

RISING SHADOWS

a reopened eye


**ADVENTURERS
LEAGUE**

CCC-BMG-moon6-1

diana voyer

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A REOPENED EYE



Conflicts arising in both the Feywild and the Prime have caused some in both planes to call for a return of the Balance, and for new alliances between the fey and mortals. A seer new to the Moonshaes has prophesied your help in opening a new portal between these worlds.

Part 1 of the *Earthmother's Eye* Trilogy. A Two/Four-Hour Adventure for Tier 2 Characters.

By Diana Voyer

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CCC-BMG-MOON6-1 A Reopened Eye | Version: 2.0

Adventure Primer

Everyone loves a bad idea when it works.

—Cayde-6

Background

As the Moonshaes have drifted closer to the Feywild in recent years, **HIGH KING DERID KENDRICK** sought help with the many portals opening throughout the land. He found a young and extraordinarily gifted diviner named **OLIVIA ERINIUR** who was interested in prophecies of the druids of the Earthmother and found one of particular interest: a portal to the Feywild will be opened on the night of the autumnal equinox when Selúne is full and Anadia (the first planet in the Torilian solar system) is in retrograde by a rather specific group of adventurers.

This diviner was brought up on the planes and is of the opinion that the lack of real connections between the Prime and other planes disrupts the Balance. Seeing this as an opportunity to help right a wrong and at the invitation of High King Derid, she traveled to the Moonshaes from her home on the Outlands to see this prophecy done this month, sending letters to people who matched the descriptions of the adventurers in the prophecy.

At the same time, a thought struck the fancy of one of the leShay, the noble eladrin rulers of Sarifal: a portal to the Feywild should be opened on another isle. She too knew of the prophecy, and her thoughts wandered to the moonwells on Alaron, eyes of the Earthmother who long ago allowed them to settle on the Moonshaes. She delegated a Llewyr seer named **RIWAL** to gather the necessary adventurers, prepare the ritual, and find a suitable location to open the portal. After some brief investigation, Riwal settled on the moonwell in **RUSHDOWN WOOD**.

Worlds collided in **DORSET** when these two seers met, found their common goal, and started working together. The autumnal equinox is today, Selúne will be full, and Anadia is in retrograde. The adventurers present all received letters a tenday ago asking them to meet in Dorset on the Isle of Alaron in the Moonshae Isles on this date for the fulfillment of an important prophecy.

Episodes

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

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Episode 1: Anadia in Retrograde.** The adventurers meet two seers who inform them of their role in a prophecy. This is the **Call to Action**.
- **Episode 2: Selúne is Full.** The adventurers travel to the moonwell and meet its guardian, who does not necessarily want the moonwell to be used in this way. This is **Story Objective A**.
- **Episode 3: The Equinox.** The adventurers perform the ritual to open the moonwell as a planar portal. Pockets of planar energy are forced into monstrous forms, and the adventurers must defend the moonwell. This is **Story Objective B**.

Bonus Objectives

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

- **Bonus Objective A: A Poor Poet.** The moonwell's guardian wants another opinion before allowing the adventurers to continue. The party encounters the poet being harassed by animals. This bonus objective is found in **Appendix 4**.
- **Bonus Objective B: Shadows and Secrets.** One of the seers learned of a defunct planar portal near the moonwell and asks the party to go investigate and bring back any lore they find. This bonus objective is found in **Appendix 5**.

Episode Sequence

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

How Will You Play?

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

Story Objectives Only

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

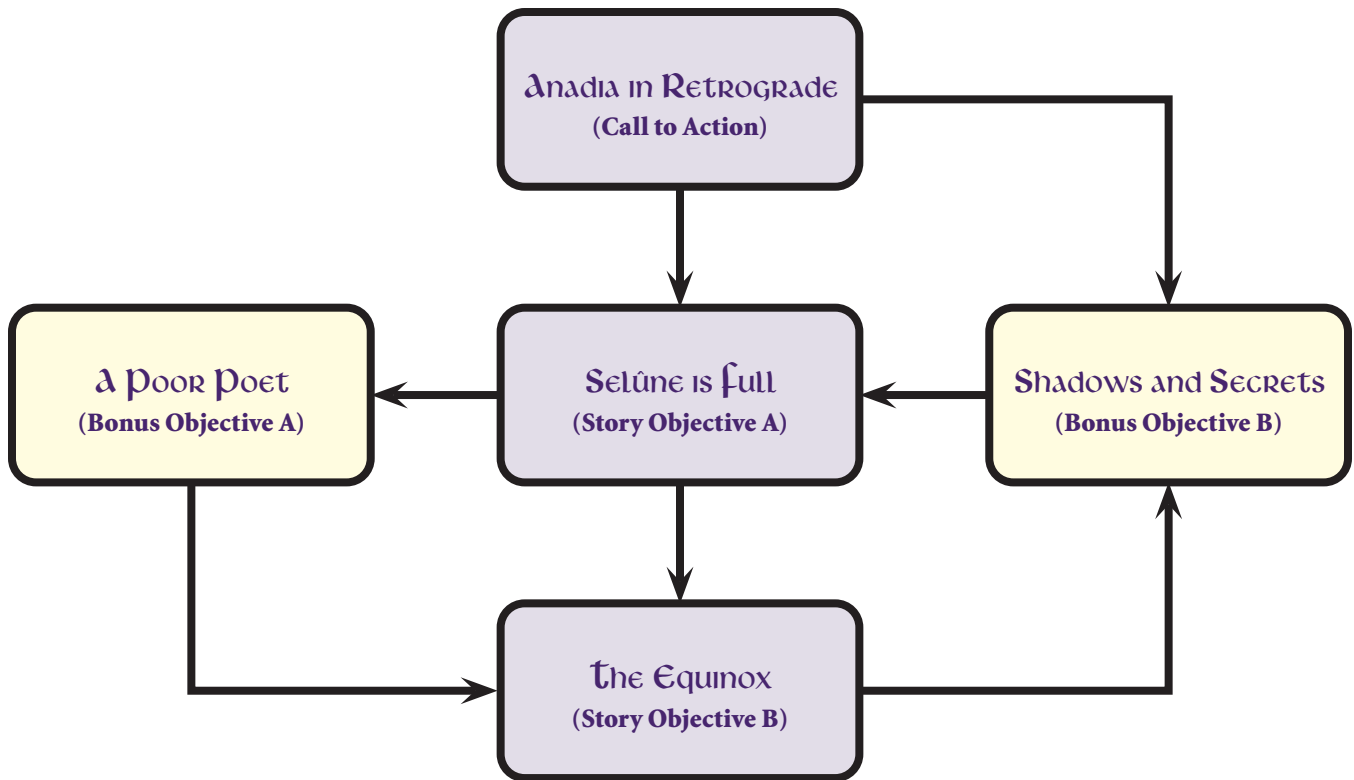
Bonus Objectives

You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. **Bonus Objective A** expands **Episode 2**, as it involves the collection of a component for the ritual to open the moonwell portal. **Bonus Objective B** can be placed before **Episode 2** or after **Episode 3**.



Episode flowchart

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



Episode 1: Anadia in Retrograde

[Call to Action]

Estimated Duration: 25 minutes

Scene A: Into the Woods

This adventure begins in Dorset on the Isle of Alaron. As the last of the characters reach their meeting place—a mural of a cloud giant's castle in the sky painted on the outside of Dorset's tavern—a door magically opens inward on that wall as **Olivia Eriniur** opens the door into her demiplane and invites everyone in. She greets them all (“*You must be the elven swashbuckler*”, or “*Ah, yes, the aasimar sorcerer*”), but does not know their names off-hand.

- **Answered the Call.** Olivia sent out letters a tenday ago asking adventurers who match the descriptions in the prophecy to meet here today.
- **The Call Found You.** The adventurer just happened to be walking by as Olivia's door opened as she called them for their part in the prophecy.

Area Information

This area features:

Dimensions & Terrain. This section of Olivia's demiplane is a square measuring 40 feet by 40 feet. This room contains one door on the left wall from the characters' entrance and comfortable wooden chairs arranged in a circle around a wooden table: one for each character, one for Olivia, and one where Riwal is sitting pensively.

Décor. The chamber is fitting of a noble. Dark maroon carpet covers the floor, the chairs and table are elegantly carved, with a selection of fresh fruit and sweet pastries in crystal dishes in the center of the table, and the walls are a deep maple. On the back wall is a portrait of Olivia and her mothers: on the left a pale, red-haired half-elf wearing wooden armor and holding a tree-like staff with lightning around it, and on the right a dark-skinned human with an asymmetric haircut, cloaked in shadow. The room is magically lit with bright light.

CREATURES/NPCs

Olivia Eriniur (LN female [she] human **archmage**) is here along with **Riwal** (CG nonbinary [they] Llewyr elf **archdruid**).

Objectives/Goals. Both of their goals are to brief the group on the prophecy and how to fulfill it. Olivia is working on behalf of High King Derid while Riwal works on behalf of the leShay of Sarifal. Olivia has a letter from the High King asking her to investigate the portal to protect Alaron from malicious fey. She'll share the letter with the party if asked.

What Do They Know? After offering tea, wine, or ale to everyone present, Olivia begins the briefing: there's a moonwell about five miles north-east of here in Rushdown Wood. Olivia doesn't know much about it (“*I'm not what you might call 'from here.'*”) other than “*Ree's*” (as she calls them, to their annoyance) claim that it's an “eye of the Earthmother” (“*whatever that means*”) and that it's a well of planar energy. This makes it a perfect place for a new permanent portal to the Feywild, and she's prepared a ritual to do just that. This particular group is involved in a prophecy to open the portal at dusk under the present astrological conditions. (“*It's fate! You can't say no to fate.*”)

Riwal states that a member of the leShay, a powerful Fey group in the Moonshaes, has sent them specifically to see that this prophecy is fulfilled, and goes on to explain that the moonwells are holy sites in the Moonshaes watched over by druids. Riwal also offers directions to the moonwell, notes on the local flora and fauna, and a prayer to the Earthmother for the party's success. As an emissary of the leShay, Riwal knows and is happy to share the information about the leShay found in the *Moonshae Isles Regional Guide*.

If you *are* running **Bonus Objective B**, Olivia says that she forgot the scroll with the ritual on it in the other room and asks “*Ree*” to grab it for her. As they begrudgingly go, Olivia mentions in a hushed tone that there's a non-functional pre-Spellplague planar gate complex not too far from the moonwell, about a half-hour's walk southwest. She'd really appreciate it if the adventurers could go there and see if they can find any documents related to the gate's previous function. If you are *not* running **Bonus Objective B**, Olivia produces a scroll and hands it to the most trustworthy looking party member. Olivia explains that the magic on the scroll can be used by anyone, and all they need to do is start the ritual at the right time. The ritual will take 5 minutes and during that time nobody and nothing should touch the moonwell. If anyone or anything does, it could be bad for the surrounding area (“*And you. Mostly you. Just trust me on this, you do **not** want to know.*”)

Call to Action

The characters are charged to fulfill the prophecy by opening the moonwell and defending it until the ritual is completed. Once the characters are satisfied with their briefing, **Olivia** sends them off (“*clock’s ticking!*”), tells them to come back to this location tomorrow and report their “*inevitable*” success, and the door to her demiplane vanishes behind them.



Episode 2: Selûne is Full

[Story Objective A]

Estimated Duration: 25 minutes

Setting Description

Travel to the Rushdown moonwell is straightforward following Riwal's directions.

Prerequisites

This episode begins once the characters follow Riwal's directions to the moonwell in **Episode 1**.

Story Objective A

Removing Ashoral's opposition to the "desecration" of the moonwell is **Story Objective A**. The characters complete this by convincing her it is a good thing to do, or by killing her.

Area Information

This area features:

Dimensions & Terrain. The moonwell clearing is a large circle in the middle of Rushdown Wood, measuring 120 feet in diameter, with the moonwell off-center. The moonwell itself is a circle measuring 20 feet in diameter. A map of the area can be found in **Appendix 3B**.

Lighting. The moonwell clearing is open to the sun, providing bright-to-dim light depending on the time of day. If the party came right here from **Episode 1**, it is early afternoon and the area is in bright light. If the party pursued **Bonus Objective B**, it is late afternoon, and the area is not bright enough to cause issues in those with sensitivity to sunlight.

Smells & Sounds. The moonwell clearing is open to the rest of the forest. Pine and birch trees are shedding leaves, and small animals are gathering food for the approaching winter.

Modifications

Ashoral is an **archdruid** with the following modifications:

Medium humanoid (human), lawful neutral

Languages Druidic, Sylvan, Common

Adjusting the Scene

If the party chooses to resolve this scene with combat, here are some suggestions for adjusting this scene:

- **Very Weak or Weak: Ashoral (archdruid)** does not have access to her 8th or 9th-level spell slots.
- **Strong: Ashoral (archdruid)** has 171 hit points.
- **Very Strong: Ashoral (archdruid)** has 231 hit points.

Scene A: Keeper of the Moonwell

Upon arriving at the moonwell, the party encounters its guardian: a Ffolk druid who has kept watch over it for years.

Creatures/NPCs

Ashoral (LN female [she] Ffolk human **archdruid**) is sitting on the ground next to the moonwell when the party arrives.

Objectives/Goals. Ashoral has been guarding this moonwell for almost twenty years and is committed to her duty to defend the moonwell from those who would seek to defile or desecrate it. Despite this, she secretly longs for a more exciting life, and is willing to entertain any ideas that might allow her to live one.

What Does She Know? Ashoral is a member of a community of druids in Rushdown Wood that maintains the balance of nature within the woods, by the will of Alaron's Great Druid, **Antola Pilark**. Ashoral knows of the leShay and has great respect for them and their opinions of the moonwells, knowing that they were permitted to settle here by the Earthmother ages ago.

Convincing Ashoral. Ashoral is curious why they want to use the moonwell as a portal and wants an explanation before she would let them do so. Explaining the prophecy or the benefits of opening a portal requires success on a DC 15 Charisma (Persuasion) check for Ashoral to be persuaded. If anyone mentions that the leShay want the portal open, the DC drops to 10. If have run **Bonus Objective B**, mentioning that the portal in the ruins to the Feywild has been permanently closed and the balance of the portals has been disrupted grants advantage on the ability check.

If she is convinced, Ashoral steps aside, and permits them to perform the ritual. She leaves unless prevented and returns to Antola to inform her of this situation personally. If characters convince Ashoral rather than fight her, they all earn the **Ashoral's Friendship** story award.

If you are running **Bonus Objective A**, Ashoral would like the opinion of another local druid, a gnome named Zanzantook, before she agrees to allow the party to proceed. She provides directions to his glade nearby.

Proceed to **Episode 3**.

Episode 3: The Equinox

[Story Objective B]

Estimated Duration: 70 minutes

Setting Description

Prerequisites

This episode begins once the characters have gathered all necessary components to begin the ritual and have dealt with Ashoral's objection in **Episode 2**.

Story Objective B

Completing the ritual to open the Rushdown moonwell as a planar portal is **Story Objective B**. The characters complete this by beginning the ritual and ensuring nothing touches the moonwell for the duration.

Area Information

This area features all the same characteristics as in Episode 1, with the following exception:

Lighting. The ritual begins at dusk. There is enough light to see clearly, but not enough to cause issues in those with sensitivity to sunlight.

Modifications

All creatures in **Scenes A, B, and C** have the following modifications:
Their type is changed to *aberration*, and their alignment is changed to *unaligned*
Languages —

All creatures in these scenes gain the following trait:
Star Stuff. This creature is made of raw planar energy forced into a monstrous form. It looks like pure darkness with flecks of colored light and seems to glow with a dark radiance. When this creature dies, the energy holding it in this form breaks apart, and it explodes in a burst of dark light.

Scene A: The Ritual...

Any creature who is standing within 10 feet of the Rushdown moonwell can, as an action, begin the ritual. Whoever does so just needs to start it: once it has begun, they can do other things.

Once the ritual begins, the moonwell begins to glow with a pale radiance, and a few moments later, creatures come into existence.

Creatures/NPCs

Moments after the ritual begins, planar energy coalesces into the forms of a **dridr**, a **ghast**, a **mindwitness**, and a **rust monster**. Roll 1d6 for each creature—it emerges at or very close to that marked point on the map found in **Appendix 3B**.

Planar Creations. These creatures are not the creatures they use the statistics of, merely planar energy that has been forced into a monstrous form due to the energy of the ritual.

Objectives/Goals. These creatures are mindless bunches of planar energy and only want to attack anything nearby. They do not attempt to enter the moonwell.

The Opening Moonwell. Once the ritual is in progress, these creatures are linked with the moonwell as the ritual uses its power. If any other creature touches the moonwell during this time, it takes 22 (4d10) necrotic damage and all monsters regain health equal to the damage taken.

Adjusting this Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Remove the **rust monster** and the **dridr**.
- **Weak:** Remove the **mindwitness** and the **ghast**.
- **Strong:** Add one more **rust monster**.
- **Very strong:** Add one more **dridr**.

Scene B: ...Is Almost...

Seconds after the last creature from **Scene A** is vanquished, excess energy is again forced into monstrous forms, which again move to attack those defending the moonwell.

Creatures/npcS

This time, the planar energy coalesces into the forms of a **bearded devil**, a **deathlock wight**, a **giant eagle**, an **otyugh**, a **quadrone**, and a **yeth hound**. Roll 1d6 for each creature—it emerges at or very close to that marked point on the map found in **Appendix 3B**.

Planar Creations. These creatures are not the creatures they use the statistics of, merely planar energy that has been forced into a monstrous form due to the energy of the ritual.

Objectives/Goals. These creatures are mindless bunches of planar energy and only want to attack anything nearby. They do not attempt to enter the moonwell.

The Opening Moonwell. Once the ritual is in progress, these creatures are linked with the moonwell as the ritual uses its power. If any other creature touches the moonwell during this time, it takes 27 (5d10) necrotic damage and all monsters regain health equal to the damage taken.

Modifications

In addition to the modifications above, the creatures in this scene have the following modifications:

The **deathlock wight** does not have the sunlight sensitivity trait.

The **quadrone** does not have the axiomatic mind trait.

The **yeth hound** does not have the sunlight banishment trait.

Adjusting this Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Remove the **giant eagle**, the **otyugh**, and the **bearded devil**.
- **Weak:** Remove the **yeth hound** and the **deathlock wight**.
- **Strong:** Replace the **otyugh** with another **yeth hound**.
- **Very Strong:** Add one more **quadrone** and **yeth hound**.

Scene C: ...Over

Once again, the party hardly has time to take a single breath after slaying the last creature from **Scene B** before the energy surges one more time, forming into new monstrosities for them to ward off.

Creatures/npcS

The planar energy coalesces into the forms of a **gibbering moulder**, a **green slaad**, and a **redcap**. Roll 1d6 for each creature—it emerges at or very close to that marked point on the map found in Appendix 3B.

Planar Creations. These creatures are not the creatures they use the statistics of, merely planar energy that has been forced into a monstrous form due to the energy of the ritual.

Objectives/Goals. These creatures are mindless bunches of planar energy and only want to attack anything nearby. They do not attempt to enter the moonwell.

The Opening Moonwell. Once the ritual is in progress, these creatures are linked with the moonwell as the ritual uses its power. If any other creature touches the moonwell during this time, it takes 33 (6d10) necrotic damage and all monsters regain health equal to the damage taken.

Modifications

All creatures in this scene have the modifications listed above.

Adjusting this Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Remove the **gibbering moulder** and the **redcap**.
- **Weak:** Remove the **redcap**.
- **Strong:** Add another **gibbering moulder** and **redcap**.
- **Very Strong:** Replace the **redcap** with another **green slaad**.

Wrap Up: A New Gate

Once the last of the creatures is slain no more emerge, and a few minutes later the spell quietly completes.

Area Information

This area features all the same characteristics as in Episode 1, with the following exception:

The Moonwell. The moonwell now glimmers as if reflecting distant stars. Anyone who looks down into it can see a forested area in the Feywild. This area will be explored in *CCC-BMG-MOON6-2: Troubled Visions*.

The party can easily make it back to Dorset. When they do, they find Olivia out there to greet them and lead them to the tavern itself for a drink (“*on me, of course*”) as thanks. Riwal arrives and thanks the characters for their help, expressing their hope that their path and the path of the adventurers will cross again. Riwal offers the party the *Fey Cloak of Protection* (see **Appendix 6**) as thanks, and if the party completed **Bonus Objective B**, Olivia offers the *Enduring Spellbook* (see **Appendix 6**).



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 Items

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 6**:

- *Fey Cloak of Protection*
- *Enduring Spellbook*
- *The Tome of Anothas (spellbook)*

Story Awards

Characters playing the adventure may earn the following Story Awards. These are described in **Appendix 6**:

- **Ashoral's Friendship**
- **Zanz's Appreciation**

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.



Appendix 1: nPCs

The following NPCs feature prominently in this adventure.



Ashoral

Ashoral

[ASH-o-rah] (LN female [she] Ffolk human **archdruid**)

Ashoral is a member of a community of druids in Rushdown Wood that maintains the balance of nature within the woods, by the will of Alaron's Great Druid, Antola Pilark. Ashoral has been guarding the Rushdown moonwell for almost twenty years and is committed to her duty to defend the moonwell from those who would seek to defile or desecrate it.

Personality: I judge people by their actions, not their words.

Ideal: The natural world is more important than all the constructs of civilization.

Bond: This moonwell is my charge, and nothing ill will befall it on my watch.

Flaw: I'm ashamed that I want to leave my station for a more exciting life.

Quote: "Who are you to claim the right to change this land?"

Ilikana

[ih-li-KAH-nuh] (N female [she] goliath **warlock of the great old one**)

After unknowingly making a pact in her youth to save her life, Ilikana's magical abilities caused her clan to disown her, saying that she did not earn the right to survive, falling to an external power when she could not. Afterwards, Ilikana spent years roaming Toril investigating exactly with whom she made this pact, hunting for clues with her pseudodragon familiar Hugo.

She recently stumbled on a long-lost gateway on the Isle of Alaron and intends to see if she can use it to uncover some new secrets.

Personality: I don't understand humor or other cultural constructs.

Ideal: The natural world is more important than all the constructs of civilization.

Bond: I will know who my patron is. I must.

Flaw: I will never understand how human society works.

Quote: "..."



Olivia Eriniur

Olivia Eriniur

[er-EEN-ee-ur] (LN female [she] human **archmage**)

Born of two powerful spellcasters, Olivia Eriniur is truly her mother's daughter, trained from birth to be a formidable diviner. Her education was accelerated, and she began digging into the laws governing reality, using her intellect and glimpses of the future to help her experiments to uncover the way the multiverse works, as well as for cheap party tricks. On Faerûn, she vaguely allies with the Harpers, her mother's faction, and in the Moonshaes she vaguely allies with the Initiates of the Flame. Though she's young, her upbringing and formidable magical capability has given her the magical power and unbridled confidence of an archmage mixed with the humor and cockiness of a young adult human.

Personality: I always try to lighten the mood when things get to grim.

Ideal: Inquiry and curiosity are the pillars of progress.

Bond: Anyone can sling a spell, but uncovering how the world works will make you immortal.

Flaw: I'm too fond of showing off and the attention it gets me.

Quote: "Yes, the rivers of fate unfurl before me. [flashes a big grin] ...or something pretentious like that."



Riwal

Riwal

[REE-wahl] (CG nonbinary [they] Llewyr elf **archdruid**)

Riwal's sorrowful eyes and silverbark staff are the only things unchanging about them. Blessed of Corellon, they change appearance frequently, be they male, female, or androgynous, though they will always be an elf of darker skin tone and old to the point of frailty. A member of the Sarifal Faithful, Riwal seeks to bring elvenkind back to Faerûn in greater numbers. They would see the realms of old rebuilt and believe their ancestral connections to the fey are the best means of doing so. They are still, however, a powerful druid, one who knows the Moonshae Isles well and is proud to serve the leShay as an emissary to the outside world.

When not in use, their staff roots in whatever soil is available. They are always more than happy to give advice on the area, its people and animals, and to set heroes off on their destined paths.

Personality: We are all manifold beings.

Ideal: The only limits are those we make for ourselves.

Bond: The world will not get better without action.

Flaw: Those who act first are rarely those who should get involved.

Quote: “Our actions echo across eternity. What will your ancestors hear?”



Zanzantook

Zanzantook

[ZAN-zan-took] (CG male [he] forest gnome **archdruid**)

Zanzantook Badgerfoot Glibbertongue (as only he calls himself, Zanz to his friends) is a decent druid, but a terrible poet. He used to be in an adventuring party, but after one too many awful poems, the blue dragonborn “accidentally” struck him with lightning, leaving some scorch marks (that he’ll still show you today), and told him to pack his bags. Now he wanders Toril, reading his poems to everyone who will listen—and everyone who won’t—which often gets him in dangerous situations.

Personality: If all else fails: wild shape into a bear.

Ideal: The world is in need of new ideas and bold actions.

Bond: I found my home with a clan of ents who actually liked my poems. They sent me on a quest for new stories.

Flaw: I cannot resist the urge to tell everyone and everything my poems, no matter how much danger it puts me in.

Quote: “Ok, next one! ‘There once was a druid named Mara, who thought she should wear a tiara. For once in a book she—’ Wait, why are you growling at me? This is only the 48th poem, we’re hardly a third of the way there!”

Appendix 2: Creature Statistics

Archdruid

Medium humanoid (any race), any alignment

Armor Class 16 (hide armor, shield)

Hit Points 132 (24d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Int +5, Wis +9

Skills Medicine +9, Nature +5, Perception +9

Senses passive Perception 19

Languages Druidic plus any two languages

Challenge 12 (8,400 XP)

ACTIONS

Saving Throws Int +5, Wis +9

Skills Medicine +9, Nature +5, Perception +9

Senses passive Perception 19

Languages Druidic plus any two languages

Challenge 12 (8,400 XP)

Spellcasting. The archdruid is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

- Cantrips (at will): *druidcraft*, *mending*, *poison spray*, *produce flame*
- 1st level (4 slots): *cure wounds*, *entangle*, *faerie fire*, *speak with animals*
- 2nd level (3 slots): *animal messenger*, *beast sense*, *hold person*
- 3rd level (3 slots): *conjure animals*, *meld into stone*, *water breathing*
- 4th level (3 slots): *dominate beast*, *locate creature*, *stoneskin*, *wall of fire*
- 5th level (3 slots): *commune with nature*, *mass cure wounds*, *tree stride*
- 6th level (1 slot): *heal*, *heroes' feast*, *sunbeam*
- 7th level (1 slot): *fire storm*
- 8th level (1 slot): *animal shapes*
- 9th level (1 slot): *foresight*

ACTIONS

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Change Shape (2/Day). The archdruid magically polymorphs into a beast or elemental with a challenge rating of 6 or less and can remain in this form for up to 9 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The archdruid reverts to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to magical attacks.

Archmage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

- Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*
- 1st level (4 slots): *detect magic*, *identify*, *mage armor*^{*}, *magic missile*
- 2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*
- 3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*
- 4th level (3 slots): *banishment*, *fire shield*, *stonewood*^{*}
- 5th level (3 slots): *cone of cold*, *scrying*, *wall of force*
- 6th level (3 slots): *globe of invulnerability*
- 7th level (3 slots): *teleport*
- 8th level (3 slots): *mind blank*^{*}
- 9th level (3 slots): *time stop*

^{*}The archmage casts these spells on itself before combat

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Ashoral [Archdruid]

Medium humanoid (any race), any alignment

Armor Class 16 (hide armor, shield)

Hit Points 132 (24d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Int +5, Wis +9

Skills Medicine +9, Nature +5, Perception +9

Senses passive Perception 19

Languages Druidic plus any two languages

Challenge 12 (8,400 XP)

ACTIONS

Saving Throws Int +5, Wis +9

Skills Medicine +9, Nature +5, Perception +9

Senses passive Perception 19

Languages Druidic plus any two languages

Challenge 12 (8,400 XP)

Spellcasting. The archdruid is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

- Cantrips (at will): *druidcraft*, *mending*, *poison spray*, *produce flame*
- 1st level (4 slots): *cure wounds*, *entangle*, *faerie fire*, *speak with animals*
- 2nd level (3 slots): *animal messenger*, *beast sense*, *hold person*
- 3rd level (3 slots): *conjure animals*, *meld into stone*, *water breathing*
- 4th level (3 slots): *dominate beast*, *locate creature*, *stoneskin*, *wall of fire*
- 5th level (3 slots): *commune with nature*, *mass cure wounds*, *tree stride*
- 6th level (1 slot): *heal*, *heroes' feast*, *sunbeam*
- 7th level (1 slot): *fire storm*
- 8th level (1 slot): *animal shapes*
- 9th level (1 slot): *foresight*

ACTIONS

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Change Shape (2/Day). The archdruid magically polymorphs into a beast or elemental with a challenge rating of 6 or less and can remain in this form for up to 9 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The archdruid reverts to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to magical attacks.

Modify Ashoral

- **Type** is changed to *humanoid (human)*
- **Alignment** is changed to *lawful neutral*
- **Languages** is changed to Common, Druidic, Sylvan
- Remove **Light Crossbow** action (unless the characters provide him with a ranged weapon in which case modify him accordingly).

Bearded Devil

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2

Skills Deception +5, Insight +5, Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

ACTIONS

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Modify Bearded Devil

- **Type** is changed to *aberration*
- **Alignment** is changed to *unaligned*
- **Languages** is changed to —
- Add the following trait:
Star Stuff. This creature is made of raw planar energy forced into a monstrous form. It looks like pure darkness with flecks of colored light and seems to glow with a dark radiance. When this creature dies, the energy holding it in this form breaks apart, and it explodes in a burst of dark light.

Brown Bear

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Deathlock Wight

Medium undead, neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

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

Saving Throws Wis +3

Skills Arcana +3, Perception +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

Innate Spellcasting. The wight's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no verbal or material components:

- At will: detect magic, disguise self, mage armor
- 1/day each: fear, hold person, misty step

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

ACTIONS

Multiattack. The wight attacks twice with Grave Bolt.

Grave Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 7 (1d8 + 3) necrotic damage.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Modify Deathlock Wight

- **Type** is changed to *aberration*
- **Alignment** is changed to *unaligned*
- **Languages** is changed to —
- Remove the **Sunlight Sensitivity** trait.
- Add the following trait:
Star Stuff. This creature is made of raw planar energyforced into a monstrous form. It looks like pure darkness with flecks of colored light and seems to glow with a dark radiance. When this creature dies, the energy holding it in this form breaks apart, and it explodes in a burst of dark light.

DRIDER

Large monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., climb 30 ft.

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

Skills Perception +5, Stealth +9

Senses darkvision 120 ft., passive Perception 15

Languages Elvish, Undercommon

Challenge 6 (2,300 XP)

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

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

- At will: *dancing lights*
- 1/day: *darkness*, *faerie fire*

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

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

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

ACTIONS

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

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

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

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

Modify Drider

- **Type** is changed to *aberration*
- **Alignment** is changed to *unaligned*
- **Languages** is changed to —
- Add the following trait:
Star Stuff. This creature is made of raw planar energy forced into a monstrous form. It looks like pure darkness with flecks of colored light and seems to glow with a dark radiance. When this creature dies, the energy holding it in this form breaks apart, and it explodes in a burst of dark light.

Ghast

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Modify Ghast

- **Type** is changed to *aberration*
- **Alignment** is changed to *unaligned*
- **Languages** is changed to —
- Add the following trait:
Star Stuff. This creature is made of raw planar energyforced into a monstrous form. It looks like pure darkness with flecks of colored light and seems to glow with a dark radiance. When this creature dies, the energy holding it in this form breaks apart, and it explodes in a burst of dark light.

Giant Eagle

Large beast, neutral good

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Eagle, understands Common and Auran but can't speak them

Challenge 1 (200 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

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

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

Modify Giant Eagle

- **Type** is changed to *aberration*
- **Alignment** is changed to *unaligned*
- **Languages** is changed to —
- Add the following trait:
Star Stuff. This creature is made of raw planar energyforced into a monstrous form. It looks like pure darkness with flecks of colored light and seems to glow with a dark radiance. When this creature dies, the energy holding it in this form breaks apart, and it explodes in a burst of dark light.

GIBBERING MOUTHER

Medium aberration, neutral

Armor Class 9

Hit Points 67 (9d8 + 27)

Speed 10ft., swim 10 ft.

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

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

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

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

ACTIONS

Multiattack. The gibbering mouter makes one bite attack and, if it can, uses its blinding spittle.

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

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

Modify GIBBERING MOUTHER

- **Alignment** is changed to *unaligned*
- Add the following trait:
Star Stuff. This creature is made of raw planar energy forced into a monstrous form. It looks like pure darkness with flecks of colored light and seems to glow with a dark radiance. When this creature dies, the energy holding it in this form breaks apart, and it explodes in a burst of dark light.

Green Slaad

Large aberration (shapechanger), chaotic neutral

Armor Class 16 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	8 (-1)	12 (+1)

Skills Arcana +3, Perception +2

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages Slaad, telepathy 60 ft.

Challenge 8 (3,900 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

- At will: *detect magic*, *detect thoughts*, *mage hand*
- 2/day each: *fear*, *invisibility* (self only)
- 1/day: *fireball*

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or staff. Alternatively, it uses its Hurl Flame twice.

Bite (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claws (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Staff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Hurl Flame. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 10 (3d6) fire damage. The fire ignites flammable objects that aren't being worn or carried.

Modify Green Slaad

- **Alignment** is changed to *unaligned*
- **Languages** is changed to —
- Add the following trait:
Star Stuff. This creature is made of raw planar energy forced into a monstrous form. It looks like pure darkness with flecks of colored light and seems to glow with a dark radiance. When this creature dies, the energy holding it in this form breaks apart, and it explodes in a burst of dark light.

Ilikana [Warlock of the Great Old One]

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, History +4

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 11

Languages any two languages, telepathy 30 ft.

Challenge 6 (2,300 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: *detect magic*, *jump*, *levitate*, *mage armor* (self only), *speak with dead*
- 1/day each: *arcane gate*, *true seeing*

Spellcasting. The warlock is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

- Cantrips (at will): *chill touch*, *eldritch blast*, *guidance*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*
- 1st–5th level (4 5th-level slots): *armor of Agathys*, *arms of Hadar*, *crown of madness*, *clairvoyance*, *contact other plane*, *detect thoughts*, *dimension door*, *dissonant whispers*, *dominate beast*, *telekinesis*, *vampiric touch*

Whispering Aura. At the start of each of the warlock's turns, each creature of its choice within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the warlock isn't incapacitated.

ACTIONS

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

Modify Ilikana

- **Type** is changed to *humanoid (goliath)*
- **Alignment** is changed to *neutral*
- **Languages** is changed to Common, Giant, telepathy 30 ft.
- Add the following traits:
 - Natural Athlete.** Ilikana has proficiency in the Athletics skill.
 - Powerful Build.** Ilikana counts as one size larger when determining carrying capacity and the weight she can push, drag, or lift.
 - Mountain Born.** Ilikana is acclimated to high altitude, including elevations above 20,000 feet. She is also naturally adapted to cold climates, as described in Chapter 5 of the *Dungeon Master's Guide*.
- Add the following reaction:
 - Stone's Endurance.** If Ilikana takes damage and remains above 0 hit points, she can make a Constitution saving throw with a DC of 5 + the damage taken. On a success, she gains 5 temporary hit points.

Mindwitness

Large aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 0 ft., fly 20 ft. (hover)

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

Saving Throws Int +5, Wis +5

Skills Perception +8

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 18

Languages Deep Speech, Undercommon, telepathy 600 ft.

Challenge 5 (1,800 XP)

Telepathic Hub. When the mindwitness receives a telepathic message, it can telepathically share that message with up to seven other creatures within 600 feet of it that it can see.

ACTIONS

Multiattack. The mindwitness makes two attacks: one with its tentacles and one with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (4d6 + 2) piercing damage.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 20 (4d8 + 2) psychic damage. If the target is Large or smaller, it is grappled (escape DC 13) and must succeed on a DC 13 Intelligence saving throw or be stunned until this grapple ends.

Eye Rays. The mindwitness shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. Aversion Ray. The targeted creature must make a DC 13 Charisma saving throw. On a failed save, the target has disadvantage on attack rolls for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. Fear Ray. The targeted creature must make a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Psychic Ray. The targeted creature must make a DC 13 Intelligence saving throw or take 27 (6d8) psychic damage.

4. Slowing Ray. The targeted creature must make a DC 13 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn but not both. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. Stunning Ray. The targeted creature must make a DC 13 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

6. Telekinetic Ray. The targeted creature must make a DC 13 Strength saving throw. On a failed save, the mindwitness moves it up to 30 feet in any direction, and it is restrained by the ray's telekinetic grip until the start of the mindwitness's next turn or until the mindwitness is incapacitated.

If the target is an object weighing 300 points or less that isn't being worn or carried, it is telekinetically moved up to 30 feet in any direction. The mindwitness can also exert fine control on objects with this way, such as manipulating a simple tool or opening a door or a container.

Modify Mindwitness

- **Alignment** is changed to unaligned
- **Languages** is changed to —, telepathy 600 ft.
- Add the following trait:

Star Stuff. This creature is made of raw planar energyforced into a monstrous form. It looks like pure darkness with flecks of colored light and seems to glow with a dark radiance. When this creature dies, the energy holding it in this form breaks apart, and it explodes in a burst of dark light.

Otyugh

Large aberration, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 5 (1,800 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Strength saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Modify Otyugh

- **Alignment** is changed to *unaligned*
- **Languages** is changed to —
- Add the following trait:
Star Stuff. This creature is made of raw planar energy forced into a monstrous form. It looks like pure darkness with flecks of colored light and seems to glow with a dark radiance. When this creature dies, the energy holding it in this form breaks apart, and it explodes in a burst of dark light.

Quadrone

Medium construct, lawful neutral

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Perception +2

Senses truesight 120 ft., passive Perception 12

Languages Modron

Challenge 1 (200 XP)

Axiomatic Mind. The quadrone can't be compelled to act in a manner contrary to its nature or its instructions.
Disintegration. If the quadrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

Multiattack. The quadrone makes two fist attacks or four shortbow attacks.

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Modify Quadrone

- **Type** is changed to *aberration*
- **Alignment** is changed to *unaligned*
- **Languages** is changed to —
- Remove the **Axiomatic Mind** trait.
- Add the following trait:

Star Stuff. This creature is made of raw planar energyforced into a monstrous form. It looks like pure darkness with flecks of colored light and seems to glow with a dark radiance. When this creature dies, the energy holding it in this form breaks apart, and it explodes in a burst of dark light.

Redcap

Small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d6 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Acrobatics +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

ACTIONS

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10+4) bludgeoning damage and be knocked prone.

Modify Redcap

- **Type** is changed to *aberration*
- **Alignment** is changed to *unaligned*
- **Languages** is changed to —
- Add the following trait:

Star Stuff. This creature is made of raw planar energyforced into a monstrous form. It looks like pure darkness with flecks of colored light and seems to glow with a dark radiance. When this creature dies, the energy holding it in this form breaks apart, and it explodes in a burst of dark light.

Rust Monster

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

ACTIONS

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

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

Modify Rust Monster

- **Type** is changed to *aberration*
- **Alignment** is changed to *unaligned*
- **Languages** is changed to —
- Add the following trait:
Star Stuff. This creature is made of raw planar energyforced into a monstrous form. It looks like pure darkness with flecks of colored light and seems to glow with a dark radiance. When this creature dies, the energy holding it in this form breaks apart, and it explodes in a burst of dark light.

Yeth Hound

Large fey, neutral evil

Armor Class 14 (natural armor)

Hit Points 51 (6d10 + 18)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60ft., passive Perception 11

Languages Understands Common, Elvish, and Sylvan but can't speak.

Challenge 4 (1,100 XP)

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

Sunlight Banishment. If the yeth hound starts its turn in sunlight, it is transported to the Ethereal Plane. While sunlight shines on the spot from which it vanished, the hound must remain in the Deep Ethereal. After sunset, it returns to the Border Ethereal at the same spot, whereupon it typically sets out to find its pack or its master. The hound is visible on the Material Plane while it is in the Border Ethereal, and vice versa, but it can't affect or be affected by anything on the other plane. Once it is adjacent to its master or a pack mate that is on the Material Plane, a yeth hound in the Border Ethereal can return to the Material Plane as an action.

Telepathic Bond. While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, plus 14 (4d6) psychic damage if the target is frightened.

Baleful Baying. The yeth hound bays magically. Every enemy within 300 feet of the hound that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the hound's next turn or until the hound is incapacitated. A frightened target that starts its turn within 30 feet of the hound must use all of its movement on that turn to get as far from the hound as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. A target that successfully saves is immune to the baying of all yeth hounds for the next 24 hours.

Modify Yeth Hound

- **Type** is changed to *aberration*
- **Alignment** is changed to *unaligned*
- **Languages** is changed to —
- Remove the **Sunlight Banishment** trait.
- Add the following trait:

Star Stuff. This creature is made of raw planar energyforced into a monstrous form. It looks like pure darkness with flecks of colored light and seems to glow with a dark radiance. When this creature dies, the energy holding it in this form breaks apart, and it explodes in a burst of dark light.

Zanzantook [Archdruid]

Medium humanoid (any race), any alignment

Armor Class 16 (hide armor, shield)

Hit Points 132 (24d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Int +5, Wis +9

Skills Medicine +9, Nature +5, Perception +9

Senses passive Perception 19

Languages Druidic plus any two languages

Challenge 12 (8,400 XP)

ACTIONS

Saving Throws Int +5, Wis +9

Skills Medicine +9, Nature +5, Perception +9

Senses passive Perception 19

Languages Druidic plus any two languages

Challenge 12 (8,400 XP)

Spellcasting. The archdruid is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

- Cantrips (at will): *druidcraft*, *mending*, *poison spray*, *produce flame*
- 1st level (4 slots): *cure wounds*, *entangle*, *faerie fire*, *speak with animals*
- 2nd level (3 slots): *animal messenger*, *beast sense*, *hold person*
- 3rd level (3 slots): *conjure animals*, *meld into stone*, *water breathing*
- 4th level (3 slots): *dominate beast*, *locate creature*, *stoneskin*, *wall of fire*
- 5th level (3 slots): *commune with nature*, *mass cure wounds*, *tree stride*
- 6th level (1 slot): *heal*, *heroes' feast*, *sunbeam*
- 7th level (1 slot): *fire storm*
- 8th level (1 slot): *animal shapes*
- 9th level (1 slot): *foresight*

ACTIONS

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Change Shape (2/Day). The archdruid magically polymorphs into a beast or elemental with a challenge rating of 6 or less and can remain in this form for up to 9 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The archdruid reverts to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to magical attacks.

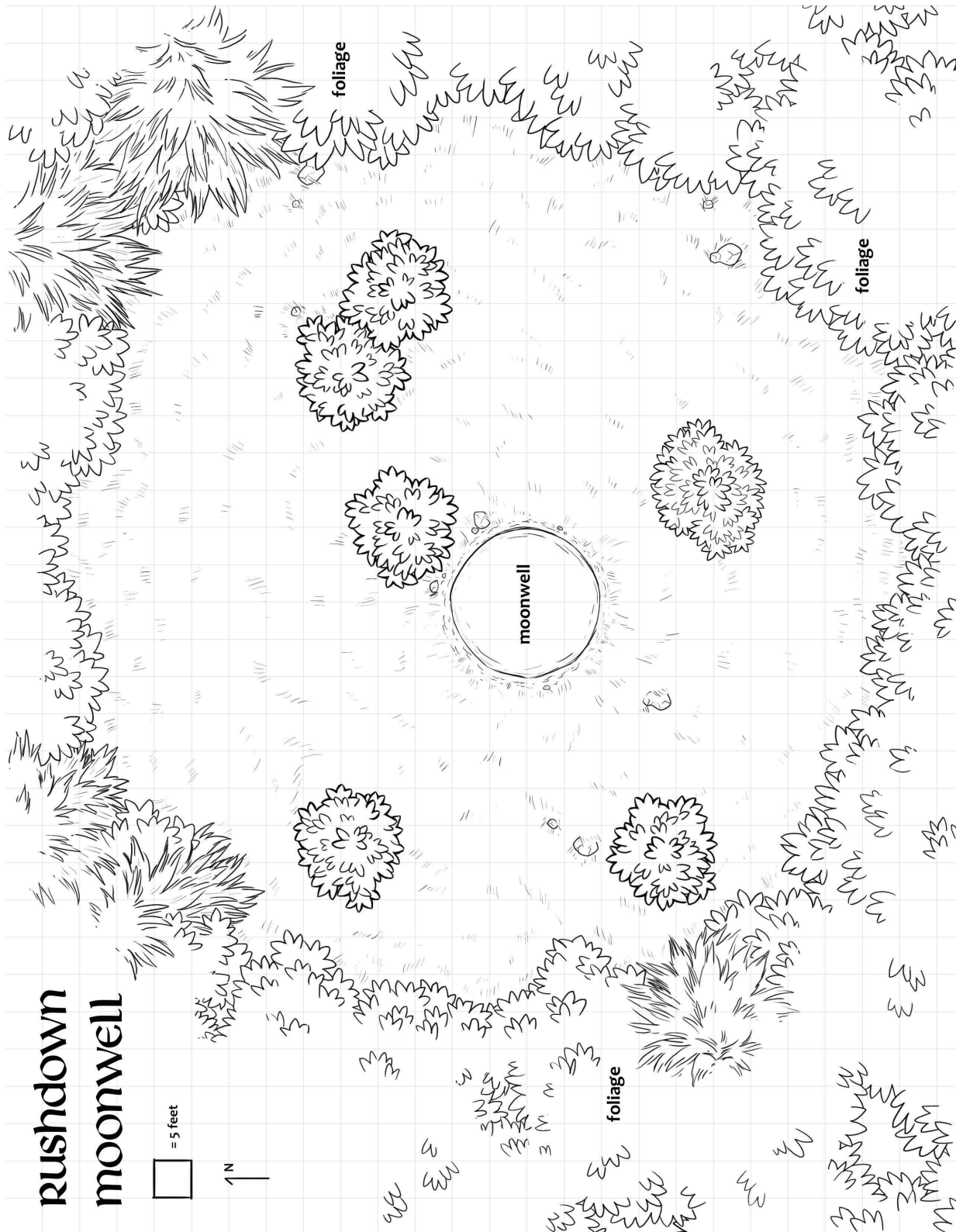
Modify Zanzantook

- **Size** is changed to *Small*
- **Type** is changed to *humanoid (forest gnome)*
- **Alignment** is changed to *chaotic good*
- **Speed** is changed to 25 ft.
- **Senses** is changed to darkvision 60 ft., passive Perception 19
- Add the following traits:
 - Gnome Cunning.** Zanzantook has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.
 - Natural Illusionist.** Zanzantook knows the *minor illusion* cantrip. Intelligence is his spellcasting ability for it.
 - Speak with Small Beasts.** Through sounds and gestures, Zanzantook can communicate simple ideas with Small or smaller beasts.

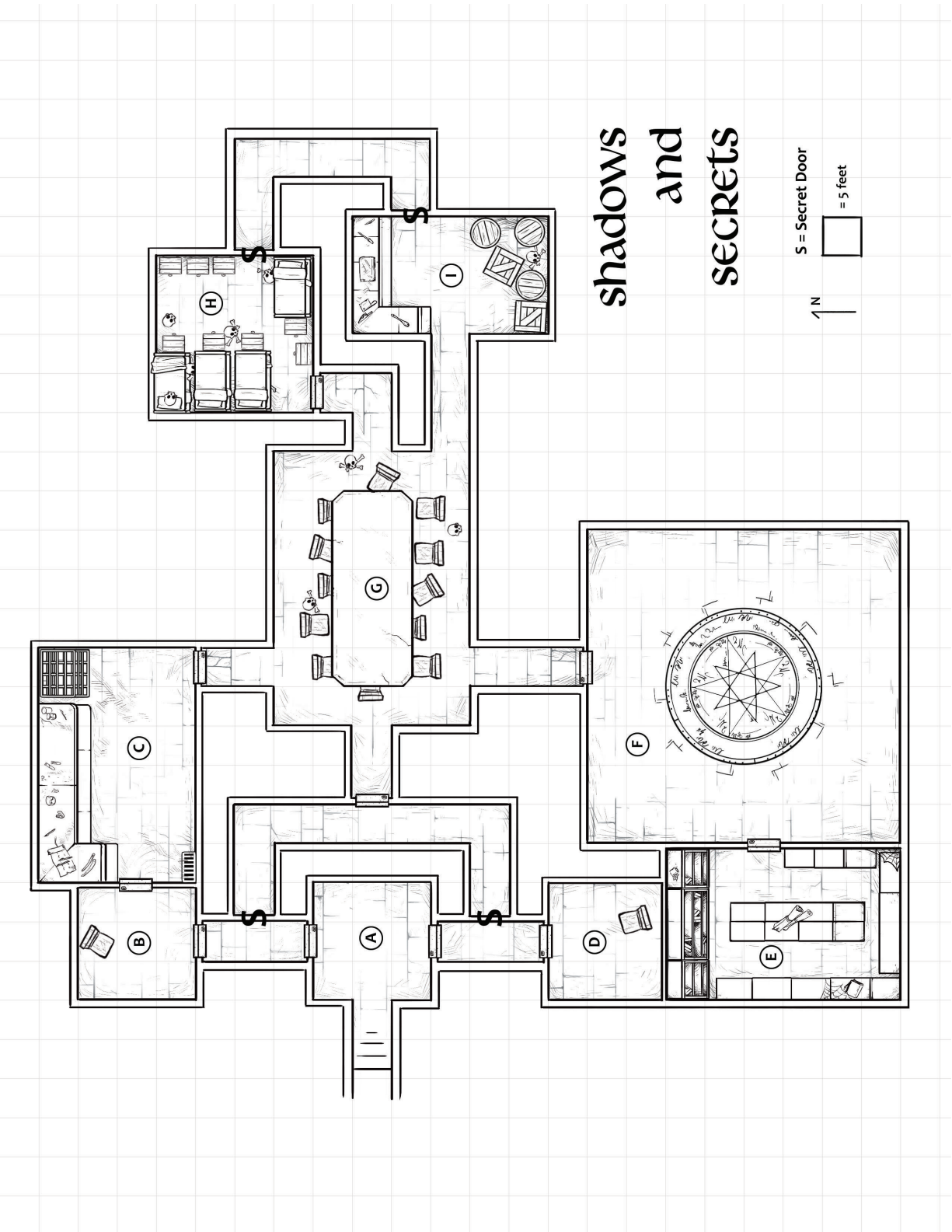
Appendix 3a: Map of Alaron



Appendix 3B: Moonwell Map



Appendix 3C: Shadows and Secrets Map



Appendix 4: A Poor Poet

[Bonus Objective A]

Estimated Duration: 60 minutes

Zanz's Grove

Prerequisites

This episode can begin once the characters know Ashoral would like to hear Zanz's opinion. This episode occurs between **Episode 2** and **Episode 3**.

Bonus Objective A

Getting Zanz to speak to Ashoral is **Bonus Objective A**. The characters complete this by helping Zanz regain entry into his grove.

Area Information

This area features:

Dimensions & Terrain. The grove is a small oval-shaped clearing in Rushdown Wood, with the long end pointed towards the moonwell clearing. At the back are twelve tree stumps.

Lighting. The overhead trees block most direct sunlight, covering the grove with shadows.

Smells & Sounds. Pine and birch trees are shedding leaves, and small animals are gathering food for the approaching winter.

Scene A: Someone in a Tree

As the characters get within ten minutes' walk of the grove, they're stopped by a few angry animals and a voice above, asking who they are and if they can help. This voice belongs to **Zanzantook**, the druid they are looking for.

Creatures/NPCs

Zanzantook (CG male [he] forest gnome **archdruid**) is up in a tree. The animals (four **brown bears**) are hostile towards him, but not towards anyone else, unless they try to push past them.

Objectives/Goals. Zanz's immediate goal is to get out of the tree safely, and then to get back into his grove. The bears' goals are to keep Zanz in the tree to prevent him from reading more poetry.

What Does He Know? Zanz is the guardian of this grove. He has not been back in his grove in a tenday, however, because the animals he awakened to read poetry to got fed up with how bad it was and kicked him out. He also knows that the awakened animals, without him there, have formed some kind of ruling council that they use to enforce the decision to keep him out. Zanz is willing to help the party and speak to Ashoral (a portal means more places to read poetry!), but first needs to get back into his grove.

Playing the Pillars

Combat

While Zanz is not happy if the characters attack the bears, he will admit that it gets him out of the tree. This encounter is designed to be trivial for the party if they choose to fight.

Exploration

Anyone who scouts ahead can see the grove itself. At this moment, there are twelve awakened brown bears sitting on tree stumps right in front of the flower the party needs, discussing the coming winter and what they need to do to survive.

Social

Zanz is very unwilling to stop reading his poetry to everyone but can be coached into writing better poetry to try to smooth relations. The group can attempt a DC 15 Wisdom (Performance) check to try to write some good poetry for him. Any player that actually writes a short poem automatically succeeds. If the group succeeds, Zanz reads the poem to the animals, and they let him down. They can also be calmed down with a successful group DC 20 Wisdom (Animal Handling) check.

Scene B: Something in the Glade There

Once Zanz is out of the tree, he willingly leads them to his grove. Once he gets to the edge, three awakened **brown bears** angrily ask why he's returned. He says he'd like to speak to the council, as it's his grove to protect. The bears begrudgingly allow this, and Zanz asks the characters to come along to serve as the mediator.

Creatures/NPCs

Zanzantook approaches the council of twelve awakened **brown bears** sitting on tree stumps. The animals were named by Zanzantook: Boddynock, Bramblebunch, Ellywick, Figgelforth, Gnoblenees, Ittleberry, Loopmottin, Mardnab, Namfoodle, Roondar, Toplofty, and Wizzleficks.

Objectives/Goals. Zanz's goal is to convince the bears both to let him back in and to let him keep writing poems. The bears' goals are to prevent him from reading more bad poetry.

If the group succeeded in helping Zanz write better poetry before, he reads it to them, and after some deliberation, they begrudgingly allow him to reenter on the condition that he improves his work before reading it again. If they did not, they will need to find another way to get the bears to stand down. As there are fifteen total bears, combat is likely a poor solution to this, especially considering Zanz will not fight the animals, preferring to flee again. To convince the bears to stand down, the group can either attempt a DC 20 Wisdom (Animal Handling) or Charisma (Persuasion) check at disadvantage to calm the bears down, or can try to help Zanz write better poetry, as above.

If they successfully defuse the situation, Zanz is eternally grateful and returns with them to Ashoral, where he advocates for the moonwell being opened. This convinces her to allow the party to continue, and they both go to speak to Antola. All characters earn the **Zanz's Appreciation** story award.

Modifications

The awakened animals in this scene all are of neutral alignment and speak Common.

Poor Poetry

If players ask to hear any of the poems that so enraged the animals, or even if they don't, Zanz eagerly reads them some of the following. Feel free to add more (clean!) poems if you feel so inclined.

*There once was an ent from the Fae
Whose bark had begun to turn gray.
His leaves all turned brown,
And then all fell down,
So he put on a shrub'ry toupee.*

*A crafty young bard named McMann,
Whose poetry never would scan,
Once said with a pause:
"It's prob'ly because
I'm always trying to cram as many extra
syllables into the last line as I possibly can".*

*There once was a dragon named Zap,
who seldom did look at a map.
She got us all lost
In a horrible frost,
And got us all caught in a trap.*

*There once was a druid named Mara
Who thought she should wear a tiara.
For once, in a book,
She probably mistook
An elf queen who shared the name Mara.*

*A party of five took to treasure robbing,
A cave which had swarms of tiny goblins.
The druid conjured water,
Which then failed to slaughter,
And multiplied all of our problems.*

*We tried to climb into a pyramid,
'till part of it opened its eyelid!
The earth elementals helped us
Because they had a surplus
Of beetles they needed to get rid.*

Appendix 5: Shadows and Secrets [Bonus Objective B]

Estimated Duration: 60 minutes

The ruins Olivia wants the party to investigate lies about a mile and a half off of their path. Whoever is leading the party must succeed on a DC 13 Wisdom (Survival) check in order to find the quickest path. On a failure, the journey takes an additional hour, putting more of a time pressure on them. Once they reach the entrance, they find stone stairs leading down into the ground, leading to **Scene A**. A map of the dungeon is provided in **Appendix 3C**.

Area Information

The dungeon features:

Dimensions & Terrain. The stone making up the dungeon is unnaturally jagged, with juts so small and fine they seem to fit some perfect design, and most certainly seems out of place in the otherwise natural forest.

Lighting. The only light in the dungeon is that the characters bring in. There are no windows.

Smells & Sounds. Except in **Scene E**, the dungeon is unnervingly quiet: sound produced does not echo more than in the room, and characters feel smaller as a result. The dungeon smells damp and musty, and it seems like no one has been here in a very long time.

Doors. Several doors are hidden, requiring success on a DC 18 Wisdom (Perception) or Intelligence (Investigation) check to spot and open them. Other doors are simple stone doors and can be opened without a check.

Scene A: Welcome Mat

The opening area has two doors on either side. This area was an entranceway for the gateway.

Scenes B and D: Guardrooms

These areas served as security areas to ensure no intruders made it into the attached areas.

Scene C: The Laboratory

This area used to be a laboratory for experimenting on creatures and objects that came through the gateway. Several remnants of those experiments are still here—rusty scalpels, an iron cage in the corner, and broken vials and jars on the stone countertops.

Scene E: The Library

This room is covered in bookshelves, but precious few books remain after years of disuse and raiding. The few that are still here are currently in a pile next to **Ilikana** (see below).

Creatures/npcs

Ilikana (N female [she] goliath **warlock of the great old one**) is poring over the five remaining books, sitting down in the corner.

Objectives/Goals. Ilikana wants to unearth who her patron is. She hasn't had a lead in a long while, and figured the research done in this old planar gateway would be a way to see where to look next.

What Does She Know? Ilikana knows the information in Cyndre's notes below. She also knows that after Cyndre abandoned the complex, powerful magic began draining the energy used to create the portal, rendering it nonfunctional.

Progress. Right now, Ilikana is halfway through the first book, written in Ancient Netherese, with the help of her *Eyes of the Rune Keeper* Eldritch Invocation. The titles of the books are (all in Ancient Netherese): *A Survey of the Planes of Existence*, *The Effects of the Incident on Planar Pathways*, *The Tome of Anothas*, *Creatures of the Far Reaches*, and *On the Efficacy of Surelock*. There is one other notebook written in Thayan: the notes of Cyndre, an exiled Red Wizard of Thay who attempted to assassinate Robyn and Tristan Kendrick and take over the Moonshaes. The notes detail his identification and construction of this site to bridge to the Feywild, his experiments with the portal, and how the fey did not take his bargain for help in his attempted assassination.

Convincing Ilikana. Ilikana is unwilling to part with the books until she is done with them, likely in a few months, unless the characters can provide her with a better lead. She is very unfamiliar with most humanoid customs and traditions, so just about any suggestion the characters offer (a university, Candlekeep, a divination spell) will come as a surprise to her, and she'll take the offer, handing over the books and thanking the characters for their help.

Treasure & Rewards

The Tome of Anothas is a spellbook, which can be kept by a character. More information can be found in **Appendix 6**.

Scene F: The Gate

The key feature of this large room is the 20-foot diameter teleportation circle in the center, which has the markings of a planar gateway. Any character proficient in Arcana (or **Ilikana**, see **Scene E**) can tell that the energy that caused this portal to work has long since dried up, and now it is little more than etchings in the stone with no function.

Scene G: The Dining Room

This room is dominated by a stone table running most of its length, with the bones of a few long-dead humanoids scattered about the room.

Scene H: The Dormitory

This room contains four bunk beds, eight small footlockers, and six humanoid skeletons. The footlockers are open and contain nothing of value.

Scene I: The Kitchen

The kitchen has barrels of what used to be flour in the corner, along with counter space with rusted knives, shattered cookware, and a humanoid skeleton on the ground.



Appendix 6: 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).

Fey Cloak of Protection

Wondrous item, uncommon (requires attunement)

This cloak seems to be made of finely woven leaves, and the clasp is gleaming silver etched in elegant patterns. While wearing this cloak, you gain a +1 bonus to AC and saving throws.

This item is found on **Magic Item Table F** in the *Dungeon Master's Guide*.

Enduring Spellbook

Wondrous item, common (requires attunement)

This book is covered in fine leather, with a symbol of a harp embossed onto the spine. On the inside cover is the inscription: "*Thanks for getting the books for me. Hopefully we meet again. —O. E.*"

This spellbook, along with anything written on its pages, can't be damaged by fire or immersion in water. In addition, the spellbook doesn't deteriorate with age.

This item is found in *Xanathar's Guide to Everything*.

The Tome of Anothas [Spellbook]

This spellbook is bound in black leather and the page edges are silvered. The title "The Tome of Anothas" is embossed in silver on the cover in Ancient Netherese. This spellbook contains the following spells: *absorb elements, alarm, alter self, catnap, cause fear, charm monster, comprehend languages, counterspell, create homunculus, detect magic, dragon's breath, enervation, feather fall, hold monster, infernal calling, knock, Leomund's tiny hut, mage armor, magic missile, magic weapon, mind spike, Mordenkainen's faithful hound, Nystul's magic aura, Rary's telepathic bond, summon lesser demon, and tongues.*

Ashoral's Friendship [Story Award]

You met with the guardian of the moonwell and resolved your differences peacefully, rather than resorting to violence. The druid guardian Ashoral considers you a friend, which may bear fruit at a later date.

Zanz's Appreciation [Story Award]

You rescued Zanzantook from his fate of being devoured by animals enraged at his terrible poetry. Whether you like it or not, he considers you a friend. This friendship may bear fruit at a later date.

Appendix 7: Dungeon Master Tips

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

New to D&D Adventurers League?

<https://dnd.wizards.com/playevents/organized-play>

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

Preparing the Adventure

Before you start play, consider the following:

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

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

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

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

Adjusting This Adventure

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

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

Determining Party Strength

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



RISING SHADOWS

SHEET #

CCC-BMG-MOON6-1 A REOPENED EYE ADVENTURE LOGSHEET

Character Name	Class	Moonshae Organization (optional)
----------------	-------	----------------------------------

Player Name	Event and Date	Dungeon Master
-------------	----------------	----------------

LEVELING	MAGIC ITEMS
Starting Level	Starting
Level Accepted?	Earned
Ending Level	Spent
	Total

GOLD	DOWNTIME
Starting	Starting
Gained	Earned
Spent	Spent
Total	Total

MAGIC ITEMS
<p>Fey Cloak of Protection <i>Wondrous item, uncommon (requires attunement)</i> This cloak seems to be made of finely woven leaves, and the clasp is gleaming silver etched in elegant patterns.</p>
<p>Enduring Spellbook <i>Wondrous item, common, XGE</i> This book is covered in fine leather, with a symbol of a harp stamped onto the spine. On the inside cover is the inscription: "Thanks for getting the books for me. Hopefully we meet again. — O. E."</p>

STORY SUMMARY

You have been called by two seers to help fulfill a rather specific prophecy and use a moonwell to open a portal to the Feywild. One of these seers, the gifted diviner Olivia Eriniur, was invited to the Moonshaes by High King Derid, and bid you fulfill the prophecy and start the ritual to open the portal. The other seer, Riwal, acting on the behalf of the noble eladrin leShay, assisted with local knowledge and guidance to the moonwell's specific location. Did Olivia also ask you to investigate the pre-Spellplague complex?

At the selected portal site, you met the moonwell's guardian Ashoral the archdruid, who had concerns about converting the moonwell to a portal. Did you:

- Convince Ashoral
- Find her a second opinion
- Fight Ashoral

Once the ritual began, you managed to fight off the monsters created by the stuff of the planes who tried to disrupt it. After the ritual was completed successfully, when you gazed into the moonwell, a forested area in the Feywild was clearly visible, promising much in the way of further exploration.

ADVENTURE NOTES

Story Awards

Ashoral's Friendship. You met with the guardian of the moonwell and resolved your differences peacefully, rather than resorting to violence. The druid guardian Ashoral considers you a friend, which may bear fruit at a later date.

Zanz's Appreciation. You rescued Zanzantook from his fate of being devoured by animals enraged at his terrible poetry. Whether you like it or not, he considers you a friend. This friendship may bear fruit at a later date.

