

RISING SHADOWS

Bloodlust contained

D&D
**ADVENTURERS
LEAGUE**

CCC-BMG-moon5-2

ben sandfelder

RISING SHADOWS

BLOODLUST CONTAINED



An unexpected enemy has appeared, attacking with ferocious bloodlust and unknown purpose. The locals can't defend against this threat forever; heroes are needed to discover who is responsible for the attacks and stop them for good.

Part 2 of the *Tides of Blood* Trilogy, set in the Moonshae Isles, and brought to you by Baldman Games.

A 4-Hour D&D Adventurers League Adventure for 5th–10th Level Characters.

By Ben Sandfelder

Adventure Code: CCC-BMG-MOON5-2 | **Optimized For:** APL 8 | **Version:** 2.0

Producer: Baldman Games
Development and Editing: Pieter Sleijpen, Janine Hempy
Story Architect: Eric Menge
Cartography: Sydney Cook
Cover Illustration: Melkor3D [Shutterstock]
Design & Layout: Erik Nowak
D&D Adventurers League Guildmaster: Chris Lindsay
D&D Adventurers League Wizards Team: Adam Lee, Ari Levitch, Chris Lindsay, Mike Mearls
D&D Adventurers League Administrators: Alan Patrick, Amy Lynn Dzura, Claire Hoffman, Greg Marks, Lysa Penrose, Travis Woodall



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2020 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Not for resale. Permission to print a photocopy of this document for personal use only.

CCC-BMG-MOON5-2 Bloodlust Contained | Version: 2.0

Introduction

Welcome to *MOON5-2 Bloodlust Contained*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system, the *Rising Shadows*™ storyline season, and the *Tides of Blood* trilogy.

The adventure is set in Gnarhelm, a rural area in northern Alaron. The terrain consists of rocky, grassy hills interspersed by farms in the valleys.

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

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

MOON5-2 Bloodlust Contained is set in the proud jarldom of Gnarhelm, considered weak by other Northlanders because of extensive influence from Ffolk to the south. They make their money through mining and spend their free time on horseback instead of on sailing ships. They're loyal subjects of High King Derid and the local jarl, Ulf Helmudson.

Not everybody is happy with the state of affairs in Gnarhelm, and dark forces have used this discontent to cause strife and unrest.

Adventure Background

For decades, **Keolinn Ni Brialinn** has served the fomorian Queen Connomae of Vor Thomil as a loyal shield maiden, but she has always wanted more. She's desperate to advance her position in court, but her ambitious, risk-taking nature has caused her Queen to limit her to tasks of only minor importance.

This made her an ideal ally for **Skorri Boarson**, a cultist of Yeenoghu who is stirring up trouble on the isle of Alaron. His organization, the Guardians of the North, believe that the Northlanders of Alaron should return to their roots as reavers. He seeks to justify this by pitting the Guardians against an external threat: gnom mercenaries under his control. Skorri can't lead both sides of the conflict, thought, so he offered command of the gnolls to Keolinn.

As she plays along with the demonologist's scheme, Keolinn secretly initiated her own gambit. She plans to exhaust Skorri's gnom armies by running them up and down the island. **Haldis Ulfsdottir** and the isles' defenders are similarly fatigued as they rush to respond to the gnolls' seemingly random attacks. Meanwhile, Keolinn has secretly brought her own allies from Vor Thomil—other fomorians, evil druids and fey, and loyal warlocks. By using Skorri's forces to defeat Gnarhelm's defenders, she can destroy the fiefdom's defenses without any risk for Vor Thomil.

Keolinn's hope is that this risky gambit will pay off—that her exploitation of Skorri's forces leaves the door open for Vor Thomil to invade Gnarhelm. When the island falls under Keolinn's control, Queen Connomae has no choice but to recognize Keolinn's prowess and adjust her rank accordingly.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Alaron (AL-aur-on). One of the largest islands in the Moonsea region. After a hundred years of peace and unity under the banner of House Kendrick, the island is in decline.

Gnarhelm (GNAR-helm). A fiefdom on the northwest part of the isle of Alaron. Although its people answer to High King Kendrick, it has its own king (known as a jarl), proud history, and traditions.

Haldis Ulfsdottir (HAL-diss OOLFS-dot-ter). The heir to the throne of Gnarhelm and the leader of the fiefdom's defenses. She is a spirited commander who leads from the front.

Keolinn Ni Brialinn (KEE-oh-linn Ni BREE-ah-linn). A fomorian with some magical skill. She is commanding the gnolls in Gnarhelm at the request of Skorri Boarson, but secretly, she's using his forces for her own agenda.

Skorri Boarson (SCORE-ree BORE-son). The main antagonist of this trilogy. A worshiper of Yeenoghu, leader of the Guardians of the North cult, lover of Northland culture but born of Ffolk blood and exiled for past deeds.

Yeenoghu (Yee-NO-goo). The demon prince of gnolls. One of his followers, Skorri Boarson, is planning to cause carnage across the island as a tribute to the demon lord.

SERIES

MOON5-2 Bloodlust Contained is the second part in the *Tide of Blood* trilogy. In the trilogy, the characters deal with the consequences of the alliance between the demonologist Skorri and a giantess from the isle of Oman.

In *MOON5-1 Bloodlust Rising*, the characters learned that there is a large group of gnolls with demon backup posed to raid the fiefdom of Gnarhelm. In *MOON5-3 Bloodlust Tempered*, the characters will deal with the true culprit behind the gnom attacks.

The characters are assumed to play the trilogy in order. Characters who haven't played *MOON5-1 Bloodlust Rising* can play this adventure without much trouble, though if these characters later play *MOON5-1*, they will need to accept the inconsistencies or treat it as two separate events.

If the characters have already played *MOON5-3 Bloodlust Tempered*, they might be suspicious of the Guardians of the North. You can treat the remaining cultists as the non-criminal part that remained after the characters dealt with its corrupt leadership.

Adventure Overview

In *MOON5-2 Bloodlust Contained*, the party makes their move against Keolinn's forces. During a chance encounter, they discover that the gnolls ravaging Gnarhelm are especially interested in four locations. Haldis Ulfsdottir, the leader of the forces resisting the gnolls, hires the party to investigate these locations. As they investigate, they discover Keolinn's secret hideout and true agenda.

Part 1. The party has a close encounter with marauding gnolls on their way to meet Haldis and they learn about the gnolls' plans for the island.

Interlude. If the party explores the village of Otta, they encounter some members of the Guardians of the North who are clueless of the larger plot.

Part 2. The party investigates four locations the gnolls are interested in: Hardangheight Peak, Nymmurh's Pass, the source of the Ironflow river, and the village of Otta. At each location, they learn a bit about Keolinn—the gnolls' fomorian master—and her hideout.

Part 3. Finally, the party finds a way into Keolinn's stronghold – an abandoned druid hideout called Ironsource Cave.

Part 4. In the adventure's conclusion, the party follows Keolinn through a rift to the Feywild and brings her to justice.

Adventure Hooks

The characters playing this adventure could be adventurers from anywhere else in the Forgotten Realms, or characters specifically created for Baldman Games' Moonshae series. The following adventure hooks work in either case.

Bloodlust Rising. If the players have played *MOON5-1 Bloodlust Rising*, then they are already in the Moonshae Isles and aware of the growing gnoll threat. After the events of that adventure, Haldis asks the players to meet her.

Gnarhelm Needs Heroes! Haldis has put out a call for heroes to help combat a growing gnoll threat. The characters sail to the Moonshae isles and make their way to Haldis's camp.

Moonshae Trade League (Missing Shipment). Merchants from Amn were supposed to deliver some supplies to the village of Otta in Gnarhelm, but they are overdue. In light of the growing gnoll threat, the Moonshae Trade League has asked any members in the area to investigate.

Part 1: A Brush with Danger

Estimated Time: 45 minutes

The adventure begins as the party makes their way to the camp of Haldis Ulfsdottir. Travelling through the forest in the late evening brings the party dangerously close to a band of marauding gnolls.

See **Appendix 1A** for a map of Gnarlhelm.

General Features

The Moonshae Isles are famously foggy. It's beautiful and scenic but an inconvenience to travelers and monsters alike.

Terrain. The terrain is a sparse and hilly forest.

Weather. The whole area is lightly obscured by fog, imposing disadvantage on Wisdom (Perception) checks.

Light. It's dusk, so the area is bathed in dim light.

Smells and Sounds. The air is filled with the smell of pines. It's eerily quiet, save for the rustling of branches in the wind.

A. Mist Opportunities

The adventure starts with the characters on the road heading toward Haldis' army camp, either reacting to a call for adventurers or returning from a patrol. Allow the players some time to buy supplies and to prepare spells. The characters are expecting to deal with gnoll raiders with rumors suggesting demon and fey support.

When ready, read aloud or paraphrase the following:

As you make your way to the campsite of Haldis Ulfsdottir's forces, you find yourselves following a winding dirt road through a sparse forest. It's twilight, and between the dimming light and the notorious fog of the Moonshae Isles, you can barely see more than 10 feet in front of you. The rustling of branches occasionally breaks the eerie silence.

Along the way, you've been surprised to stumble into a few armed figures wandering through the fog—other adventurers with the same destination.

Take some time for the characters to introduce themselves and to determine marching order, then continue:

The typical sounds of an evening forest are broken by the bestial cackle of hyenas coming from farther up the path. The faint orange glow of a campfire ahead silhouettes hunched, hyena-like creatures. You can hear them talking in their growling, guttural language—you don't think they've spotted you yet.

There are three **gnoll flesh gnawers**, four **gnoll hunters**, and one **gnoll pack lord** in the campsite.

Adjusting this Encounter

Weak or Very Weak: remove all 3 **gnoll flesh gnawers**.

These gnolls barely pose a threat to a Tier 2 party. If you're worried you won't be able to run this adventure in 4 hours, feel free to skip over combat in this encounter—it is better to rush this scene than risk having to cut the ending short.

Developments

The party has a few options for dealing with the gnolls:

Eavesdrop. If any of the party members can speak Gnoll, or quickly cast a spell such as *comprehend languages* (assuming the characters can do so undetected), they can understand what is being said. The gnolls are restless and complaining about being stuck in the same place for so long. The pack leader agrees: "We have our targets—we could strike whenever we wanted!"

Rush in Headlong. The party may choose to attack. If they do, the gnolls are all surprised.

Wait until Nightfall. Players who decide to wait until the gnolls turn in for the night are disappointed to discover that gnolls are nocturnal. Even though the gnolls are still awake, it's easier to sneak around at night than during broad daylight.

The party may attempt a group Dexterity (Stealth) check. On a success, the party can sneak through the campsite with impunity. Assume the party can easily defeat any gnolls in their path—but make them roll a Dexterity (Stealth) check each time a new group is encountered.

The party can search the gnolls' possessions without rolling, but stealing the scroll case from the pack lord requires a DC 13 Dexterity (Sleight of Hand) check. It's not a difficult check, but you can use it to create a moment of tension. If the would-be thief manages to fail, the pack lord catches the character. The party must fight the gnolls, but the gnolls are all still surprised.

Treasure

The gnolls have assorted trinkets and salvage worth 100 gold pieces. The gnoll pack lord is carrying a scroll case filled with a long roll of parchment. The instructions on it are written in the Gnoll language, but in massive handwriting. A player who reads it can glean the following information:

- The gnolls and their allies are gathering at three locations: Hardangheight Peak, Nymurrh's Pass, and the source of the Ironflow River. These locations are all easy landmarks to find on a map.
- The village of Otta is their next target, but the gnolls were instructed to wait until "my signal." The note is signed by someone named Keolinn.

Questioning the Gnolls. The characters can also learn these facts by questioning the gnolls. Gnolls respect strength but are relatively easy to convince to talk. The creatures know that Keolinn is a giant, but they do not know what kind. They fear her but seem a bit disdainful. The Fangs of Yeenoghu made an alliance of convenience with the giant, but they do not trust the fey mages she's bringing to the island. Of course, the gnolls have no idea where Keolinn is hiding.

Obviously, Haldis Ulfisdottir will be interested in anything the party finds out.

B. Meeting Haldis

Once the characters are through with the gnolls, they resume their journey towards the Gnarhelm military camp. Here the adventurers meet Haldis Ulfisdottir, the future ruler of Gnarhelm and the woman leading the effort to deal with the gnoll threat.

Haldis's camp is a hastily-constructed assortment of tents and temporary defenses – the whole place looks like her army is ready to pick up and move at a moment's notice. When you state your business, the guards quickly lead you to one of the larger tents. Inside, a pale, freckled woman in studded leather hunches over a map of the northern part of the Isle of Alaron.

"This is Haldis Ulfisdottir, heir to the throne of Gnarhelm," one of the guards gestures at the woman.

"Hey." She says casually, with a friendly nod. "I heard you're here about the gnoll problem?"

Haldis takes a much more interested tone once the party mentions the orders they overheard or stole from the gnolls. If they show her the scroll they found, she lights up with excitement. During the conversation, she reveals the following information:

- If the players haven't participated in *MOON5-1*, she tells them that livestock has been disappearing for some time and recently people have disappeared and farms were found burned down. Investigations revealed the presence of gnolls. Obviously, it's vital that the gnolls are dealt with as soon as possible before more damage is dealt.
- Haldis explains that her forces have been able to fend off the marauding gnolls, but she's no closer to finding out who's leading them.
- If the party mentions the name on the scroll, Keolinn, she remarks that it sounds like a giant's name. She could be one of the fomorians from Vor Thomil, since she seems to have fey allies.
- Vor Thomil is one of many parts of the Feywild that is intruding into the Moonshaes of late. Evil giants called fomorians have taken over the island of Oman, but fortunately the seas have kept them trapped there.
- If Vor Thomil is behind the gnoll attacks, then this could be the beginning of an even larger incursion.

Developments

If the party shows Haldis the scroll, she pays them 100 gold pieces up front for "taking initiative." She asks if they can check on the village of Otta, and investigate the other three locations mentioned in the scroll. She offers to pay an additional 100 gold pieces for each location the party investigates.

Roleplaying Haldis Ulfisdottir

Haldis "Swift Feet" Ulfisdottir is a short human woman with pale, freckled skin and spiky red hair.

As the heir to the Jarl of Gnarhelm she is conscious of her position, but prefers blunt directness and warm camaraderie to politeness and feigned friendship. She has a good sense of humor, a competitive streak and a talent for archery and long-distance running.

Quote: "What? Three whole hours? I could run to that pass in half as much time, and barely break a sweat!"

Moving Forward

Now the party has their quest: check on the village of Otta and investigate the three points of interest where the gnolls are gathering. The village of Otta is described in the Interlude, while the other three locations are in **Part 2**. The players can approach these challenges in any order.

Interlude: The Village of Otta

Estimated Duration: 60 minutes

This section describes the village of Otta. Although it's safe for now, there are rumors abound, and a troublesome cult called the Guardians of the North.

General Features

The village of Otta is small, with scarcely over a hundred occupants.

Mead Hall. The largest building in the village is the mead hall, a social meeting place that doubles as the seat of the village's government.

Shrine of the Earthmother. Rather than any typical deity of the Faerûnian pantheon, the people of Gnarhelm keep a shrine dedicated to a local goddess called the Earthmother.

A. Unwelcome Guests

As the party attempts to enter the village, they're approached by several rough-looking men – recruiters from a growing cult called the Guardians of the North.

As you approach the village of Otta, a handful of rough-looking men approach you. "Stop there, Outlander," one says, folding his arms. He's wearing fur armor, with an amulet of Tempus around his neck. "I'm Osgar. We're from the Guardians of the North, and this village is under our protection."

The Guardians of the North focus their attention on the physically (and visibly) strongest characters in the party and show little respect for the others. Characters that aren't from the Moonshaes have disadvantage on any Charisma checks they make involving Osgar and his friends. As he and the party talk, he can reveal the following.

- The Guardians of the North are a relatively new group, but membership has grown rapidly since the gnoll attacks started.
- The people of Gnarhelm have lost touch with their roots as proud warriors, and it's the Guardians' duty to remind them.
- The Guardians worship Tempus, god of battle, arguing that the Northlanders should embrace their history as feared warriors and raiders.

Roleplaying Osgar and the Guardians of the North

Osgar and the other Guardians present in this adventure are recent additions to the cult, and they're here to recruit other strong young adults. They believe that the gnolls are only a threat because the Northerners have "gotten soft." They're less enthusiastic about the cult's other beliefs—that the Northerners should also return to their roots as reavers – but they don't think it would be the worst thing.

Quote: "Our great-grandfathers would have never let these gnolls cause as much damage as they have. They would be ashamed of how soft we have become."

B. Exploring the Village

The village of Otta provides a safe place for the party to rest in between other expeditions. Despite the warning, the Guardians of the North won't do anything to the party other than give dirty looks.

Asking Around Town. An adventurer can attempt to coax some information out of the stoic townsfolk. At your discretion and using skills that you feel are appropriate the party learns one or more of the following rumors.

- The Guardians of the North have been recruiting all over Gnarhelm. Their headquarters is apparently on a small island somewhere, but no one knows exactly where.
- Cultists led by a creepy-looking druid passed through the village a few days ago. They were headed for the Hardangheight Mountains. As far as anyone knows, the druid and cultists were not affiliated with the Guardians of the North. This is Ashbjorn from **Part 2, Scene A**.
- A merchant from Amn was supposed to arrive this morning by Nymmurh's Pass, but she's nowhere to be seen.
- Druids who revered the Earthmother used to have hideouts all over the Moonshae Islands. Legend has it that one of these hideouts was at the source of the Ironflow river, and that it was hidden by magic.

Roleplaying the Villagers

The villagers of Otta are stoic, hardy, and passive. Most are farmers and shepherds. The gnoll attacks are worrying, but the villagers are confident in Haldis' leadership. They talk about the gnolls with the same level of concern as a very bad thunderstorm – things might be dangerous for a few days, but it'll pass, and everything will go back to normal.

Quote: "The gnolls? Well, I think Lady Haldis has done an excellent job keeping them away from our little village."

Resting Between Encounters

Despite the impending gnoll threat, there aren't any immediate dangers in the village of Otta. As long as the party mentions that they're working with Haldis or if any of the adventurers are from the Moonshae isles, they can stay in the village for free.



Part 2: Searching High and Low

Estimated Time: 90 minutes

This section describes the three points of interest that Haldis asked the party to investigate. The players can play these encounters in any order.

Taking a short rest is no problem, but taking a long rest definitely alerts Keolinn that adventurers are hunting for her location. She's no fool, and likely to flee, especially if the characters easily handled her gnolls. Use your judgement, erring on the side of the players' fun, but resting eight hours after having dealt with the first opponents is usually not a good idea.

No Mountain High Enough. The party foils a cult's diabolical activities at Hardangheight Peak

No Valley Low Enough. The party breaks a gnoll blockade in Nymmurh's Pass

No River Wide Enough. The party discovers a hidden hideout at the source of the Ironflow river.

A. No Mountain High Enough

Following rumors of cultists and an evil druid, the party travels to Hardangheight Peak.

General Features

A relentless thunderstorm is currently bombarding Hardangheight Peak.

Terrain. The rocky, uneven peak is rife with difficult terrain. Additionally, the rock is slick from the rain. Creatures that take the Dash action must make a DC 13 Dexterity (Acrobatics) check or fall prone at the end of their move.

Weather. The pouring rain makes the area lightly obscured, while the thunder drowns out most noises. Creatures have disadvantage on Wisdom (Perception) checks.

Light. The dark skies plunge the area in dim light.

Smells and Sounds. Amidst the smell of rain, a distinct odor of sulfur and brimstone is just barely noticeable.

It takes about four hours to make the climb up Hardangheight Mountain, and as if the task wasn't daunting enough, one of the signature rains of the Moonshae Isles has turned into a pouring thunderstorm. As you trudge up the winding mountain path, stinging rain falls in torrents. Thunder rumbles in the sky, and dissonant, unnerving chanting is carried by the howling wind.

At the mountain's peak, there are 4 **cultists** and the evil druid, who uses the modified stats of a **mage** (see stat block in **Creature Statistics**).

The druid, named Ashbjorn, is an evil ally of Skorri. Demons convinced Ashbjorn of the savagery of nature—violent chaos is the natural order of things. He now believes civilization is a blight that must be wiped away, and summoning more demons is the ideal way to do it.

Ashbjorn showed Keolinn to Ironsource Cave, but is of no further use to her and therefore has been kept in the dark about the Guardians of the North and Keolinn's plans.

Adjusting the Encounter

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

The intent of the encounter is to be of medium difficulty, but the arrival of the vrock can make the encounter much harder. If the group is particularly weak, you can have Ashbjorn spend a round to summon it; with a strong group, have the vrock summoned before the start of initiative (unless the characters went out of their way to ambush the cultists and stop the ritual). Use the lightning strikes to modify the challenge up or down.

Very Weak: Remove four cultists. Ashbjorn has the stats of a Warlock of the Archfey instead of a mage. The lightning strikes always hit at least one hostile creature if able.

Weak: Remove four cultists. The mage only has one 3rd-level and one 4th-level spell slot remaining.

Strong or Very Strong: When Ashbjorn summons the vrock, one additional vrock slips through the portal! Ashbjorn also has Wild Shape (2/long rest with a maximum CR of 1, it costs an action to change shape).

Lightning Strikes

Nature itself is in an uproar at the demonic ritual taking place on the mountain peak. On initiative count 20 (losing all ties) each round, a bolt of lightning strikes, as per the *call lightning* spell. Choose a point. Each creature within 5 feet of that point must make a DC 15 Dexterity saving throw, taking 22 (4d10) lightning damage on a failure, or half as much on a successful one.

You can use the lightning strikes to control the tempo of the encounter, helping or harming the players as you see fit. If a creature casts *call lightning*, the lightning strikes from this effect cease for the duration of the spell.

Tactics

At the earliest opportunity, Ashbjorn conjures a **vrock** by spending an action to finish the ritual. Then Ashbjorn uses his destructive spells, like flaming sphere and ice storm. The vrock has no loyalty to Ashbjorn or the cultists and attacks whatever creatures happen to be easy targets each round.

The cultists avoid the obviously armored characters, preferring to gang up on ones with lower ACs. If they're pressed into a fight with a more armored character, the cultists will use the help action to give each other advantage against them.

A Change of Heart

During the combat, one of the Ashbjorn's cultists has a change of heart. At your discretion, you may decide to have this turncoat surrender to the party during the battle, or the party might find him cowering after the fight. Especially if the party vaporizes the relatively feeble cultists with a single *fireball*, the second option might be more believable.

This cultist, named **Raginald**, promises to tell the party everything he knows if they let him live. He offers the following information about the other locations:

- Their cult is allied with the gnolls—the evil druid, Ashbjorn, told Randolf and his fellow cultists that Yeenoghu was coming, and their only chance of survival was to learn to embrace the violence and chaos that would be coming to the Moonshaes soon.
- Both the evil druid and the cultists reported to someone named Keolinn—a fomorian. Raginald has never met her, though.
- There's a hideout at the source of the Ironflow river, but you need both halves of a seal to bypass its magical defenses. Ashbjorn has one half and Zuba, Keolinn's fomorian lieutenant, has the other.

Treasure

Ashbjorn carries half of an ancient-looking stone seal, roughly the size of a dinner plate. Additionally, he carries a spell scroll of *summon lesser demons*, and 300 gold pieces in various ritual components.

B. No Valley Low Enough

The party makes its way to Nymmurrh's Pass, a route through the Hardangheight Mountains.

General Features

The pass is wet and muddy from recent rains, but otherwise sparse, making it difficult to hide from the gnolls.

Terrain. The terrain is an empty road, with some debris providing half cover and some pits of mud presenting some difficult terrain. The sheer 60-ft. cliffs on either side of the pass create a deadly ambush location.

Weather. It's overcast, but not raining at this time.

Light. A bit of sunlight is peeking through the clouds at this time, so the area is brightly lit.

Smells and Sounds. The party detects a smell like wet dog and the signature cackling of gnolls.

Nymmurrh's Pass is about two hours northeast from the village of Otta. The pass is barely wide enough for a wagon to pass through, but the gnolls have blocked it with a rockslide. Atop a makeshift barricade, you see the spotted, cackling creatures taking orders from a twisted, wretched-looking giant with a glowing golden eye. The barricade is made from large boulders and parts of a wagon – you see three humans trapped in cages precariously placed beneath the rocks.

The **fomorian** is Zuba. He's Keolinn's lieutenant and here with a **gnoll pack lord** and four **gnoll hunters**. See **Appendix 1B** for a map of the encounter.

Adjusting the Encounter

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

The fight is intended to be hard. The gnolls prepared for the party's arrival and chose their position carefully; the tight quarters, long distance between the party and the barricade, location of the captives, and cover provided by the barricade make it difficult for the party to reach and defeat their foes.

Weak or Very Weak: Remove the **gnoll pack lord**. The **fomorian** has 112 hit points, and loses its multiattack action.

Strong: Add two **gnoll fangs of Yeenoghu**.

Very Strong: Add four **gnoll fangs of Yeenoghu**.

Tactics

The barricade grants half cover to the gnolls on top of it and to the fomorian behind it. They all use this cover for as long as possible before engaging the adventurers.

Due to the shape of the pass, the party starts 120 feet away from the barricade. The gnoll hunters fire arrow after arrow at the party as they approach, while the fomorian waits until the adventurers are within range of his Evil Eye.

If a character tries to hit the barricade with a deadly area-of-effect spell such as *cloudkill*, remind that player about the prisoners beneath the barricade. Be generous about letting players exclude the prisoners from effect but try to make it an inconvenience.

The Prisoners

There are three human prisoners trapped in cages built into the barricade. The cages are an especially sadistic idea—they open from the top, which is why the gnolls buried them under rubble. The gnolls aren't interested in taking prisoners or eating captives—they wanted to trap these humans and watch them succumb to starvation and thirst.

Successfully freeing a prisoner requires 10 minutes. Alternatively, the party can take creative solutions such as casting *levitate* or *telekinesis* on the rocks above the cage, or polymorphing the prisoners into something small enough to crawl through the bars.

The three prisoners are all merchants from Amn. One of them, named Pashar, is a low-ranking contact for the Moonshae Trade League. She graciously thanks the party for rescuing her and her fellow merchants and promises to put a good word in with her superiors.

Pashar and the other merchants have overheard some information the party can use, which they happily reveal as soon as they are freed.

- A few days ago, a druid from the mountain came down demanding to know what the new password to Keolinn's lair was. After some arguing, the fomorian eventually said it was "Connomae."
- The fomorian and the druid were arguing about Keolinn's strategy. The druid thought she was holding back and insisted that Keolinn let him summon more demons. The fomorian disagreed, saying, "Keolinn likes risks, but isn't that crazy."

Treasure

The fomorian has a dinner plate-sized half of an ancient stone seal; it is the mate to the piece found on Ashbjorn in **Area A**.

C. No River Wide Enough

The party searches the length of the Ironflow River, looking for the entrance to a rumored druid hideout that Keolinn is using as a base of operations.

The Ironflow River rushes south, but you're traveling to its source in the slopes of the Hardangheight Mountains. You come to a valley where runoff forms the surging headwaters of the Ironflow. Rumors talk of an ancient druid hideout here...you just have to find it.

Searching the Area

A patch of the valley wall has been covered by a *hallucinatory terrain* spell. Behind the illusion is the entrance to Ironsource Cave. To find the entrance, the group must attempt a DC 20 group Intelligence (Investigation) check. On a success, the group finds the entrance relatively quickly. On a failure, the party's loitering is noticed, and Keolinn sends guards to confront them. (See **Part 3, Area A**).

There are some ways the party can make their search easier:

Detect Magic. The cave radiates illusion magic.

Anyone who casts *detect magic* gains advantage on their Intelligence (Investigation) check.

Divination. If a character uses spells like *arcane eye* or *locate creature* (searching for fomorians), you can count the information gleaned from each spell as one additional success towards the group check.

Druids. The entrance to the cave is marked in Druidic. Any druids in the party have advantage on their Intelligence (Investigation) check.

At your discretion, things like a dwarf's *stonecunning*, a ranger's favored enemy or terrain, or other creative solutions the party comes up with (summoning giant bats, or other creatures with blindsense) can also grant advantage or an automatic success towards the group check.

The Sealed Door

Once the entrance to the cave has been found, the party can simply walk through the illusion covering the entrance. However, they may choose to dispel it in case they need to return to the cave later.

Behind the illusion is a recess in the valley with a stone door at the back which cannot be opened until the party has both halves of the stone seal. This area and the door are both described in **Part 3, Area A**.

Part 3: Ironsource Cave

Estimated Time: 90 minutes

The party explores Ironsource Cave, the druid hideout that has become the lair of the fomorian leader, Keolinn. A map of the caves can be found in **Appendix 1C**.

Area 1. Secret Door

This area is revealed by passing the group check in **Part 2, Area C**. The secret door to Keolinn's hideout is hidden here.

General Features

The recess has the following general features:

Terrain. The area is rough, natural stone, with a sheer 30-foot cliff forming a C-shape around the door.

Weather. It is still overcast, threatening to rain.

Light. It is still daytime, with bright light.

Smells and Sounds. The area has that pleasant after-rain smell, and the sounds of rushing water.

Behind an illusionary section of the cliff, you find a C-shaped recess with a large door carved into the far side. The door has an ornate circular recess about the size of a dinner plate, but no other visible ways of opening it.

The first time the party finds this area, it's unguarded. If this is the party's second trip to Ironsource Cave (because they didn't have the seal) or the party failed their group Intelligence (Investigation) check in **Part 2, Area C**, then the door is guarded. A **fomorian** is hiding just behind the illusion, and attacks as soon as the party passes through it. Characters with a passive Perception of 13 or less are surprised.

Adjusting the Encounter

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

Weak or Very Weak: The fomorian has 112 hit points but keeps its multiattack action.

Strong or Very Strong: Add one fomorian.

Opening the Door

The door to the cave is huge (one of the reasons Keolinn chose it as a lair) and has no visible means of opening. It can't be picked with thieves' tools or broken down with brute strength. Even if a spell like *stone shape* is cast on the door, ancient druidic wards flare to life, negating the spell. The only way to open the door is with both halves of the seal, which fits perfectly into the recess in the door. One

half of the seal belongs to Ashbjorn, who can be found in **Part 2, Area A**. Keolinn entrusted the other half to Zuba her lieutenant, who can be found in **Part 2, Area B**. She has a second copy of the complete seal as well.

If the party has both halves of the seal, they snugly fit into the recess with a click and the huge door crumbles away into sand. One minute later, the door magically reforms.

The Other Side

There's a spacious chamber on the other side of the door. The door can be opened from the inside by placing a hand on a druidic rune. There is also a pedestal in the center of the chamber where two halves of a new seal appear.

A tall, wide staircase lazily descends into **Area 2**.

Area 2. Trapped Antechamber

There is a circular chamber at the bottom of the staircase with a deadly hidden trap.

Glyph of Warding

Keolinn has programmed the *glyph of warding* to cast *spirit guardians* when it is triggered. Detecting the glyph requires a character to search the area and succeed on a DC 17 Intelligence (Investigation) check.

If the glyph is triggered, it casts spirit guardians, dealing 13 (3d8) necrotic damage to a creature that enters the room or starts its turn there. More importantly, it creates noise that warns Keolinn, giving her up to 10 minutes to prepare.

Bypassing the Glyph. If it's detected, a character can eliminate the glyph with *dispel magic*. It also doesn't quite reach the edges of the room—a character can attempt a DC 17 Dexterity (Acrobatics) check to carefully tiptoe around the glyph's edges. Small characters have advantage on this check.

The easiest way to bypass the glyph is to speak the password, which the prisoners in **Part 2, Area B** happened to overhear, and might have shared with the party. If a character says the name "Connomae" aloud, the glyph allows them to safely cross.

Waiting It Out. The events of the future encounters depend on whether or not the party bypasses the glyph, perseveres through the damage, or waits it out. If the party chooses, they can take 10 minutes and wait for the spell to end, but this gives their prey plenty of time to plan an escape.

Developments

There are two tunnels leading out of this room—a medium-sized passage leading to **Area 3**, and a huge corridor leading to **Area 4**.

Area 3. Druids' Quarters

This chamber is where the druids who originally inhabited this hideout would stay. Since then, it has been occupied by Keolinn's smaller servants.

This cramped passageway is hardly large enough for a human, but it leads to an austere barracks with bunks carved directly into the rock of the cave. A magical fire illuminates the room.

This room is occupied by two **warlocks of the Archfey**—friends of Ashbjorn and sycophants to Keolinn and her Queen, Connomae—and five members of the Guardians of the North (use the stats of **berserkers**) whom the warlocks have charmed.

If the party bypassed the *glyph of warning* in **Area 2**, the enemies here are surprised. If the party waited for the *spirit guardians* to end, then the creatures here have had plenty of time to hide. Adventurers with a passive Perception of 16 or less are surprised.

Adjusting the Encounter

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

Weak or Very Weak: Remove one **warlock of the Archfey**.

Strong or Very Strong: Replace the three **berserkers** with three **gladiators**.

Developments

The warlocks have been alternating casting *charm person* on their captives, and thus only have two of their spell slots remaining. If the warlocks are defeated, their spell on the remaining berserkers breaks. The Guardians of the North are confused, with no idea where they are, or how they got there. The last thing they remember is their leader, Skorri, telling them “a friend needed help with something.”

Area 4: Portal Room

If the party bypassed the *glyph of warding* in **Area 3**, or powered through the *spirit guardians*, they catch Keolinn before she opens the Feywild portal. Read the following, then skip to **Confronting Keolinn**.

The air in this room is positively humming with magical power. It's unnaturally cold in the room, and the shadows seem thicker than normal. A massive circle is in the center of the room. Intricate, arcane lines drawn within are glowing as a hunched female fomorian chants over them.

The lines spring to life, erupting in an explosion of colorful magic, and forming a swirling maelstrom—an open rift to the Feywild. “It looks like I underestimated your persistence!” the fomorian admits. “Another minute or two and I might've actually gotten away!” Shaking her head, Keolinn turns to face you.

If the party waited for the spirit guardians spell to end, read the following instead:

The air in this room is positively humming with magical power. It's unnaturally cold and the shadows seem thicker than normal. A massive circle is inscribed on the floor in the center of the room. Intricate, arcane lines drawn within it glow and sizzle as if they've been recently charged with energy. It seems like your target, Keolinn, managed to get away—but it's not too late to follow her if you can get this portal open again.

It's clear to see that the portal requires four items placed in a diamond around the portal. The reagents—and the clues needed to place them—are in **Area 5**. Anybody trained in Arcana realizes the circle is a portal to the Feywild, but it is infused with shadow magic.

Reopening the Portal

If the four reagents are placed in the right locations, as described in **Area 5**, the party can reopen the rift to the Feywild. Fortunately, Keolinn is still on the other side, confident that the party couldn't follow her through. Seeing them now, she realizes her mistake. You may read the following:

As you place the last reagent and read the incantation, a swirling maelstrom of color rips through the room. Keolinn reappears, confused at first, then dejected. “Ah, it seems you found out how to reopen the portal. Well, I surrender. Let me go and I'll tell you everything you need to know about the real threat festering under your nose.”

Skip to **Keolinn Surrenders** in the next section. If the party is intent on bringing the fomorian to justice, she defends herself, but otherwise the party can avoid a confrontation with her.

Area 5. Keolinn's Chambers

This giant-sized room has been repurposed as Keolinn's personal chambers. If the party needs to reopen her portal to the Feywild, the ingredients they need are in here. Otherwise, the room just has some valuable loot.

These modest chambers have a lower ceiling—almost like it wasn't intended for a giant. Still, a huge cot is resting along the floor, along with several long scrolls of parchment written in an elegant, but enormous, hand.

The Portal Reagents

Keolinn has kept a large supply of reagents for opening the portal in **Area 4** as if she intends to be use it for regular trips. The reagents stored here are sprite wings, rainbow-colored flowers from the Feywild, a hag's eye, and a twig from a dryad's tree. Conveniently, Keolinn has labeled each one. Inconveniently, she has done so in Giant.

Keolinn's Notes

If anyone in the party can read Giant or cast *comprehend languages*, they can easily decode Keolinn's notes and learn all three clues. Otherwise, they must make guesses based on the diagrams. Doing so requires a DC 20 Intelligence check and reveals one clue for each success. Each character may only attempt one Intelligence check.

The notes have the following clues about the placement of reagents for the portal:

- *The hag's eye must go across from the dryad's twig.*
- *The dryad's twig must go in the eastern spot.*
- *The sprite wings cannot go in the northern spot.*

With all three of these clues, the party should be able to determine the proper reagent placements to open the portal:

North:	Rainbow Flower
East:	Dryad's Twig
South:	Sprite's Wings
West:	Hag's Eye

The dryad's twig must go in the eastern spot, and the hag's eye must go across from it in the western one. Since the sprite's wings can't go in the northern spot, they must go in the southern one instead. That means the rainbow flower must go in the only spot remaining: the northern one.

Treasure

Keolinn's chambers also include art and other treasures worth 1,200 gold pieces. There is also a large *spell scroll of hallucinatory terrain*.

Confronting Keolinn

Racing through the *spirit guardians* and chasing Keolinn through the portal brings the adventurers into a confrontation with the fomorian. Use the stats of a **stone giant dreamwalker**. She only fights until she's reduced to 60 hit points, then she surrenders.

Alternatively, if the party reopens the portal and decides to fight Keolinn even after she surrenders, the fight unfolds the same way, only she fights to the death.

The Unstable Portal

In her haste to escape the party, Keolinn tore open an unstable rift to a darker part of the Feywild. The two planes have been brought into convergence—Keolinn and the party are straddling a blurry line between the planes. Chaotic magic is flooding the room, resulting in the following effects:

Wild Magic Surges. Whenever a creature casts a spell of 1st-level or higher, a wild magic surge occurs immediately after the spell is cast.

Fey Magic Blasts. Ripples of Unseelie magic emanate from the unstable portal. On initiative count 20 each round (losing all ties), choose an effect from the list below. You may not choose the same effects two rounds in a row.

- The chaotic magic of the portal causes two creatures to teleport, exchanging places.
- One creature must make a DC 15 Constitution saving throw or take 10 (3d6) cold damage.
- Each creature other than Keolinn must make a DC 15 Wisdom saving throw. On a failure, the creature becomes charmed until the end of the round. While charmed by this effect, the creature is incapacitated and its speed is reduced to 0. The effect ends early if the creature takes damage, or if someone uses its action to shake the creature out of its stupor.

Adjusting the Encounter

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

Weak or Very Weak: Keolinn loses her multiattack action and *petrifying touch*.

Strong: Keolinn has 196 hit points.

Very Strong: As above, but the save DC of Keolinn's *dreamwalker's charm* increases to 15, and the DC of her *petrifying touch* and *evil eye* increases to 19.

Keolinn Surrenders

If the party successfully reopens the portal, Keolinn confesses without a fight. Otherwise, she surrenders once the party reduces her to 60 hit points or fewer.

If the party decides to listen to Keolinn, she reveals the following:

- She was approached by Skorri Boarson, the founder of the Guardians of the North. He had a plan to spread carnage across Alaron and needed a talented leader to command his gnoll warriors.
- Keolinn agreed, but only so she could use the gnolls to her own advantage. If she could defeat Gnarhelm's defenders with Skorri's gnolls, then no one would be left to fight back when Keolinn's Fey and fomorian allies invaded.
- Keolinn is willing to cut her losses, accept defeat, and leave if the party lets her. Skorri will be more reluctant to give up. As one final bargaining chip, Keolinn offers to tell the party where Skorri is in exchange for her life.
- If asked about the shadow magic that is infusing the portal, she tells that it is part of the magic taught to her by the shadowy human wizards. It makes the magic stronger than normal fey magic, but she does not know the source of the dark magic and nor does she care.

If the party had to reopen the portal, but decides to fight Keolinn anyways, run the battle as described in **Confronting Keolinn**. In this case, she fights to the death.

Roleplaying Keolinn Ní Brianín

Keolinn is a shieldmaiden of Queen Connomae and a fomorian of great spellcasting skill—or so she likes to believe. In reality, she is simply one fomorian amongst many. Ambitious and desperate to advance in the court of Vor Thomil she's willing to take big risks, including making deals with human demon cultists and trying to form a beachhead far away from the safety of Vor Thomil.

Quote: "Well that sounds like a terribly risky plan. But sure, let's give it a try."

Treasure

Keolinn is wearing a *brooch of shielding*, which she either gives to the party as a show of good faith, or the party can take from her corpse.

Conclusion

After defeating Keolinn, the party may return to Haldis Ulfsdottir to get their payment. Although the mastermind behind the gnoll threat has been stopped, the party has learned that a larger conspiracy is at work. In *MOON5-3*, they confront Skorri and the Guardians of the North, discovering the organization's true motives.



Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Character Rewards

The characters earn the following rewards:

Advancement

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

Gold

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it wherever you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
2	30 gp	240 gp

Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 2**:

- *Brooch of Shielding*
- *Scroll of Hallucinatory Terrain*
- *Scroll of Summon Lesser Demons*

Dungeon Master Rewards

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.



Dramatis Personae

The following NPCs are featured prominently in this adventure:

Ashbjorn

(ASH-born) An evil druid and an ally of Skorri Boarson. Skorri ordered him to show Keolinn where Ironsource Cave was, and Keolinn has had to put up with the druid ever since. He doesn't know and doesn't care about the schemes of Skorri or Keolinn – he just wants to see the blight of civilization wiped away by his demonic masters.

Haldis Ulfsdottir

(HAL-diss OOLFS-dot-ter) The heir to the throne of Gnarhelm and the leader of the fiefdom's defenses. She's a spirited commander who leads from the front. In this adventure, she hires the party to investigate locations where gnolls are supposedly gathering.

Keolinn Ni Brialin

(KEELOW-oh-linn Ni BREE-ah-linn) A fomorian with some magical skill. She's commanding the gnolls in Gnarhelm at the request of Skorri Boarson, but secretly, she's using his forces for her own agenda. With the help of Ashbjorn, she has set up a base in Ironsource Cave, and started bringing over her own forces from Vor Thomil.

Osgar

(Oz-GAR) An initiate of the Guardians of the North. Along with his friends in Otta, he's defending the town and recruiting new members to the Guardian's cause. He's blissfully unaware of the cult's true purpose.

Pashar

(Pa-SHAR) A merchant from Amn, and an ally of the Moonshae Trade League. She was supposed to be delivering supplies to the village of Otta, but her caravan was attacked by gnolls in Nymurh's Pass.

Ragnald

(RA-jin-awld) A cultist and follower of Ashbjorn, who got cold feet when the evil druid started summoning actual demons right before his eyes. He offers to betray his fellow cultists and help the party.

SKORRI BOARSON

(SCORE-ee BORE-sun) A demonologist and reaver who founded the Guardians of the North. Ostensibly a cult of Tempus, the group is actually a cult to Skorri's patron, Yeenoghu. His scheme is to pit the Guardians against his gnoll forces, creating a bloody conflict and generating support for the cult.



Creature Statistics

Berserker

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Cultist

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

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

ACTIONS

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

Fomorian

Huge giant, chaotic evil

Armor Class 14 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	9 (-1)	14 (+2)	6 (-2)

Skills Perception +8, Stealth +3

Senses darkvision 120 ft., passive Perception 18

Languages Giant, Undercommon

Challenge 8 (3900 XP)

ACTIONS

Multiaction. The fomorian attacks twice with its greatclub or makes one greatclub attack and uses its Evil Eye once.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Evil Eye. The fomorian magically forces a creature it can see within 60 feet of it to make a DC 14 Charisma saving throw. The creature takes 27 (6d8) psychic damage on a failed save, or half as much damage on a successful one.

Curse of the Evil Eye (Recharges after a Short or Long Rest). With a stare, the fomorian uses Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity.

The transformed creature can repeat the saving throw whenever it finished a long rest, ending the effect on a success.

Gnoll Fang of Yeenoghu

Medium fiend (gnoll), chaotic evil

Armor Class 14 (hide armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Con +4, Wis +2, Cha +3

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Gnoll

Challenge 4 (1,100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC12 Constitution saving throw or take 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

Gnoll Flesh Gnawer

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (studded leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Dex +4

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1 (200 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes three attacks: one with its bite and two with its shortsword.

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

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

Sudden Rush. Until the end of turn, the gnoll's speed increases by 60 feet and it doesn't provoke opportunity attacks.

Gnoll Hunter

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes two melee attacks with its spear or two ranged attacks with its longbow.

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage when used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target's speed is reduced 10 feet until the end of its next turn.

Gnoll Pack Lord

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Saving Throws Dex +4

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1 (200 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes two attacks, either with its glaive or its longbow, and uses Incite Rampage if it can.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 8 (1d10 + 3) slashing damage.

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

Incite Rampage (Recharge 5-6). One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.

Mage

Medium humanoid (any), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

- Cantrips (at-will): *fire bolt, light, mage hand, prestigitation*
- 1st level (4 slots): *detect magic, mage armor, magic missile, shield*
- 2nd level (3 slots): *misty step, suggestion*
- 3rd level (3 slots): *counterspell, fireball, fly*
- 4th level (2 slots): *greater invisibility, ice storm*
- 5th level (1 slot): *cone of cold*

ACTIONS

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

Modified Mage

Ashbjorn's alignment is chaotic evil.

The mage has an Intelligence of 12 and Wisdom of 17 and its spellcasting ability is Wisdom. Consequently, his saving throws become Int +4 and Wis +6, and his Passive Perception becomes 13.

Spellcasting. Ashbjorn has the following spells prepared:

- Cantrips (at-will): *druidcraft, guidance, light, produce flame*
- 1st level (4 slots): *entangle, fog cloud, thunderwave*
- 2nd level (3 slots): *flaming sphere, moonbeam, spike growth*
- 3rd level (3 slots): *dispel magic, sleet storm, wind wall*
- 4th level (2 slots): *blight, ice storm*
- 5th level (1 slot): *contagion*

Stone Giant Dreamwalker

Huge giant, chaotic evil

Armor Class 18 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	10 (+0)	8 (-1)	12 (+1)

Saving Throws Dex +6, Con +9, Wis +3

Skills Athletics +14, Perception +3

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 10 (5,900 XP)

Dreamwalker's Charm. An enemy that starts its turn within 30 feet of the giant must make a DC13 Charisma saving throw, provided that the giant isn't incapacitated. On a failed save, the creature is charmed by the giant. A creature charmed in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once it succeeds on the saving throw, the creature is immune to this giant's Dreamwalker's Charm for 24 hours.

ACTIONS

Multiattack. The giant makes two attacks with its greatclub.

Greatclub. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one creature. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Petrifying Touch. The giant touches one Medium or smaller creature within 10 feet of it that is charmed by it. The target must make a DC 17 Constitution saving throw. On a failed save, the target becomes petrified, and the giant can adhere the target to its stony body. Greater restoration spells and other magic that can undo petrification have no effect on a petrified creature on the giant unless the giant is dead, in which case the magic works normally, freeing the petrified creature as well as ending the petrified condition on it.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Vrock

Large fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 114 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Magic Resistance. The Vrock has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The vrock makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns.

A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

Warlock of the Archfey

Medium humanoid (any), chaotic evil

Armor Class 11 (14 with mage armor)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6

Skills Arcana +2, Deception +6, Nature +2, Persuasion +6

Condition Immunities charmed

Senses passive Perception 11

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

- At-will: *disguise self*, *mage armor (self only)*, *silent image*, *speak with animals*
- 1/day: *conjure fey*

Spellcasting. The warlock is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

- Cantrips (at-will): *dancing lights*, *eldritch blast*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*
- 1st-5th level (3 5th-level slots): *blink*, *charm person*, *dimension door*, *dominate beast*, *faerie fire*, *fear*, *hold monster*, *misty step*, *phantasmal force*, *seeming*, *sleep*

ACTIONS

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

REACTIONS

Misty Escape (Recharges after a Short or Long Rest).

In response to taking damage, the warlock turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Appendix 1A: Gnarhelm

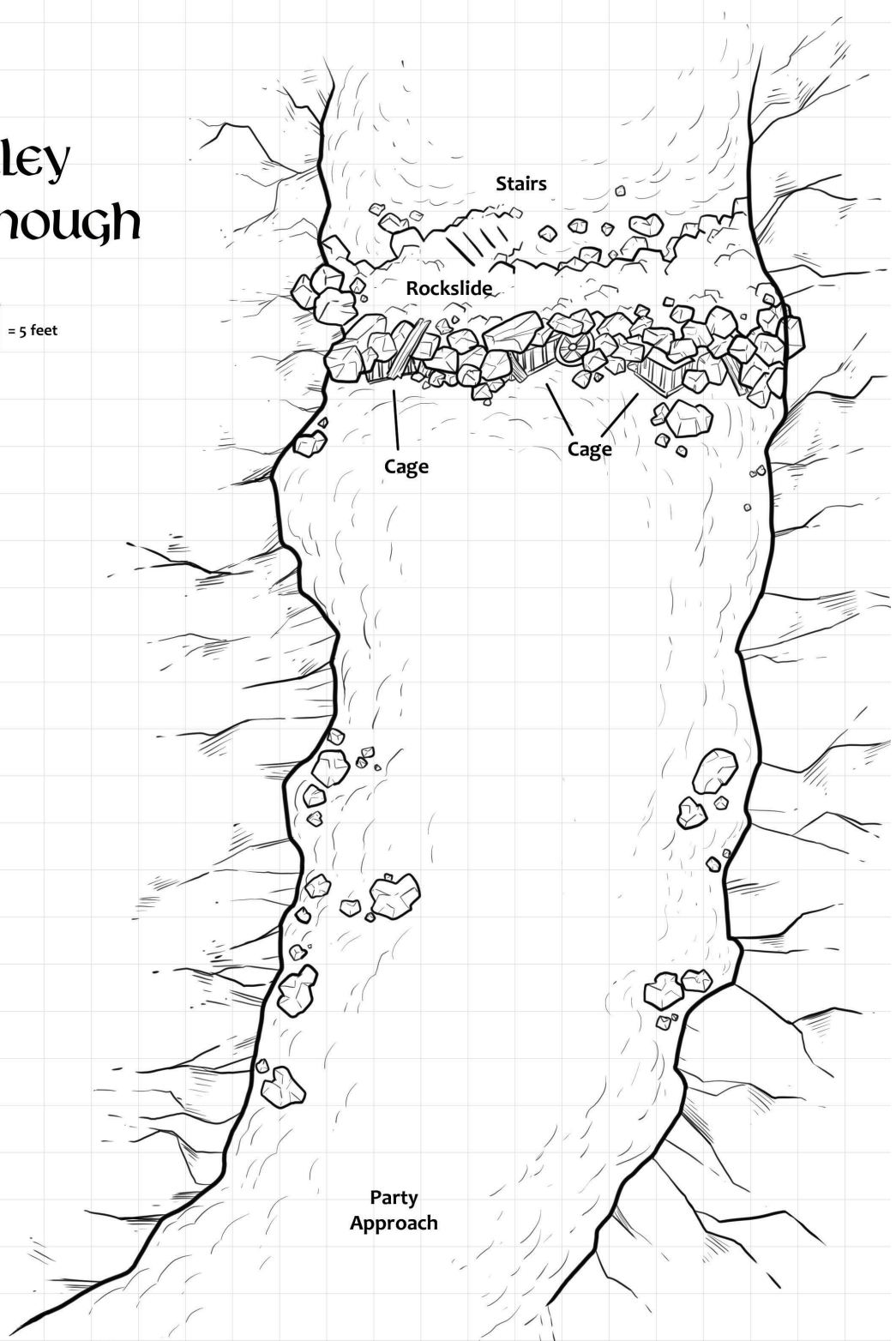


Not for resale. Permission to print a photocopy of this document for personal use only.

Appendix 1B: No Valley Low Enough

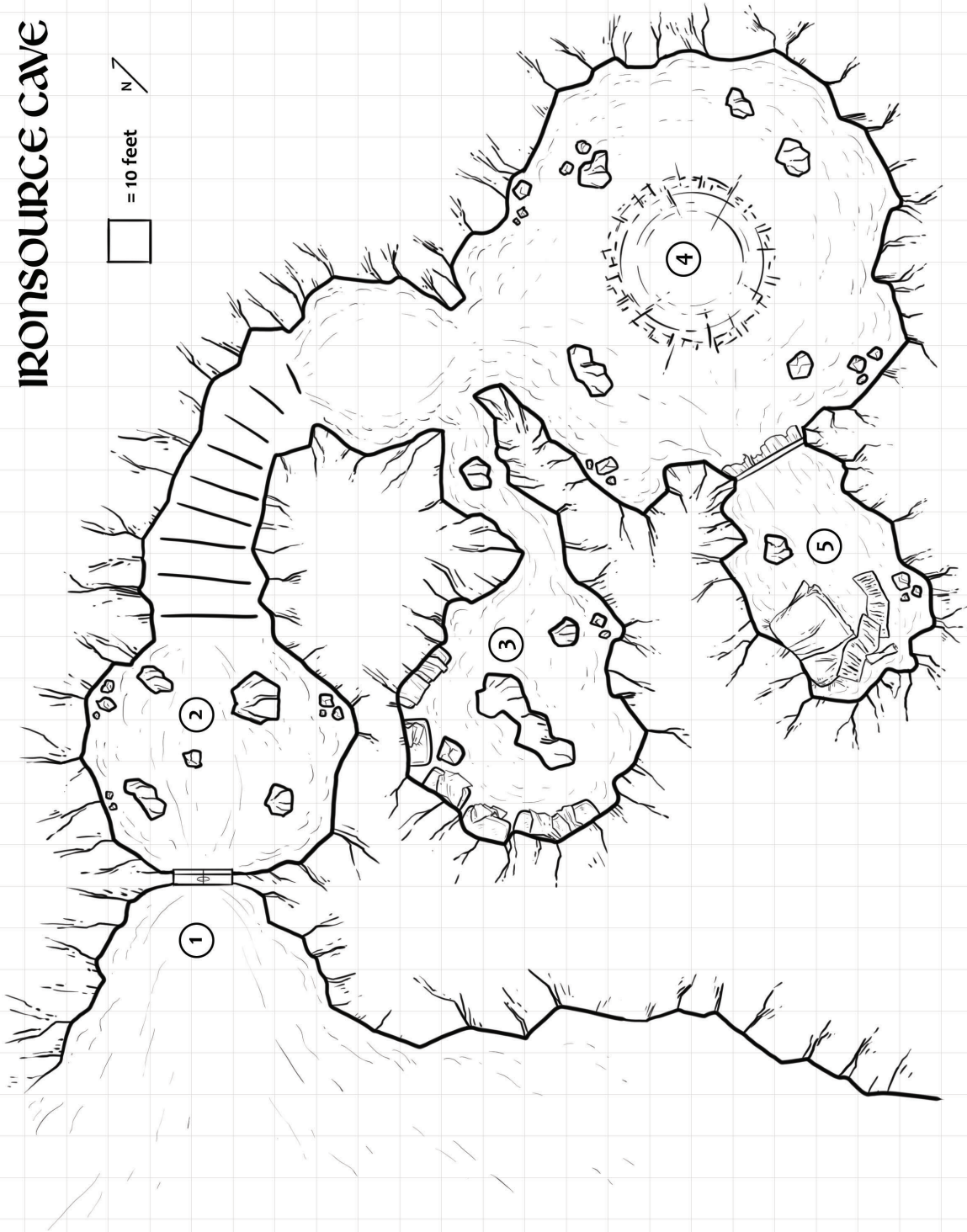
no valley
low enough

□ = 5 feet



Appendix 1C: Ironsource Cave

IRONSOURCE CAVE



Appendix 2: Character Rewards

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing out rewards they didn't receive during the session).

Brooch of Shielding

Wondrous Item, uncommon (requires attunement)

This brooch is made out of tarnished silver which no amount of cleaning changes. It's in the shape of a stylized crow, its wings spread in a half-circle and its eyes dark purple amethysts. The pin looks like a broken femur which it holds in its claws. It's unnatural cold to touch regardless of the surrounding warmth.

While wearing this brooch, you have resistance to force damage, and you have immunity to damage from the *magic missile* spell.

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

Spell Scroll of Hallucinatory Terrain

Scroll, rare, 4th-level illusion

As per the spell description in the *Player's Handbook*.

Spell Scroll of Summon Lesser Demons

Scroll, uncommon, 3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of blood from a humanoid killed within the past 24 hours)

Duration: Concentration, up to 1 hour

You utter foul words, summoning demons from the chaos of the Abyss. Roll on the following table to determine what appears.

d6	Demons Summoned
1-2	Two demons of CR 1 or lower
3-4	Four demons of CR ½ or lower
5-6	Eight demons of CR ¼ or lower

The DM chooses the demons, such as manes or dretches, and you choose the unoccupied spaces you can see within range where they appear. A summoned demon disappears when it drops to 0 hit points or when the spell ends.

The demons are hostile to all creatures, including you. Roll initiative for the summoned demons as a group, which has its own turns. The demons pursue and attack the nearest non-demons to the best of their ability.

As part of casting the spell, you can form a circle on the ground with the blood used as a material component. The circle is large enough to encompass your space. While the spell lasts, the summoned demons can't cross the circle or harm it, and the can't target anyone within it. Using the material components in this manner consumes it when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, you summon twice as many demons. If you cast it using a spell slot of 8th or 9th level, you summon three times as many demons.

Source: *Xanathar's Guide to Everything*



RISING SHADOWS

SHEET #

CCC-BMG-MOON5-2 BLOODLUST CONTAINED

ADVENTURE LOGSHEET

Character Name

Class

Moonshae Organization
(optional)

Player Name

Event and Date

Dungeon Master

LEVELING

Starting Level

Level Accepted?

Ending Level

MAGIC ITEMS

Starting

Earned

Spent

Total

GOLD

Starting

Gained

Spent

Total

DOWNTIME

Starting

Earned

Spent

Total

MAGIC ITEM UNLOCKED

Brooch of Shielding

This brooch is made out of tarnished silver which no amount of cleaning changes. It's in the shape of a stylized crow, its wings spread in a half-circle and its eyes dark purple amethysts. The pin looks like a broken femur which it holds in its claws. It's unnatural cold to touch regardless of the surrounding warmth.

(uncommon, Table F, requires attunement)

Consumables

Spell Scroll of *Hallucinatory Terrain* (rare, Table C)

Spell Scroll of *Summon Lesser Demons* (uncommon, Table B)

STORY SUMMARY

Haldis Ulfsdottir required aid of adventurers in her struggle against an army of gnolls, demons and dark fey. On your way to the military camp you discovered that the gnolls ravaging Gnarhelm were especially interested in four locations: a winding valley road, a mountain peak, the source of the Ironflow river, and the village of Otta. Investigating the four locations lead you to hide-out of the enemy leader: the fomorian shieldmaiden Keolinn Ni Brianin. Here you confronted her.

You also learned that the Guardians of the North leadership are not nearly as upstanding as the lower ranked members think. Their leader Skorri Boarson provided the gnolls and demons for Keolinn's forces.

Did you rescue the Amnite trader Pashar of the Moonshae Trade League? Yes / No

What happened to Keolinn?

Escaped / Killed / Surrendered

ADVENTURE NOTES

Story Awards

None.

