seren has to witness him in this state but hopes she will understand in the end.
- **Corpses.** He believes the souls of his fey comrades are trapped within the shadow corpses, cursed to live out a hollow and colorless version of their lives. He imagines they are in tremendous and unrelenting pain.
- **The Candles.** Andras made the candles from the fat of unidentifiable corpses he found in the woods and has imbued them with arcane essence. He claims it was the only way to truly see the skulls.
- **The Ritual.** Andras claims that the Ritual of Solace can help those cursed by the Howling Disease, and it's almost complete. He does not believe he is powerful enough to cure or reverse the damage inflicted, but he may be able to aid the souls in their escape from the shadowy tombs that trap them.

The Alup

After the party has had a chance to talk with Andras, he attempts to finish his ritual.

Andras turns his tired eyes back to the tome, "The time for discussion has ended." he claims, "I must finish this." He begins to chant the arcane runes etched into the page before him. Despite his thorough exhaustion, his voice commands the ancient elven tongue with ease.

A skulk lunges again from the corner, snapping its constraints taut. Andras falters at the sound, which marks the moment of his demise. He clutches at his head, as a scream rips through him. The pulsing blue fire pours out of his eyes and mouth as it tears him apart internally. His screams start to overlap with each other, a harmony of horror as his flesh burns away.

When the horrific sound fades, all that remains is a spectral image of Andras. It looks towards you with malice.

The final combat consists of one **allip**, and two **skulks**. The skulks remain chained and should not factor into combat except for encounter adjustments below.

Seren (treat as a **scout**) works against the party to save the last impression of her son. She gets in their way and uses her action to block their attacks, granting disadvantage on attacks on the allip.

If the adventurers befriended Seren during the course of this adventure, she sees their reason and fights on the party's side instead. If the party didn't befriend her before, she can also be talked out of helping her son during combat with a successful DC 15 Charisma (Persuasion) check. A second successful DC 15 (Persuasion) check gets her to join the party's side.

Combat Considerations

- **Incorporeal Movement.** As a spirit, the allip doesn't need to make a saving throw to avoid toppling candles.
- **Corpse Candles.** Due to the arcane properties of the candlelight, the skulks' fallible invisibility does not apply to this combat.
- **Seren.** Her previous interactions with the party should determine Seren's loyalty. If they have largely ignored her during the adventure, she will try to protect what remains of her son. If they have made an effort to befriend her, she will see reason and try to end Andras's suffering.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Reduce the health of the allip to 20.

Reduce damage from Maddening Touch to 9.

Weak: Reduce the health of the allip to 30. Reduce damage from Maddening Touch to 12.

Strong: One skulk breaks free after one round.

Very Strong: One skulk breaks free after one round, and the other skulk breaks free after two rounds.

Prophecy in Madness

When the allip is slain, read the following.

The spectral image of Andras cries out as a concluding blow strikes. He crumples to the ground, grasping his head as he turns his unending gaze in search of the last victim. With a final shudder he dissipates into nothingness, his struggle over.

The adventurer who suffered Andras's final gaze is compelled to move to a table and scribe the words flowing through their mind. There is no save against this effect. The words sting and need to be released.

Their written words read as follows:

"An eye turns in the mist as dark blood boils and churns. Vengeance and rippling death will quake through the noblest fey. Endless shadows will howl as reality unbinds, crying to the darkness that waits in veiled lands."

Provide the adventurers with **Appendix 7A**.

Finishing the Ritual

Andras's work is unfinished, but the adventurers can attempt to complete the Ritual of Solace.

The glow of the corpse candles light Andras's workstation in an uneasy hue. Glancing over the scrolls and texts, it's apparent his ritual was near completion. It may even be close enough to solve yourselves, should you find it worth the risk.

To solve the ritual, the adventurers must succeed on five DC 15 Intelligence (Arcana) checks.

- With each failure, the DC is increased by 1.
- With each failure, the adventurer must succeed on a DC 15 Wisdom saving throw or become afflicted with short-term madness for 1d10 minutes. Refer to **Appendix 4**.
- If one adventurer is afflicted by short-term madness three times, the next affliction is long-term, lasting 1d10 × 10 hours.

A spectral fire illuminates over the fallen creatures as the spell is cast and the torment on your mind ends. There is a sigh that echoes from within their still lungs, a relief as their souls are released from their dreadful shadow prisons.

If Seren is present:

Seren inhales sharply, pausing to compose herself before letting her breath release. There is a tremor in her hand, but she hides it well. “Thank you,” she says in an uncharacteristically quiet voice. “It means a great deal to me that you finished his work. I will never hold him again, but at least I know his efforts were not in vain.”

Treasure

On a successful DC 12 Intelligence (Investigation) check, the adventurers can uncover the following items of value among the clutter. Two citrines worth 50 gp each, four tiger eyes worth 10 gp each, and a small pouch of 20 gp.

Conclusion

The conclusion of the adventure varies slightly depending on choices the adventurers made during the session.

Earl Orwin

Though there is palatable relief in Caer Moray that the Howling Disease in Dynnegall has been contained, an uncovered prophecy reveals the issue is deep-rooted. Evil boils in the moonwells.

Their accomplishments in Dynnegall do not go unnoticed by Earl Orwin Rhys. The loss of life is unfortunate, but they can rebuild as they have many times before.

Provide the adventurers with **Appendix 7B**.

Seren

If Seren accompanied the group and they solved the ritual, she volunteers to take her son’s work back to Chrysalis, in the hopes that the sages there can continue Andras’s work and perhaps find a cure.

In recognition for their work, if any of the characters are members of the Sarifal Faithful, she gives those characters Andras’s deed to the farmstead in Dynnegall. If more than one member of the Sarifal Faithful are at the table, Seren has multiple deeds to multiple farmsteads. Provide the adventurers with **Appendix 7C**.

If Seren accompanied the group and they didn’t solve the ritual, she stays in Dynnegall to bury the skulls and mourn the loss of her son. She spends her time picking through his belongings to make sense of the final moments of his life.



Adventure Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive 4 advancement checkpoints and 4 treasure checkpoints for completing the adventure.

Player Rewards

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

Magic Item Unlock

Characters completing the adventure unlock:

Longbow +1. An elven bow of excellent craftsmanship. Its limbs are carved from dark wood, with silver runes decorating its length. The silverwork seems to be part of an old elvish poem:

“Seamless dreams tide through fleeting hands, as upon the wind she toils with a felled thread, whispering mellowed breath upon bonds of silver.”

This item can be found in **Appendix 6**.

Potion of Healing. This item can be found in the *Dungeon Master's Guide*.

Story Awards

During the course of this adventure, the characters may earn the following story awards:

Dreams of Prophecy. The maddening impulse to write the words echoing in your head has long faded, but that doesn't stop them from visiting your dreams along with visions of dark woods and whispered chants. This story award can be found in **Appendix 7A**.

Hero of Dynnegall. Wrapped in a silver ribbon with a red seal is a letter from Earl Orwin Rhys himself, acknowledging your heroic deeds at Dynnegall. The letter has little value but is sure to provide bragging rights at any tavern in Moray. This story award can be found in **Appendix 7B**.

Farmstead – Dynnegall, Moray. For your efforts to finish her son's life work, Seren of the Llewyr has given you the deed to a farmhouse near Dynnegall on the Isle of Moray. This story award can be found in **Appendix 7C**.

Downtime

When the party completes this adventure, each character earns 10 downtime days.

Renown

Each character receives one renown at the conclusion of this adventure.

Organizations

Tybie Gow is a member of the Kendrick Loyalists, a group that believes that the Moonshae Isles will be stronger if unified under a common king. Tybie approaches any characters who seem to share these tenets and encourages them to join, even giving them the torc that is their insignia.

For more information about Moonshae organizations, see the *Moonshae Isles Regional Guide*.

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**.

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.

Appendix 1. Locations & nPCs

The following NPCs and locations feature prominently in this adventure.

Andras

(AN-drahs) The only survivor of the Howling Disease, a skilled sorcerer working on a ritual. Andras is the son of Seren.

Dynnegall

(din-NEH-gal) The outpost the adventurers have been sent to investigate.

Seren

(SER-in) A warrior on her way to Dynnegall in search of her son. She is a formidable fighter.



Appendix 2. Creature Statistics

Allip

Medium undead, neutral evil

Armor Class 13

Hit Points 40 (9d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

Saving Throws Int +6, Wis +5

Skills Perception +5, Stealth +6

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The allip 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

Maddening Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage.

Whispers of Madness. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble (Recharge 6). Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and it's stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.

Scout [Seren]

Medium humanoid (elf), neutral good

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Skulk

Medium humanoid, chaotic neutral

Armor Class 14

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	10 (+0)	10 (+0)	7 (-2)	1 (-5)

Saving Throws Con +2

Skills Stealth +8

Damage Immunities radiant

Condition Immunities blinded

Senses darkvision 120 ft., passive Perception 8

Languages understands Common but doesn't speak

Challenge 1/2 (100 XP)

Fallible Invisibility. The skulk is invisible. This invisibility can be circumvented by three things:

- The skulk appears as a drab, smooth-skinned humanoid if its reflection can be seen in a mirror or on another surface.
- The skulk appears as a dim, translucent form in the light of a candle made of fat rendered from a corpse whose identity is unknown.
- Humanoid children, aged 10 and under, can see through this invisibility.

Trackless. The skulk leaves no tracks to indicate where it's been or where it's headed.

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage. If the skulk has advantage on the attack roll, the target also takes 7 (2d6) necrotic damage.

Wererat

Medium humanoid (shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Immunities bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered.

Senses passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-human hybrid or into a giant rat, or back into its true form which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying is not transformed. It reverts to its true form when it dies.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack (Humanoid or Hybrid form only).

The wererat makes two attacks one of which is a bite.

Bite (Rat or Hybrid form only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid form only).

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow (Humanoid or Hybrid form only).

Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Werewolf

Medium humanoid (shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+0)	13 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Immunities bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered.

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true human form. Its statistics, other than her AC, are the same in each form. Any equipment it is wearing or carrying is not transformed. It reverts to its true form when it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack (Humanoid or Hybrid Form Only).

The werewolf makes two attacks when using the Attack action.

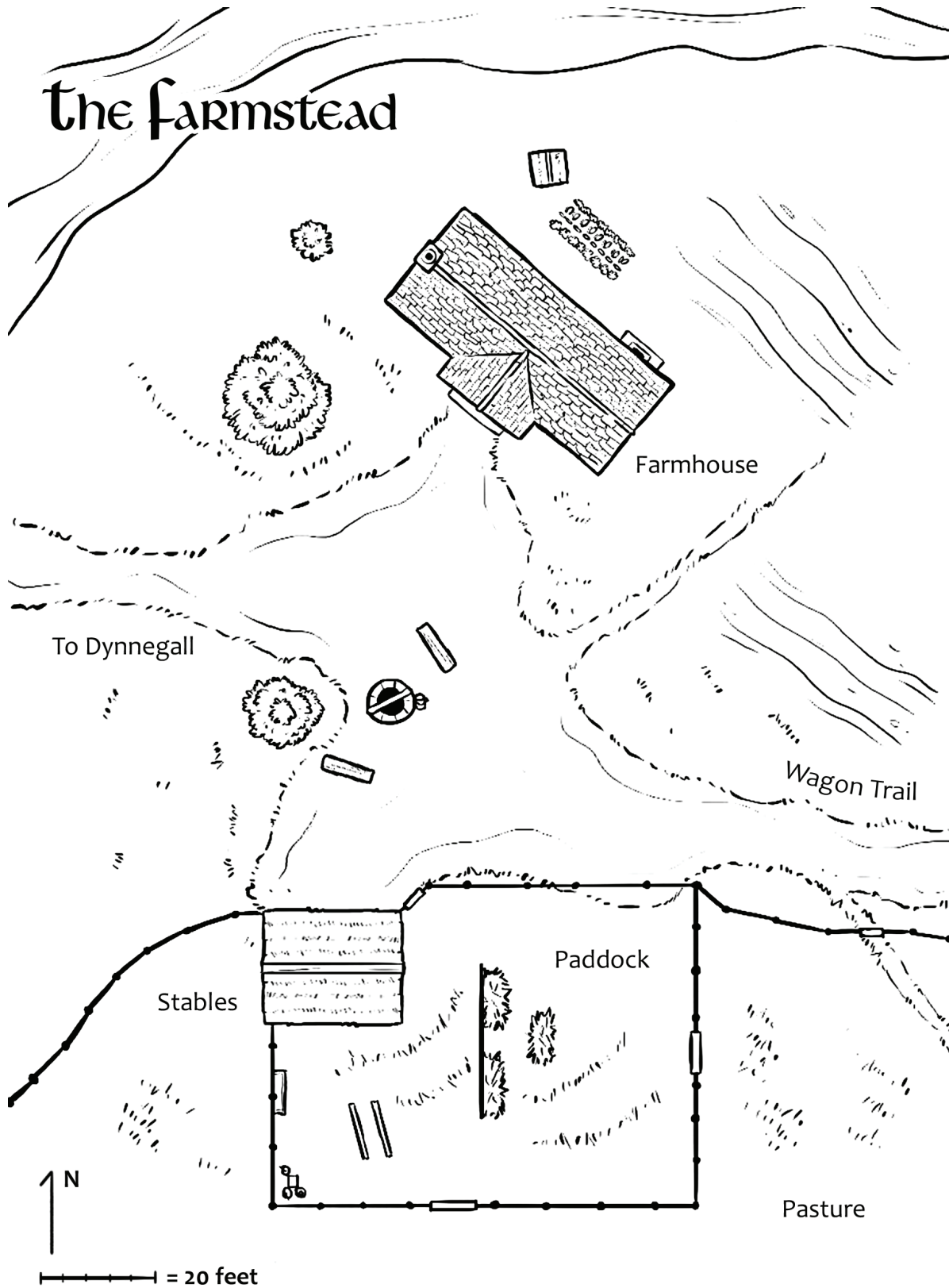
Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (all forms). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

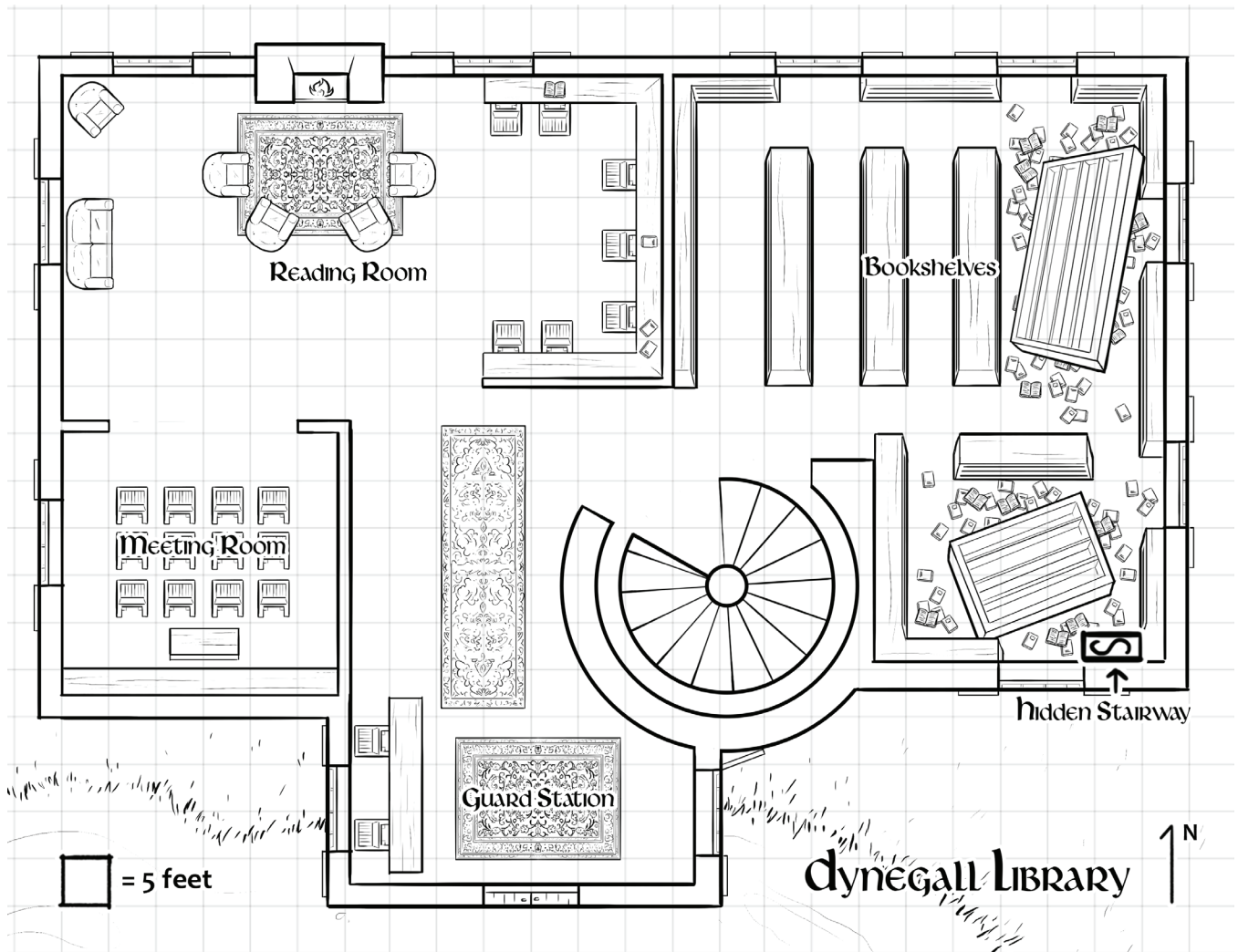
Appendix 3A. Map of the Southern Moonshae Isles



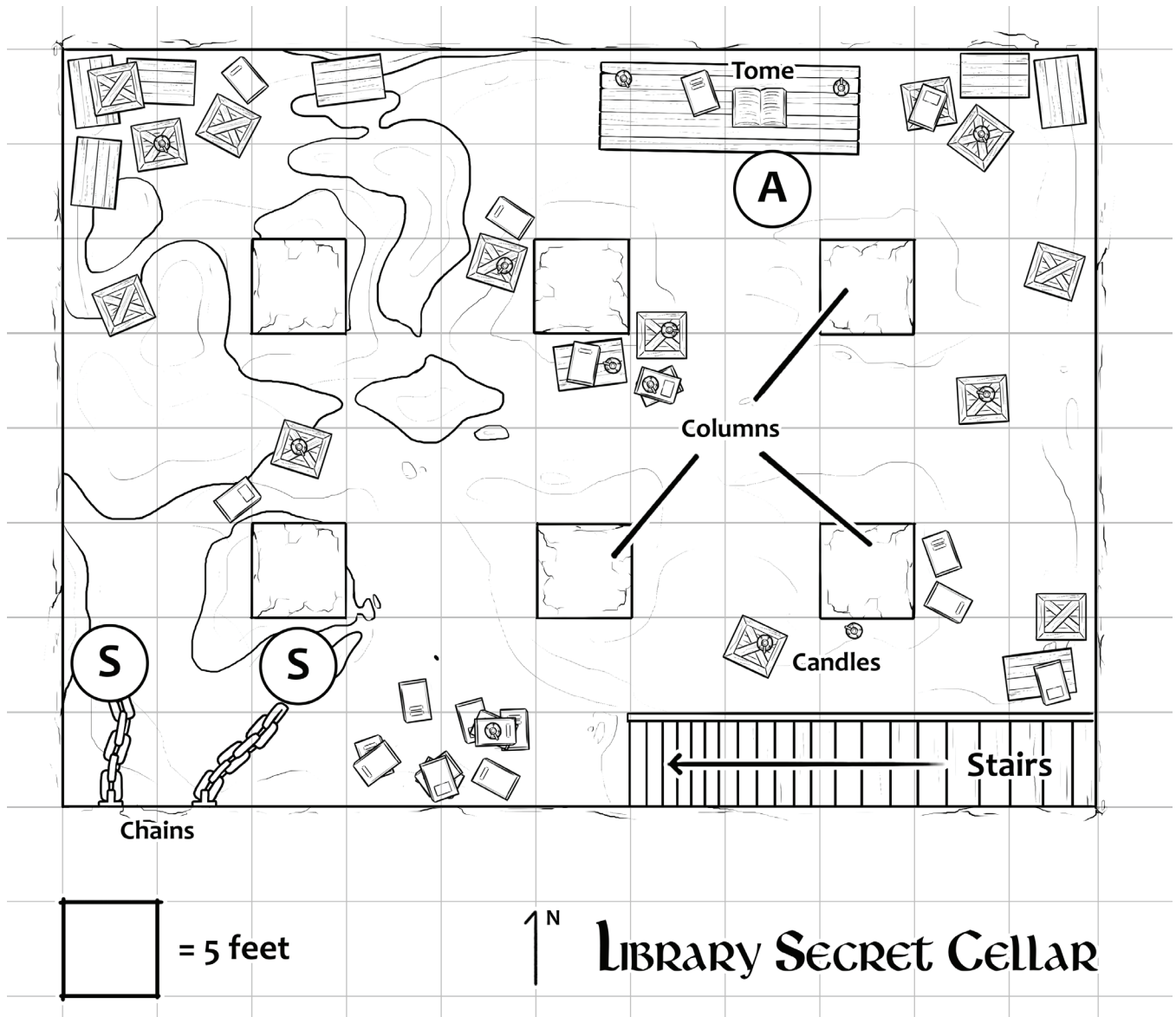
Appendix 3B. The farmstead



Appendix 3d. LIBRARY



Appendix 3E. LIBRARY Cellar



Appendix 4. Madness Tables

Short-Term Madness

d100	Effect (lasts 1d10 minutes)
01-20	The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.
21-30	The character becomes incapacitated and spends the duration screaming, laughing, or weeping.
31-40	The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear.
41-50	The character begins babbling and is incapable of normal speech or spellcasting.
51-60	The character must use his or her action each round to attack the nearest creature.
61-70	The character experiences vivid hallucinations and has disadvantage on ability checks.
71-75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76-80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81-90	The character is stunned.
91-100	The character falls unconscious.

Long-Term Madness

d100	Effect (lasts 1d10 x 10 hours)
01-10	The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.
11-20	The character experiences vivid hallucinations and has disadvantage on ability checks.
21-30	The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks.
31-40	The character regards something (usually the source of madness) with intense revulsion, as if affected by the antipathy effect of the <i>antipathy/sympathy</i> spell.
41-45	The character experiences a powerful delusion. Choose a potion. The character imagines that he or she is under its effects.
46-55	The character becomes attached to a "lucky charm," such as a person or an object, and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.
56-65	The character is blinded (25%) or deafened (75%).
66-75	The character experiences uncontrollable tremors or tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Strength or Dexterity.
76-85	The character suffers from partial amnesia. The character knows who he or she is and retains racial traits and class features, but doesn't recognize other people or remember anything that happened before the madness took effect.
86-90	Whenever the character takes damage, he or she must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the <i>confusion</i> spell. The <i>confusion</i> effect lasts for 1 minute.
91-95	The character loses the ability to speak.
96-100	The character falls unconscious. No amount of jostling or damage can wake the character.

Appendix 5a. Player Handout 1

RECORD BY BRAICHDYN MORYS BIVIN

I HAVE CHARGED THE FOLLOWING SETTLERS TO ATTEND TO THE PEAT HARVEST.

MAELOG BAUGHN, AMREN CADWALLADER, EMLYN MORTIMER,
BRANWYN POPKIN, DERYN TEAGUE

I HAVE CHARGED THE FOLLOWING SETTLERS TO ATTEND TO THE KRYNE HARVEST.

CADFAEL ARTHUR, ADDFWYN BOWELL, SIRIOL BRICKELL,
FAELANA HALLOTHEL, IDWAL MORDECAI

THE SHIPWRIGHT
GENGOLOR SYLDITHAS

TRADEHOUSE WORKERS ARE CHARGED WITH DRYING, STACKING, AND PREPARING SHIPMENTS.

ELFIRINIL AHTIDOLWEN, TELOR BEVAN, GWENANT MEREDITH, DAFINA YLLAKALYN

IT HAS BECOME APPARENT THAT WE LACK THE SETTLERS TO COVER ALL DUTIES,
I HAVE THEREFORE FOUND IT NECESSARY TO CHARGE THE SOLDIERS STATIONED HERE
WITH SECONDARY TASKS. THE BRAVE STATIONED HERE ARE AS FOLLOWS.

STOIRIES ADNALA, FIOLED ARTHUR, MAIRWEN BEVAN — TRADEHOUSE
CADWALADR BINION — CHEF

IMMERAL LOMITHRADIA, EIRA HOLIMION, ANDRAS NAÏLO — APOTHECARY
ERRAN RAENDYAR, ROLEN SIANNODEL — TRADEHOUSE
VANORIN XIODNALIA — HOSTLER

Appendix 5B. Player Handout 2

A Touch of Bone

by Aras Nimonar

*This book is strictly for study
purposes. -AN*

Sight of Poem and Prophecy

by Eydus Zadeik

*Mairwen. For your numerous
questions on the future. Perhaps
this tome will bring you comfort
if not insight. -AN*

Heartbeats and Other Grand Illusions

by Aikore Tellhaven

*The world is but a dream in the
glimpse of your beauty. -AN*

Arcane Glimpses to Simplify Everyday Woes with Frost and More

by Bivae Ixuluwix

Faelana. At your request. -AN

Appendix 5C. Player Handout 3

IT IS MY SIN, I AM SURE OF IT."

"MAIRWEN VOWS SHE DID NOT HARM MY LOVE, ALLEGES HER OWN HEART NEVER THROBBED FOR ME, BUT FOR CONVENIENCE."

"BUT THERE, I SEE HER."

"SOME WOULD CALL HER A MONSTROSITY, AND YET I KNOW. **I KNOW!**"

"FAELANA!"

"SHE STANDS AND STARES, PERHAPS BECAUSE SHE KNOWS I SEE PAST THE VILE AND FEATURELESS CREATURE."

"SHE CREEPS ACROSS THE COBBLESTONE AS IF RETURNING FROM THE HARVESTS. ALONE, FOR SHE DEVoured WHOLE THE OTHERS."

"SHE STOPS AND SEES ME, PERHAPS SHE SEES THAT I SEE HER."

"ONLY IN THE MIRROR. NEVER WITHOUT. PERHAPS A REFLECTION OF MY WANTS."

"AM I TRULY MAD?"

"SHE SEES ME. **SHE SEES ME!**"

Appendix 5d. Player Handout 4

NO ONE COMES TO DYWNEGALL PRESUMING IT TO BE PLEASANT.

DESPITE THIS, I THOUGHT I COULD BRING SOMETHING TO THIS DARK PLACE. I WAS UNDER THE DELUSION MY MUSIC AND SKILL WITH THE BOW MIGHT MAKE A DIFFERENCE.

I WAS READY FOR CULTS, AND I WAS PREPARED FOR FLOODS AND COLD WINTERS.

I WAS NOT READY FOR THIS.

ANDRAS RETURNED FROM HIS WATCH TWO EVENINGS PAST. WE ALL ASSUMED HE HAD TURNED MAD. HE WAS RAVING ABOUT CADWALADR TURNING INTO A WEREWOLF, PERHAPS INFECTED FROM THE LAST BLACK BLOOD RAID WE FOUGHT OFF. ROLEN ESCAPED INTO THE UNKNOWN, BUT VADORIN AND FIOLED BOTH SUFFERED GRUESOME WOUNDS BEFORE THE THREE OF THEM MANAGED TO RETREAT.

ANDRAS INSISTED THAT ON THEIR RETURN TO THE OUTPOST, FIOLED BEGAN TO TRANSFORM INTO A LYCANTHROPE. BUT VADORIN; HE CLAIMED VADORIN SCREAMED AND WRITHED AS SHADOWS CONSUMED HIM, BEFORE SIMPLY VANISHING.

WE ALL THOUGHT HIM MAD.

I DO NOT WANT TO SEE WHEN I BEGIN TO SUCCUMB. THE GASH IS STILL SEEPING THROUGH MY SLEEVE.

I HAVE COVERED MY MIRROR, AND I WILL PLAY MY MELODIES FOR THE LENGTH OF MY REMAINING FUTURE.

IF YOU READ THIS, BE WARY. IF YOU ARE ALREADY HERE, YOU ARE ALREADY LOST.

I'M SORRY.

Appendix 5E. Player Handout 5

Safe is the path before you;
while shadow creeps and yowls behind.
Careful stepping here,
they say my madness did unwind.

Eight schools study here,
but only four will help you move ahead.
Choose wisely,
or you may end up perished instead.

Search you must, four tomes of glory,
I give four hints to this somber story.

She sleeps upon the moon at night,
Falling stars whisper what is right.

Fire twists and turns on fingertips,
A wave of his hand and light shall eclipse.

Life passes to and fro,
Death from her soul doth flow.

A word echoes though never spoke,
A bird flutters but never work.

Be quick, my friend, as time does thin.
Let us hope this once that light can win.

Appendix 6. Magic Item

Longbow +1

Weapon, uncommon

You have a bonus to attack and damage rolls made with this weapon. The bonus is determined by the weapon's rarity.

An elven bow of excellent craftsmanship. Its limbs are carved from dark wood, with silver runes decorating its length. The silverwork seems to be part of an old elvish poem:

*“Seamless dreams tide through fleeting hands, as upon
the wind she toils with a fellow thread, whispering
mellowed breath upon bonds of silver.”*

This item can be found in the *Dungeon Master's Guide*.



Appendix 7a. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Dreams of Prophecy

The maddening impulse to write the words echoing in your head has long faded, but that doesn't stop them from visiting your dreams along with visions of dark woods and whispered chants.

“An eye turns in the mist as dark blood boils and churns. Vengeance and rippling death will quake through the noblest fey. Endless shadows will howl as reality unbinds, crying to the darkness that waits in veiled lands.”



Appendix 7B. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Hero of Dynnegall

Wrapped in a silver ribbon with a red seal is a letter from Earl Orwin Rhys himself, acknowledging your heroic deeds at Dynnegall. The letter has little value but is sure to provide bragging rights at any tavern in Moray.



Appendix 7C. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Farmstead – Dynnegall, Moray

Members of the Serifal Faithful are granted a deed to the farmstead. The farmstead includes a four-room farmhouse, a small stable with an adjoining paddock, a wagon, five acres of farmland, one horse, two pigs, and five sheep, along with two farmers to tend the property and work the land. This is a Tier 1 property.

