



# A Night of Sorrows

## A Greasy Snitches Adventure



A small settlement on the outskirts of the Cormanthor forest called Dusklight has recently called for aid in defending against monstrous creatures that have begun attacking. Their leader, Kyria, believes they may be coming from the nearby ruins; a fragment of the ancient city of Thultanthar. Is this just a coincidence, or is there something more sinister at work here?

A Two-Hour Adventure for Tier 3 Characters. Optimized for APL 14.

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CCC-GSP-NTHR01-01 A Night of Sorrows (v4)

## ADVENTURE PRIMER

*“The embrace of the Dark is gentle. Let it absorb your sorrows, forever.”*

*–Darkdiver Grandahl, Dark Souls II*

## BACKGROUND

In recent times, two ancient cities were destroyed in one fell swoop. The elven city of Myth Drannor and the ancient Netherese city of **THULTANTHAR** met their end at the hands of Elminster as he sent the latter crashing down onto the former. Yet ever since, a group of Netherese loyalists known as **SHADE FANATICS** have been working in secret to bring about the rebirth of the Shade Enclave of Thultanthar.

Until recently, the small settlement known as **DUSKLIGHT** had lived in relative peace in the outskirts of the forests of Cormanthor. However, strange, grotesque creatures have begun pouring in within the area. **KYRIA Y'LLSA** has sent for help for any adventurers who can help combat these strange creatures, as they are growing in number and will overrun the settlement before long. While the reports have given her no concrete information, Kyria believes that these creatures may be coming from the nearby shard of the city of Thultanthar.

Little does Kyria know, but a group of Shade Fanatics have indeed occupied the small fragment of Thultanthar, and under the command of **TENEBRIS UMBRA**, they are conducting a ritual that they believe will help Thultanthar rise once again.

## EPISODES

The adventure’s story is spread over **three episodes** and takes approximately **two hours** to play. The adventure begins with a Call to Action scene.

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: Kyria’s Plea.** The adventurers are summoned to the small settlement of Dusklight on the outskirts of the Cormanthor forest. There, **KYRIA Y'LLSA** asks them to both discover and put an end to the source of the monsters attacking her home. This is the **Call to Action**.
- **Episode 2: Dark woods, Darker Creatures.** The adventurers must travel through the forest of Cormanthor to reach the resting place of the fragment of Thultanthar. In the woods, they are beset by creatures known as **SORROWSWORN**.

In truth, these are actually members of the Shade Fanatics that are being corrupted by the ritual. This is **Main Objective A**.

- **Episode 3: The Shadows Within.** The characters arrive at the small fragment of the city of Thultanthar, where **TENEBRIS UMBRA** is conducting the ritual. There, they find out of **KOTHYS**’s existence, and his plans involving the Shade Fanatics and the ruins. This is **Main Objective B**.

## BONUS OBJECTIVES

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

- **Bonus Objective A: Lost and Forgotten.** On their way to the ruins, the characters encounter a stray Shade Fanatic member named **GHIDO**, and he is not aware of his current transformation. This bonus objective is found in **Appendix #**.
- **Bonus Objective B: Gone by Dawn.** Upon putting an end to the ritual, characters still feel the essence of the Shadowfell in the ruins, and are made aware that the ritual can now be repeated under the right conditions. They must now either come up with a way to seal the ritual by undoing it, or ensuring no one ever finds these ruins. This bonus objective is found in **Appendix #**.

## EPISODE SEQUENCE

Depending on your time constraints, play style and environment, this adventure will take 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 **2 hours**. However, if you wish, you can provide a longer experience for your players by pursuing the **bonus objectives**.

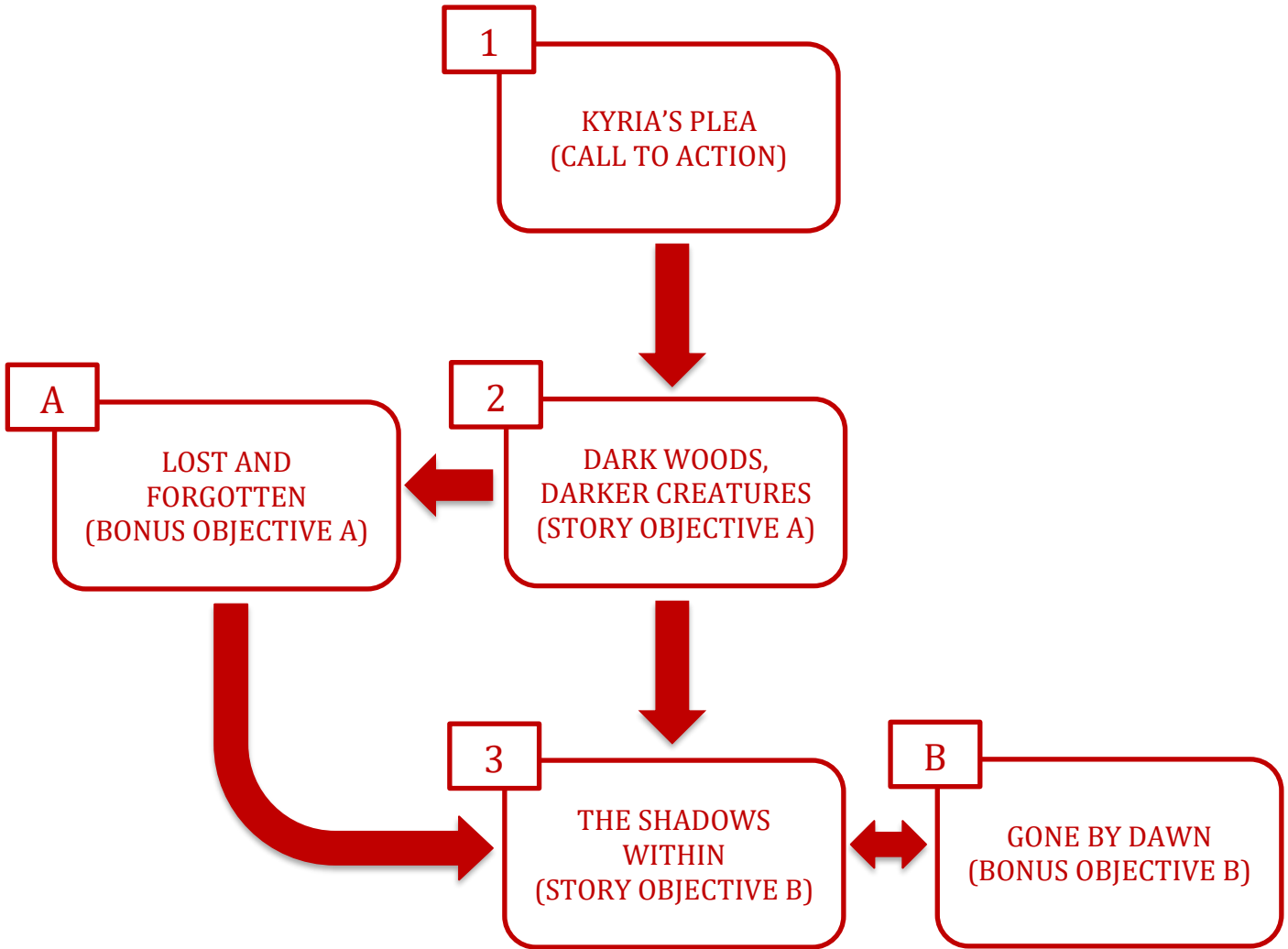
**Main Objective Only.** To complete both of the adventure’s story objectives, the characters play in Episodes 1 through 3 in order.

**Main and Bonus Objectives.** You can extend this adventure by **one or two hours** by utilizing the bonus objectives provided in the appendices.

These objectives branch off before and during **Episode 3**, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.

# EPISODE FLOWCHART

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



# EPISODE 1: KYRIA'S PLEA (CALL TO ACTION)

*Estimated Duration:* 15 minutes

## AT DUSK IN DUSKLIGHT

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After receiving Kyria's call for aid, characters arrive in the small settlement of Dusklight. Here, they find Kyria's home at the center of the settlement, perched atop a small hill overlooking all of Dusklight.

### AREA INFORMATION

This area has the following features:

**Dimensions & Terrain.** The cottage of Kyria is made of simple wood and cobblestone. There are windows on every wall, which allows anyone inside to get a clear view over all of Dusklight

**Lighting.** The cottage interior is well lit with the use of a local discovery and namesake of the town, the dusklight plant, whose orb-like fruit releases a soft glow starting at sundown and ending at sunrise.

**Smell and Sounds.** Kyria's cottage has a homely atmosphere to it. The aroma of freshly brewed mint tea wafts through the air.

## SCENE A: DUSKLIGHT BARRICADE

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It is well into the evening by the time characters reach the settlement of Dusklight. Approaching the settlement, telltale signs of a battle are clearly littered around the outskirts. An imposing makeshift barricade circles the small settlement.

### AREA INFORMATION

This area has the following features:

**Dimensions & Terrain.** The barricade currently surrounding Dusklight is fashioned out of what seems to be a gnarled tree. It was in fact, built from the ground up using druidic magic. Signs of battle are scattered all around, from broken arrows, damaged flora, and black splotches splattered on the ground and trees.

**Lighting.** The area is surprisingly well lit, with the barricade bathed in a white light emanating from large bulb-like flowers known as dusklight flowers.

### CREATURES/NPCs

Upon their arrival at the gates, almost six elven Dusklight militia reveal themselves from behind the barricade, aiming their weapons at the characters. When they realize the characters are the new batch of adventurers that Kyria sent for, they call for their

captain, who then offers to escort the characters to her cottage at the center of Dusklight.

**Objectives/Goals.** Recent attacks from the creatures spawning from within the forest have begun to worry the citizens of Dusklight, especially Kyria. The militia captain simply does not want to lose any more people to these strange creatures.

**What Does He Know?** The militia captain is willing to provide the following information:

- About a tenday ago, strange creatures began pouring forth from the Cormanthor forest. The attacks have gotten progressively worse since then.
- Kyria herself has been part of the defense against the raids, but with each raid she seems more and more panicked. When asked, she would simply dismiss the militia captain.
- Two other adventuring parties had arrived before the characters, but have not yet returned.

## SCENE B: KYRIA'S COTTAGE

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If the characters are done learning all the information the militia captain knows or want to meet with Kyria immediately, he takes them to her small cottage at the center of Dusklight.

### AREA INFORMATION

This area has the following features:

**Dimensions & Terrain.** Kyria's cottage rests atop a small hill in the center of Dusklight. A path illuminated by small bulb-like plants called Dusklight flowers leads up to it.

**Buildings.** Kyria's cottage resembles a simple inn fashioned out of a hollowed out tree. Windows have been placed in such a way that anyone inside her abode could see over all of Dusklight.

**Smell.** The scent of herbal teas and ointments wafts out from within Kyria's cottage.

### CREATURES/NPCs

Once they arrive outside her cottage, **Kyria Y'llsa** (an **Archmage**) greets the characters and invites them inside. She is clearly panicked about something, as she hurriedly goes around the lobby and clumsily drops the batch of tea she has prepared for each of the characters. Characters with a **passive Perception of**

**16** take notice of how she has dark circles forming under her eyes, partially hidden under make-up.

Kyria was once an adventurer like the characters until she experienced her Transcendence a few years ago. Since then, she has focused on creating something to last after she dies, in the form of the small settlement of Dusklight.

**Objectives/Goals.** Kyria wishes to keep Dusklight safe from the recent attacks, and believes she may know what the creatures are. The past two parties of adventurers she has sent before have not returned, and is beginning to grow more nervous.

**What Does He Know?** Kyria reveals the following to aid the characters:

- She knows the creatures as Sorrowsworn, creatures that were once humanoids but were corrupted by the negative energies of the Shadowfell.
- The Sorrowsworn become much harder to kill in the dark, and that light makes them more vulnerable to weapons.
- Of the many types of Sorrowsworn that exist, she has seen only three kinds; the Lonely, the Hungry, and the Angry. The Lonely thrive on being surrounded by creatures, the Hungry crave life force, and the Angry grow stronger each time they are hurt.
- She knows of hidden ruins nearby Dusklight, which she believes are part of the ancient city Thultanthar. She was alive during its return from the Shadowfell, so she believes that it may have a key in the surge of Sorrowsworn.
- She went on her own scouting mission two days ago to confirm her suspicions, but instead found hooded figures roaming the forests deeper in. She states that none in Dusklight know of the ruins, and that these people must be outsiders.
- Kyria did catch a glimpse of the hooded figures, and states that their robes seem to bear the insignia of old Thultanthar. Considering the area is meant to be hallowed ground, she fears that these outsiders may be causing the Sorrowsworn to appear.
- She had sent out two other groups beforehand, none of which have returned. She fears they may

have either perished or worse, succumbed to whatever is bringing forth the Sorrowsworn.

- She adds that while she cannot pay the adventurers in gold, as her settlement takes up whatever funds she accrues, she implores them that if this threat isn't stopped that she fears it will not end at the destruction of Dusklight and it may spread to other settlements within Cormanthor, and even to Faerun itself.

## CALL TO ACTION

Kyria implores the characters to help put an end to the Sorrowsworn problem before it is too late and Dusklight is destroyed. She informs that the only way to find the path to the Thultanthar ruins is to partake of a special brew of tea mixed with dusklight flower, which she has prepared for the characters. The brew reveals a faint black aura leading towards the forest of Cormanthor.

Kyria adds as well that she encourages the characters to refrain from engaging the Sorrowsworn; they are not of this plane and should be treated as such. If they do encounter Sorrowsworn, she implores that they try to escape their notice and continue along the path shown to them with the brew.

### The Shadowfell

Some of the terms may not be familiar to your players. If your players make a History check, you can provide the following information:

**The Shadowfell** – Also known as the Plane of Shadow. A plane of existence that is akin to a dark reflection of the Prime Material Plane. It is a bleak and desolate landscape, ripe with negative energy.

**Thultanthar** – One of the cities of the ancient Netherese empire. After surviving nearly two millennia in the Shadowfell, it reappeared back in the Prime Material Plane in the year 1372 DR. It was sent crashing down onto the elven city of Myth Drannor in the year 1487 DR by Elminster Aumar.

**The Sorrowsworn** – Sometimes, the negative energy in the Shadowfell take physical form and turn into Sorrowsworn. These creatures vary from one another depending on the negative emotion they were spawned from and their origins usually give a clue as to their nature.

# Episode 2: DARK WOODS, DARKER CREATURES

*Estimated Duration:* 60 Minutes

## SETTING: CORMANTHOR FOREST

The woods of the Cormanthor are deathly silent tonight, and an eerie air fills the forest with an ever present sense of dread.

### PREREQUISITES

The characters must complete the **Call to Action** before starting this episode.

### AREA INFORMATION

This area has the following features:

**Dimensions & Terrain.** A deathlike stillness covers the forest as only the sound of leaves crunching underfoot can be heard.

Every now and then, some of the trees have strange claw-like scratches on them while others have black liquids splattered across their bark. No woodland creature makes its presence known, save for the occasional strange screech echoing in the distance.

**Weather and Lighting.** Moonlight barely penetrates through the canopy, leaving majority of the forest in darkness.

**Smell and Sounds.** The sound of crunching leaves and the occasional screech from what sounds to be a creature in pain. The scent of stale air is also hanging in the wind.

**Dark Ritual.** The area near the ruins that Kyria mentioned are under the effects of the ritual being casted by Tenebris. Characters who enter suddenly feel lethargic and somber. Characters who succeed on a **DC 18 Intelligence (Arcana)** check recognize that there is a strong magical force currently blanketing the forest.

**Swarming Sorrowsworn.** Many of the Shade Fanatics have been being turned into the Sorrowsworn over the course of ten days. Encounters in the forest will almost always attract another band of roaming Sorrowsworn in 1d4+1 rounds if loud spells are used, or if light sources are used.

### STORY OBJECTIVE A

The characters set out in the direction given to them by Kyria. While they are traversing the forest, it should be clear that the strange creatures known as the Sorrowsworn are indeed present in the area, and the chaos they leave becomes more and more evident the deeper the characters venture into the forest.

After reaching the midway point, characters suddenly hear the strange noises they may have been hearing

on the way as clear as they could ever be and are attacked by a group of Sorrowsworn. These Sorrowsworn are, however, wearing robes that match the description Kyria gave and bear the insignia of the Shade Fanatics.

In truth, the Sorrowsworn that have been attacking Dusklight and coming from the forest are members of the Shade Fanatics who have been corrupted by a ritual Tenebris is conducting in the ruins.

Once the characters defeat the roaming Sorrowsworn, **they recover the complete orders written on parchment by Tenebris detailing his plans.** Doing this completes **Story Objective A.**

### THE SHADE FANATICS

Some terms and names may not be familiar to you. If your players make a History ability check, you can provide the following information:

**Shade Fanatics** – The Shade Fanatics are a group of loyalists of the Shade Enclave of Thultanthar. They operate in secret in hopes to return Thultanthar to its former glory one day.

This sect of the Shade Fanatics is headed by a Tenebris Umbra, a human who lived on Thultanthar and survive its fall onto Myth Drannor. Ever since he has dedicated the remained of his life to seeing Thultanthar rise once again.

Tenebris has brought all of his followers here at the request of Ghido, his lorekeeper, after he received information on a ritual that may bring the city back. In his desperation, he readily agreed and is currently conducting the ritual along with four other Shade Fanatics in the **Shadows' Sanctum in Chapter 3.**

Unbeknownst to him, the Ghido who gave him the details of the ritual is in fact a nagpa named Kothys who assumed his form after killing the real Ghido. Kothys' ritual instead will sacrifice the souls of Tenebris and his Shade Fanatics up to the Raven Queen to earn her forgiveness. (More information can be found on Nagpas in Mordenkainen's Tome of Foes, page 215)

## SCENE A: SHADE FANATIC OUTPOST

The characters arrive at what appears to have once been a small camp. Numerous tents lay torn and destroyed, a campfire has been freshly snuffed out, and a number of tracks can be seen going in every direction. Signs of a struggle are clear, especially with the robed corpse in the center of the camp.

### AREA INFORMATION

This area has the following features:

**Dimensions & Terrain.** The circular campsite itself is about 20 feet in diameter, with the dense forests of Cormanthor continuing past that point. A dead Shade Fanatic lays in the center of the camp. In his robes are the orders from their sect leader, but it is torn and severely damaged.

**Weather and Lighting.** The campsite is in bright moonlight as the break in the canopy allows it to shine onto the forest floor while the forested area around it is still dimly lit

**Smell and Sounds.** The smell of freshly spilt blood is in the air, accompanied by a foul indescribable odor. All around strange soft weeping can be heard as well as inhuman gurgling.

### CREATURES/NPCs

About 40 feet away from the campsite are four other members of the Shade Fanatics who have turned into Sorrowsworn. Characters with a **passive Perception of 18** notice the Sorrowsworn in the distance away from the camp. One of them has turned into **The Hungry**, while the remaining three have turned into **The Lonely**. All of them are still wearing their Shade Fanatic robes which are warped beyond repair.

**Objectives.** The Shade Fanatics are still upholding the orders of their superior Tenebris even after having transformed into Sorrowsworn.

Once the characters interact with the corpse in the center of the campsite, the three Lonely and one Hungry approach the campsite, staying within the dim light under the canopy. If characters are not hidden from the Lonely or the Hungry's passive Perception or have an open lightsource, the Lonely and Hungry get a surprise round on the characters.

Otherwise, the Lonely and Hungry simply roam the campsite until the characters reveal themselves or their passive Perception notices them.

**What Do They Know?** In their current form, the Shade Fanatics remember nothing else but the objective given to them by Tenebris Umbra. The parchment on the Shade Fanatic corpse does elaborate on the intentions of this sect of the Shade Fanatics.

### Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak** and **Weak:** Remove one **Lonely**.
- **Strong:** Add one **Lonely**.
- **Very Strong:** Add two **Lonely**.

## PLAYING THE PILLARS

### COMBAT

The Shade Fanatics that have turned into Sorrowsworn fight the characters to the death, still attempting to stay true to their orders. The four of them stay far from the moonlit area, and always stay together.

### EXPLORATION

Should the characters have means of exploring the area without being noticed by the four Sorrowsworn in the distance, they receive the parchment with Tenebris' orders just as they would if they defeated the Sorrowsworn.

### SOCIAL

If the characters attempt to socialize with the Sorrowsworn, they instantly attack as they would if the characters were simply spotted. The Sorrowsworn are no longer human and are only here to uphold the orders given to them before they transformed.



## SCENE B: RUIN OUTSKIRTS

The characters venture further into the Cormanthor woods, they happen upon a collapsed tower. Its size and design are out of place within the forest. It is currently along the path Kyria had given to them and judging by the sounds coming from all directions, going through it may be the ideal option for adventurers. Torn banners nearing a similar symbol to that of the Shade Fanatics can be seen hanging on some of the more intact windows. The tower is a small fragment of Thultanthar that a group of Shade Fanatics had used as an outpost before they were turned into Sorrowsworn.

Upon entering the tower ruins characters may roll a **Perception** or **Survival** check (players choice) in order to search anything of use in the wreckage. Read as follows depending on the result of the roll:

### PERCEPTION/SURVIVAL CHECK RESULTS

#### D20

- |    |  |
|----|--|
| 13 | Numerous claw marks line the stone walls of this tower. They are too deep to be made by most forest creatures.   |
| 15 | Makeshift beds are laid out in one of the tower's rooms. A disfigured corpse lay in one of them.   |
| 17 | Three tattered and stained Shade Fanatic robes are scattered around the area. If players repair the robes with Weaver's Tools or Mending, they can be used as disguises. |

Once characters finish exploring the tower, or if they simply go through it without searching it, they come across another pair of Shade Fanatic members. Two **The Angry** are currently circling the area as if they were patrolling it. If the characters are not hidden from their passive Perception, or have an open light source, the two Angry immediately take notice of the characters as they leave the tower ruins.

Once the characters get past the pair of Angry they encounter another Shade Fanatic. He is named **Ghido** and is still somewhat in control of his faculties and is still partially human for the time being but is already far down the path to becoming a Sorrowsworn known as The Lost. Interacting with Ghido is explained in **Appendix 4: Lost and Forgotten (Bonus Objective A)**.

After characters are finished with Ghido, they can continue down the path Kyria instructed them to follow.

#### Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak** and **Weak**: Remove one **Angry**.
- **Strong**: No changes.
- **Very Strong**: Add one **Hungry**.

## PLAYING THE PILLARS

### COMBAT

The Shade Fanatics here are focused on patrolling the area, and only attack if they spot the characters or are provoked. Once hostile, they fight to the death. Characters may opt to try and outrun the Sorrowsworn by moving 60 feet away from the tower ruins.

### EXPLORATION

The area surrounding the tower holds nothing of interest once players find all they can inside the tower or if they simply skip the tower entirely.

### SOCIAL

If characters attempt to socialize with the Sorrowsworn while wearing Shade Fanatic robes, the Sorrowsworn treat them as fellow Shade Fanatic members and inform them of Tenebris' plan to use a ritual found by Ghido to return Thultanthar to the sky.

## Episode 3: DARK WOODS, DARKER CREATURES

*Estimated Duration:* 60 Minutes

### SETTING: SANCTUM WARD

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This small portion of Thultanthar fell apart during the city's fall onto Myth Drannor. The tower within it was once used as a research station for the different creatures in the Shadowfell during its time there, and contained information about a ritual once used to offer up souls to the Raven Queen herself. Written in a language lost to time, only Kothys was able to decipher it and under the guise of Ghido, had convinced Tenebris that this ritual would help restore Thultanthar to its glory.

#### PREREQUISITES

The characters must complete **Episode 2** before starting this episode.

#### AREA INFORMATION

This area has the following features:

**Dimensions & Terrain.** The ancient ruins are in the same state they were when Thultanthar fell. The shattered earth and broken pavements make traversing the area difficult. Long dead corpses of Netheril citizens can be seen all around and within the destroyed buildings, but among them are fresher disfigured corpses all bearing the same insignia of the Shade Fanatics on their tattered robes.

**Weather and Lighting.** The ruins are bathed in a somber moonlight pouring in from the gaping hole in the canopy created by this piece of the city. A calm chill blows through the area.

**Smell and Sounds.** There is a soft chill blowing through the ruins. Off in the distance a faint echo can be heard akin to chanting.

**Concentrated Negative Energy.** The ritual currently being casted by Tenebris and Kothys is especially strong here, and any creature who takes a rest in the area must succeed on a **DC 16 Constitution Saving throw** or gain a level of exhaustion as the ritual saps their energy. Characters need to make the saving throw again after an hour passes.

#### STORY OBJECTIVE B

The characters arrive at the ruins Kyria had directed them to. Due to the ongoing ritual, the essence of the Shadowfell here is strong. Heading towards the center of the ruins where the faint chanting is emanating from, they come across the numerous bodies of ancient netherese citizens as well as some

Shade Fanatics who died before fully turning into Sorrowsworn.

Upon reaching the tower where the chanting is coming from, they meet Tenebris and another Ghido, who is in truth a nagpa named Kothys. Upon entering the ruins, Kothys' senses the characters and begins urging Tenebris to hurry the ritual. After a brief interaction between the characters and Tenebris, Kothys reveals his deception as he forces the ritual to finish with catastrophic results, corrupting the remaining Shade Fanatic members in the area as well as Tenebris himself. In the aftermath, Kothys makes a swift getaway with the use of a prepped Contingency spell.

Once characters **defeat Tenebris Umbra, they put an end to the current Sorrowsworn threat.** Doing this completes **Story Objective B.**

## SCENE A: FALLEN ARCHES

The characters approach the chunk of the city of Thultanthar. A ruined giant archway stands before them and all around they can hear Tenebris' voice echoing throughout the area as he continues the ritual.

### AREA INFORMATION

This area has the following features:

**Dimensions & Terrain.** The arches lay in ruins, and lead up towards what looks to be a church. Leading up to it, there are numerous destroyed buildings, some of which were used by some of the Shade Fanatics as hideouts before they were all corrupted by the ritual.

**Weather and Lighting.** The ruins are well lit under the bright moonlight pouring in, revealing the weathered structures of the city of Thultanthar.

**Smell and Sounds.** The area is surprisingly quiet, aside from the chanting of Tenebris inside the sanctum ahead there are no other noises that can be heard. A strange stale and chill air hangs in the atmosphere.

The area leading up to the structure where Tenebris is conducting his ritual is devoid of life, and only the corpses of Shade Fanatics and Sorrowsworn can be found within some of the ruin structures and littering the path ahead. Characters are free to search the nearby buildings if they wish to learn more of what happened during the ritual.

Upon entering the tower ruins characters may roll a **Perception** or **Investigation** check (players choice)

in order to search anything of use in the wreckage. Read as follows depending on the result of the roll:

### PERCEPTION/INVESTIGATION CHECK RESULTS

#### D20

- 13 Four disfigured Shade Fanatics lay in one of the empty structures. Their cloaks are tattered and torn, but can be repaired.
- 15 A small crate filled with papers written in Netherese is hidden under a small pile of rubble. They show exchanges between other members regarding the ritual.
- 17 A small satchel containing 3 Potions of Necrotic Resistance is buried under a fallen wall.

If characters wish to explore more, they find empty buildings with nothing of note. The fall of Thultanthar has destroyed much of the knowledge that was contained within the floating city, and whatever survived is written in a language not spoken by many.

## PLAYING THE PILLARS

### COMBAT

There are no creatures to fight with in this area.

### EXPLORATION

The characters are free to explore the other ruins outside the Perception/Investigation checks, but find nothing aside from the aforementioned table. The area serves as a fill-in for what transpired.

### SOCIAL

There are no other creatures to interact with in this area.

## SCENE B: SHADOWS' SANCTUM

The characters arrive at the source of the strange chanting they have been hearing throughout the ruins. In here, Tenebris and Kothys, disguised as Ghido, are conducting the ritual which has been corrupting the other members at the outskirts of the forest.

### AREA INFORMATION

This area has the following features:

**Dimensions & Terrain.** The inner sanctum is a small single floor circular structure. It has a 45 foot radius and the ceiling is about 20 feet high. In the center of the room, Tenebris is standing in a 20 foot radius magic circle.

**Weather and Lighting.** The inside of the sanctum is in dim light, illuminated only by the faint glow of ceremonial candles and the magic circle.

**Smell and Sounds.** The constant chanting of Tenebris echoes off the walls in the sanctum, and the smell of heavy incense wafts in the air.

### General Features

The Shadows' Sanctum has the following general features.

**Essence of the Shadowfell.** Kothys' has linked the Shadows' Sanctum to the Plane of Shadow, allowing its negative energies to pool and seep in. Upon entering, characters must make a DC 18 Constitution saving throw or gain one level of exhaustion and vulnerability to Necrotic damage as the presence of the Shadowfell partially links itself to their bodies.

**Corrupting Ritual.** The ritual Kothys has constructed with Tenebris and the remaining Shade Fanatics is still dormant until Kothys activates it. Upon activation, waves of necrotic energy begin pulsing into the room and any creature that isn't a Sorrowsworn or Tenebris that begins its turn within the Shadows' Sanctum while the ritual is active takes 1d8 necrotic damage.

### CREATURES/NPCs

Tenebris and Kothys are in the center of the room, accompanied by a handful other Shade Fanatic members. While Tenebris and the Shade Fanatics are too focused on the ritual to notice any other creature entering the sanctum, Kothys immediately takes notice if characters enter the sanctum.

Kothys calls out to any character who enters, turning Tenebris and his fellow Shade Fanatics attention towards them. Kothys will then attempt to convince Tenebris that the characters are here to halt their goals of returning Thultanthar to its former glory.

Tenebris will then talk to the characters. If they are wearing repaired robes of the Shade Fanatics, he treats them as allies. Tenebris asks the characters to allow him to return Thultanthar to its rightful place in the sky, he believes that it will benefit not only the Shade Fanatics but all of Faerun itself if the Netherese kingdom returns.

Characters can attempt a DC 25 Persuasion check to convince Tenebris of Kothys' treachery. If they mention Ghido's corruption and show proof such as Ghido's notes or one of his belongings, lower the DC by 5. If characters are wearing repaired Shade Fanatic robes they have advantage on this check.

If characters can convince Tenebris of Kothys' treachery, he attempts to halt the ritual. In doing so, Kothys then reveals his true nature and forces the ritual to completion. If characters fail to convince Tenebris of Kothys' treachery, Kothys then persuades Tenebris to rush the ritual.

Regardless of whether they convinced Tenebris or not, rushing the ritual causes it to backfire and the corruption goes haywire, turning Tenebris into a **Skull Lord** and the remaining four Shade Fanatics into two **Angry** and two **Hungry**. Kothys reveals his true nature after the ritual backfires as a naga, and his goal to earn the Raven Queen's forgiveness. He then escapes with a contingency spell set up beforehand.

### Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Tenebris along with the remaining : **Hungry** and **Angry** have average hitpoints (105, 225, and 255 respectively).
- **Weak:** Remove one **Hungry**.
- **Average:** Tenebris's hitpoints are set to 250 as he is attuned to the Amulet of Health.
- **Strong:** Add three **Deathlocks**.
- **Very Strong:** : The **Angry** are set to maximum hitpoints (360)

Defeating Tenebris ends the ritual, and any remaining enemies simply die and dissolve into black sludge. Afterwards, characters see the numerous notes strewn around the room. The notes reveal that the ritual has corrupted this area to enable the ritual to

be repeated. Interacting with the area is explained in **Appendix 5: Gone by Dawn (Bonus Objective B)**.

## PLAYING THE PILLARS

### COMBAT

After being turned, Tenebris and the remaining Shade Fanatics are in a frenzied state and will fight the characters to the death. If Tenebris is slain first, the remaining Shade Fanatic members die as the main conduit for the ritual is destroyed.

### EXPLORATION

The characters are free to explore the other ruins outside the Perception/Investigation checks, but find nothing aside from the aforementioned table. The area serves as a fill-in for what transpired.

### SOCIAL

Interacting with Tenebris shows he is desperate to rebuild Thultanthar and was willing to offer even his life to do so, and his fellow Shade Fanatic members shared the same ideology.

## Adventure Reward

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

### Advancement Checkpoints

---

The characters receive one/two advancement checkpoints for each objective completed:

- **Secondary Objective:** Discover source of Sorrowsworn.
- **Main Objective:** End Kothys' ritual.

The characters earn an additional advancement checkpoint for each **bonus objective** they complete.

- **Bonus Objective A:** Encounter and deal with the real Kothys.
- **Bonus Objective B:** Sever the Shadow Sanctum's connection to the Shadowfell.

### Treasure Checkpoints

---

The characters receive a treasure checkpoint for completing **both main objectives** or **both bonus objectives**.

### Magic Item Unlock

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

**Amulet of Health.** A description of this item can be found in *the Dungeon Master's Guide* with the following non-mechanical changes; this obsidian amulet was given to Tenebris Umbra by Kothys. When attuned to this item, the essence of the Shadowfell imbued into it by Kothys turns its owner's body deathly cold and numbs the skin it touches. This item can be found in **Appendix 9**.

### Story Awards

During this adventure, the characters may earn the following story award:

**Twilight Fades.** Characters have put an end to the Sorrowsworn and their source, but have also destroyed sacred ground in the process. The inhabitants of Dusklight have also learned of the secrets Kyria had been hiding from them. To this end, Kyria Y'lsa now holds both a debt and a grudge against you. More information can be found in **Appendix 8**.

**Silent Nights.** Characters have put an end to the Sorrowsworn and their source, and have ensured that Kyria's secrets remain unknown. Kyria is thankful for your discretion. More information can be found in **Appendix 8**.

### DM Rewards

---

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

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

## Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and information relevant to the adventure. **This shouldn't exceed a single page.**

- **Kyria Y'lsa (ki RE ah ill is ah).** The elven archmagi and leader of Dusklight. She has tasked the characters with putting a stop to the Sorrowsworn.

**Personality:** *I have seen many a great calamity, and I simply want my last days to be peaceful.*

**Ideal:** *Dusklight is not just my home, it is my legacy.*

**Bond:** *Those in Dusklight are my children.*

**Flaw:** *I cannot trust any in Dusklight with the ruins of Thultanthar.*

- **Ghido (gi doe).** A member of the Shade Fanatics and lorekeeper to Tenebris. He was slain by Kothys and brought back to life by accident with the ritual.

**Personality:** *If there is something out there that will help our cause, I will find it.*

**Ideal:** *My service to the Shade Enclave is my honor.*

**Bond:** *Tenebris Umbra will be the one to bring back Thultanthar.*

**Flaw:** *I blindly follow Tenebris, even though he would gladly sacrifice me.*

- **Tenebris Umbra (teh neh bris um brah).** The leader of this sect of the Shade Fanatics. He is conducting a ritual he believes will bring Thultanthar back.

**Personality:** *Thultanthar will rise, no matter the cost.*

**Ideal:** *I wish to see my home in its rightful place in the sky again.*

**Bond:** *My homeland may be in ruins, but as long as I remain it lives through me.*

**Flaw:** *There is no cost too steep on this righteous path.*

- **Kothys (co this).** One of the 13 nagpas cursed by the Raven Queen eons past. He wishes to gain her forgiveness by offering up the souls of Tenebris' Shade Fanatics to her.

**Personality:** *I have suffered enough, I will end this curse of mine no matter what.*

**Ideal:** *My true form will be mine once again, eventually.*

**Bond:** *I need no one but myself.*

**Flaw:** *I never do anything without a back up plan for the back up plan for the...*

- **Dusklight.** A small settlement built at the outskirts of the Cormanthor forest by Kyria.

**Personality:** *A place to rest at ease during one's twilight years.*

**Ideal:** *A quiet home is one appreciated by all.*

**Bond:** *Our final years are spent in good company.*

**Flaw:** *The ruins nearby would have prevented us from staying; if we knew about them.*

- **Sanctum Ward.** A fragment of the ancient city of Thultanthar.

**Personality:** *The history of the Netherese empire lies here, if not just a small portion of it.*

**Ideal:** *None know of its existence, and it is better kept that way.*

**Bond:** *Dark secrets are held here.*

**Flaw:** *In the wrong hands, the arcane knowledge here can cause catastrophic cataclysms.*

## Appendix 2: Creature Statistics

### Deathlock Mastermind

*Medium undead, neutral evil*

**Armor Class** 13 (16 with mage armor)

**Hit Points** 110 (20d8+20)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	15 (+2)	12 (+1)	17 (+3)

---

**Saving Throws** Int +5, Cha +

**Skills** Arcana +5, History +5, Perception +4

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 120ft. (including magical darkness), passive Perception 14

**Languages** all languages it knew in life (Common, Draconic, Netherese)

**Challenge** 8 (3900 XP)

**Innate Spellcasting** The deathlock mastermind's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *detect magic, disguise self, mage armor*

**Spellcasting** The deathlock mastermind is a 10th-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): *chill touch, mage hand, minor illusion, poison spray*

1<sup>st</sup>-5<sup>th</sup> level (2 5<sup>th</sup> level slots): *arms of Hadar, blight, counterspell, crown of madness, darkness, dimension door, dispel magic, fly, hold monster, invisibility*

**Turn Resistance** The deathlock mastermind has advantage on any saving throw that turns undead.

#### Actions

---

**Deathly Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3 necrotic damage)

**Grave Bolts.** *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 18 (4d8) necrotic damage. If the target is large or smaller, it must succeed on a DC 16

Strength saving throw or become restrained as shadowy tendrils wrap around it for 1 minute. A restrained target can use its action to repeat the saving throw, ending the effect on a success.



## Nightwalker

*Huge undead, chaotic evil*

**Armor Class** 14

**Hit Points** 297 (22d12+154)

**Speed** 40 ft., fly 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	24 (+7)	6 (-2)	9 (-1)	8 (-1)

---

**Saving Throws** Con +13

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

**Damage Immunities** necrotic, poison

**Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, restrained

**Senses** darkvision 120ft., passive Perception 9

**Languages** -

**Challenge** 20 (25000 XP)

**Annihilating Aura** Any creature that starts its turn within 30 feet of the nightwalker must succeed on a DC 21 Constitution saving throw or take 14 (4d6) necrotic damage and grant the nightwalker advantage on attack rolls against it until the start of the creature's next turn. Undead are immune to this aura.

**Life Eater** A creature reduced to 0 hit points from damage dealt by the nightwalker dies and can't be revived by any means short of a wish spell.

### Actions

---

**Multiattack.** *The nightwalker uses **Enervating Focus** twice, or it uses **Enervating Focus** and **Finger of Doom**, if available.*

**Enervating Focus.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 28 (5d8+6) necrotic damage. The target must succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

**Finger of Doom (Recharge 6).** *The nightwalker points at one creature it can see within 300 feet of it. The target must succeed on a DC 21 Wisdom saving throw or take 26 (4d12) necrotic damage and become frightened until the end of the nightwalker's next turn. While frightened in this way, the creature is also paralyzed. If a target's saving throw is successful, the target is immune to the nightwalker's Finger of Doom for the next 24 hours.* *ne target. Hit:* 7 (1d8+3) bludgeoning damage plus 14 (4d6) necrotic damage

## Tenebris Umbra (Skull Lord)

Medium undead, lawful evil

**Armor Class** 18 (plate)

**Hit Points** 105 (14d8+42)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+2)	16 (+3)	15 (+2)	21 (+5)

**Skills** Acrobatics +7, History +8, Perception +12, Stealth +8

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

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, stunned, unconscious

**Senses** darkvision 60ft., passive Perception 22

**Languages** all languages it knew in life (Common, Draconic, Netherese)

**Challenge** 15 (13000 XP)

**Legendary Resistance (3/Day)** If the skull lord fails a saving throw, it can choose to succeed instead.

**Master of the Grace** While within 30 feet of the skull lord, any undead ally of the skull lord makes saving throws with advantage, and that ally regains 1d6 hit points whenever it starts its turn there.

**Evasion** If the skull lord is subjected to an effect that allows it to make a Dexterity saving throw to take only half the damage, the skull lord instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Spellcasting** The skull lord is a 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The skull lord knows the following sorcerer spells:

Cantrips (at will): *chill touch*, *fire bolt*, *mage hand*, *poison spray*, *ray of frost*

1st level (4 slots): *magic missile*, *thunderwave*, *chaos bolt*

2nd level (3 slots): *blur*, *mirror image*

3rd level (3 slots): *enemies abound*, *fear*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (2 slots): *synaptic static*, *cone of cold*

6th level (1 slot): *disintegrate*

7th level (1 slot): *fire storm*

## Actions

**Multiattack.** The skull lord makes three bone staff attacks.

**Bone Staff.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage plus 14 (4d6) necrotic damage

## Legendary Actions

The skull lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The skull lord regains spent legendary actions at the start of its turn.

**Bone Staff (Costs 2 Actions).** The skull lord makes a bone staff attack.

**Cantrip.** The skull lord casts a cantrip.

**Move.** The skull lord moves up to his speed without provoking opportunity attacks.

**Summon Undead (Costs 3 Actions).** Up to five skeletons or zombies appear in unoccupied spaces within 30 feet of the skull lord and remain until destroyed. Undead summoned in this way roll initiative and act in the next available turn. The skull lord can have up to five undead summoned by this ability at a time.

## The Angry

Medium monstrosity, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 255 (30d8+120)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	19 (+4)	8 (-1)	13 (+1)	6 (-2)

---

**Skills** Perception +6

**Damage Resistances** bludgeoning, piercing and slashing while in dim light or darkness

**Senses** darkvision 60ft., passive Perception 16

**Languages** Common

**Challenge** 13 (10000 XP)

**Two Heads** The Angry has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

**Rising Anger** If another creature deals damage to the Angry, the Angry's attack rolls have advantage until the end of its next turn, and the first time it hits with a hook attack on its next turn, the attack's target takes an extra 39 (3d12) psychic damage.

On its turn, the Angry has disadvantage on attack rolls if no other creature has dealt damage to it since the end of its last turn.

### Actions

---

**Multiattack.** The Angry makes two hook attacks.

**Hook.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d12+3) piercing damage

## The Hungry

Medium monstrosity, neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 225 (30d8+90)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	6 (-2)	11 (+0)	6 (-2)

---

**Skills** Perception +6

**Damage Resistances** bludgeoning, piercing and slashing while in dim light or darkness

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

**Languages** Common

**Challenge** 11 (7200 XP)

**Life Hunger** If a creature the Hungry can see regains hit points, the Hungry gains two benefits until the end of its next turn: it has advantage on attack rolls, and its bite deals an extra 22 (4d10) damage on a hit.

### Actions

---

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

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage plus 13 (3d8) necrotic damage

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (4d6+4) slashing damage and if the target is Medium or smaller, it is grappled (escape DC 16) and restrained until the grappled ends. While grappling a creature, the Hungry can't attack with its claws.

## The Lonely

*Medium monstrosity, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 112 (15d8+45)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	6 (-2)	11 (+0)	10 (+0)

---

**Damage Resistances** bludgeoning, piercing and slashing while in dim light or darkness

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

**Languages** Common

**Challenge** 9 (5000 XP)

**Psychic Leech** At the start of each of the Lonely's turns, each creature within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage.

**Thrives on Company** The Lonely has advantage on attack rolls while it is within 30 feet of at least two other creatures. It otherwise has disadvantage on attack rolls.

### Actions

---

**Multiattack.** *The Lonely makes one harpoon arm attack and uses Sorrowful Embrace*

**Harpoon arm.** *Melee Weapon Attack:* +7 to hit, reach 60 ft., one target. *Hit:* 21 (4d8+3) piercing damage and the target is grappled (escape DC 15) if it is a Large or smaller creature. The Lonely has two harpoon arms and can grapple up to two creatures at once.

**Sorrowful Embrace.** Each creature grappled by the Lonely must make a DC 15 Wisdom saving throw. A creature takes 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one. In either case, the Lonely pulls each creature grappled by up to 30 feet straight towards it.

## The Lost

*Medium monstrosity, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 78 (12d8+4)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	6 (-2)	7 (-2)	5 (-3)

---

**Skills** Acrobatics +6

**Damage Resistances** bludgeoning, piercing and slashing while in dim light or darkness

**Senses** darkvision 60ft., passive Perception 8

**Languages** Common

**Challenge** 7 (2900 XP)

### Actions

---

**Multiattack.** *The Lost makes two arm spike attacks.*

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

**Embrace.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 25 (4d10+3) piercing damage and the target is grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the target is frightened, and it takes 27 (6d8) psychic damage at the end of each of its turns. The Lost can embrace only one creature at a time.

### Reactions

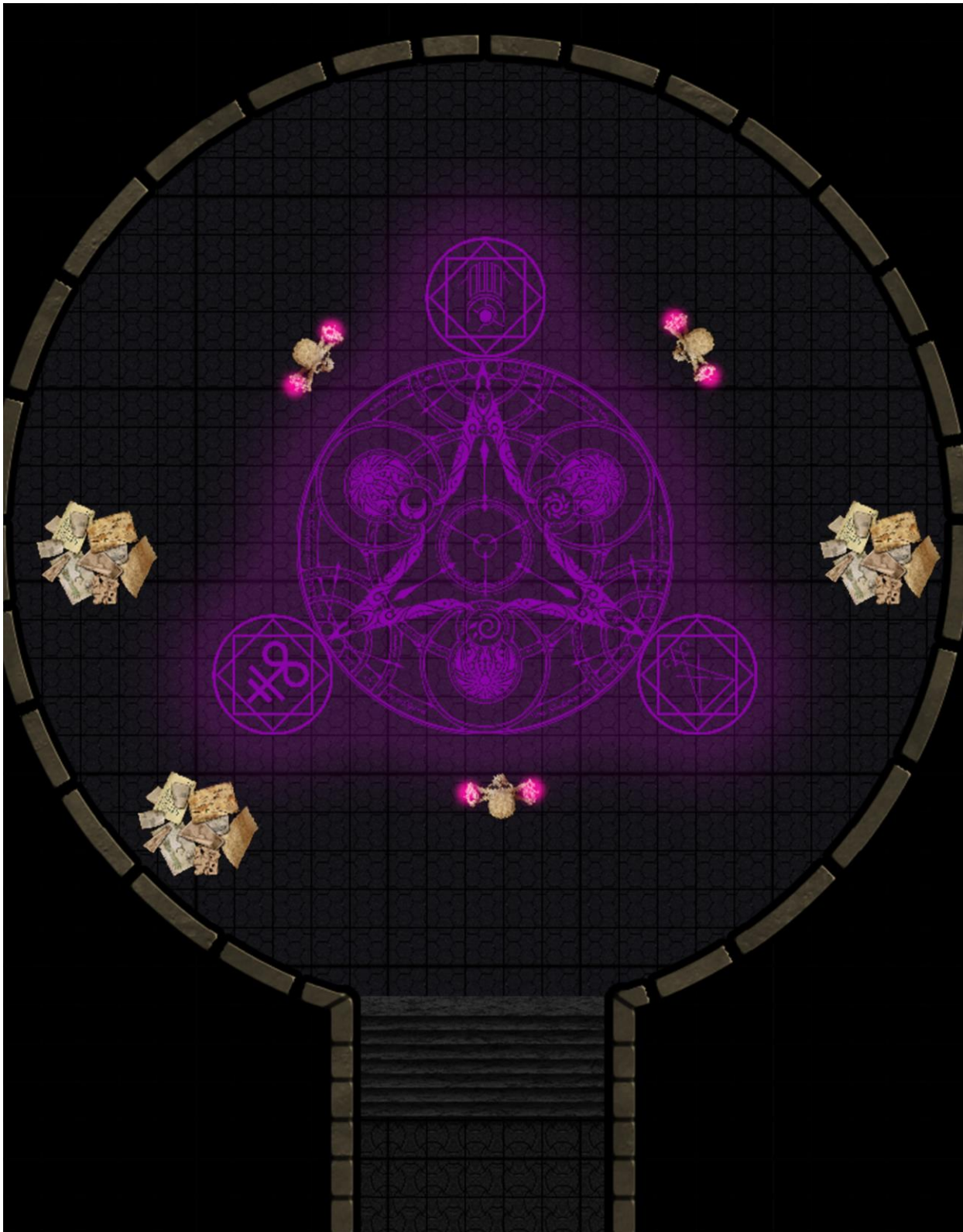
---

**Tightening Embrace.** If the Lost takes damage while it has a creature grappled, that creature takes 18 (4d8) psychic damage.

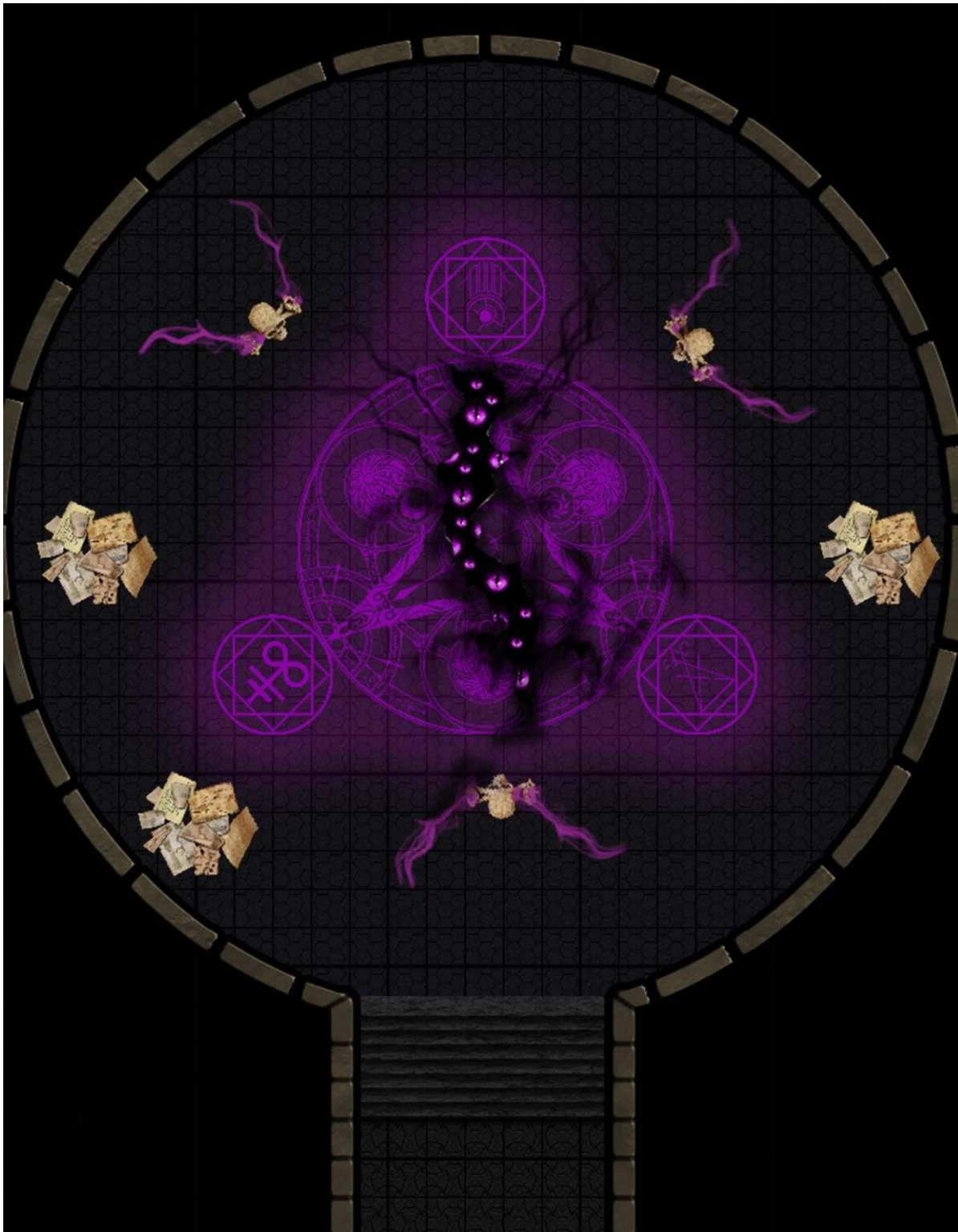
## Appendix 3: Shade Fanatic Outpost Map



## Appendix 4: Shadows' Sanctum (Inactive Ritual)



## Appendix 5: Shadows' Sanctum (Active Ritual)



## Appendix 6: Lost and Forgotten (Bonus Objective A.)

*Estimated Duration:* 60 minutes

### SCENE A. CORMANTHOR FOREST

On the path towards the Thultanthar ruins, the characters meet a Shade Fanatic named Ghido, who is currently transforming into a Sorrowsworn.

#### PREREQUISITES

The characters must have completed **Episode 1** and must complete this objective before proceeding to **Episode 2**.

#### BONUS OBJECTIVE A

The characters must deal with Ghido, peacefully or otherwise. This is **Bonus Objective A**.

#### AREA INFORMATION

This area features:

**Dimensions & Terrain.** The path the characters are walking along is a small makeshift path described by Kyria.

**Lighting.** The dense canopy of the Cormanthor forest allows for only small beams of moonlight to enter, making the area dimly lit.

**Smell and Sounds.** The sound of panicked breaths echoes in the darkness ahead. Shuffling of uneasy steps also ring about the area. Characters that have a **passive Perception of 13** hear that the creature making these sounds is coming closer.

#### CREATURES/NPCS

Ghido (a Shade Fanatic turning into a **Lost**) notices the characters, disregarding any previous Stealth rolls, after they complete Scene B: Ruin Outskirts. He is currently in the process of turning into one of the Lost Sorrowsworn, but still retains part of his humanity, due to not being aware of his current situation.

**Objectives/Goals.** Ghido wants to return to Tenebris' side and warn him of Kothys.

**What Does He Know?** Ghido was Tenebris' lorekeeper and was on a routine search of the ruins of Thultanthar about a tenday ago when he encountered Kothys. Kothys killed him and assumed his form, but Ghido was revived by the dark energies of the ritual and has been wandering the forest ever since.

If characters deal with him peacefully, he hands them his journal and a small pendant. This pendant is known only to Tenebris according to Ghido, and will reveal to Tenebris that the real Ghido has been slain.

If characters threaten him or show hostility, Ghido's transformation completes as he turns into one of The Lost, and his panicked cries draw out the attention of two Lonely and one Angry nearby.

## Playing the Pillars

#### COMBAT

Ghido will attempt to defend himself if the characters treat him with hostility. Once hostile, he succumbs to his transformation and loses all sense of reason and fights to the death.

#### EXPLORATION

Exploring outside the path will yield no results as the expanse of the Cormanthor forest is simply too dense in this area. If characters attempt to explore the area, they must succeed a **DC 16 Constitution Saving throw** or gain one level of Exhaustion as the ritual of Kothys continues to affect them.

#### SOCIAL

A character can attempt to calm Ghido down by succeeding on three **DC 20 Charisma (Persuasion)** check. A Character wearing repaired Shade Fanatic robes makes this check with advantage. If characters appeal to Ghido's concern for the Shade Fanatics, or talk about Thultanthar positively, lower the DC by 5.



## Appendix 7: Gone By Dawn (Bonus Objective B.)

*Estimated Duration:* 60 minutes

### SCENE A. SHADOWS' SANCTUM

The ritual Tenebris was casting in the Shadow's Sanctum has forever linked this area to the Shadowfell, meaning the ritual can always be repeated by Kothys if left untouched.

#### PREREQUISITES

The characters must have completed both **Episode 1** and **Episode 2**.

#### BONUS OBJECTIVE B

The characters destroy this area's link to the Shadowfell. This is **Bonus Objective B**.

#### AREA INFORMATION

This area has the following features:

**Dimensions & Terrain.** The inner sanctum is a small single floor circular structure. It has a 45 foot radius and the ceiling is about 20 feet high. In the center of the room, Tenebris is standing in a 20 foot radius magic circle.

**Weather and Lighting.** The inside of the sanctum is in dim light, illuminated only by the faint glow of ceremonial candles and the magic circle.

**Smell and Sounds.** The air within the sanctum is musty, and the faint hum of Kothys' ritual still echoes all around.

**Scattered Notes.** There are multiple scribbles and tattered notes all around the room. Characters who succeed on a DC 18 Perception check notice that among the piles of papers and discarded scrolls is a single, unopened Spell Scroll of the Hallow spell. The

magic stored within the scroll has been altered by the ritual, and characters who read it can feel a dark power attached to it. Upon using the scroll, the characters unleash the negative energies within and summon a Nightwalker from within. Characters within the Shadows' Sanctum must succeed on another **DC 17 Constitution** saving throw or become vulnerable to Necrotic damage as the pulse of negative energy explodes from the rigged scroll.

**Arcane Circle.** In the center of the Shadows' Sanctum lies an arcane circle which Tenebris inscribed at Kothys' request. It serves as a link to the Shadowfell as long as it is active and can only be removed by either casting the spell Hallow, or by casting spells of capable of destroying the sanctum and the surrounding ruins.

If characters spend time casting Hallow, they earn the story award **Silent Nights**.

If characters destroy the ruins or leave the arcane circle active they earn the story award **Twilight Fades**.

### Playing the Pillars

#### COMBAT

If characters use the rigged scroll, they summon a Nightwalker (set its HP to maximum). It fights to the death once released from the scroll.

#### EXPLORATION

Characters who wish to explore the sanctum can attempt a **DC 18 Wisdom (Perception)** or a **DC 18 Intelligence (Investigation)** check to find a hidden cache of scrolls. Only one of them is useable, which is a rigged spell scroll of Hallow.

#### SOCIAL

There are no more creatures in the area for the characters to interact with.

## Appendix 8: Player Handout 1

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

### TWILIGHT FADES

---

Characters have put an end to the Sorrowsworn and their source, but have also revealed its existence to the inhabitants of Dusklight. With their newfound knowledge, numerous settlers have left, leaving it a shell of what it once was.

### SILENT NIGHTS

---

Characters have put an end to the Sorrowsworn and their source, and have ensured that Kyria's secrets remain unknown. Kyria is thankful for your discretion in handling the matter.

## Appendix 9: Magic Item

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

### Amulet of Health

---

*Tier 2, 20 treasure checkpoints, Table G*

Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is already 19 or higher. This item is found in the *Dungeon Master's Guide*.

This obsidian amulet was given to Tenebris Umbra by Kothys. When attuned to this item, the essence of the Shadowfell imbued into it by Kothys turns its owner's body deathly cold and numbs the skin it touches.

## APPENDIX 10: DUNGEON MASTER TIPS

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

New to D&D Adventurers League?

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

New to Being the Dungeon Master?

<http://dndadventurersleague.org/storylineseasons/waterdeep-adventures/>

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 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

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

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

## GREASY SNITCHES: ABOUT US

### WHO ARE WE IN THE REAL WORLD?

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We are a group of nerds based in the Philippines who love playing Dungeons & Dragons, specifically D&D Adventurers League. We recently sold our souls and swore eternal servitude to a mysterious benefactor, and long story short, we are now tasked to bring all adventurers together. We do so by creating events where we promote fun and friendship through adventures of all kinds. (TL;DR: we run tabletop RPG events!)

### HOW TO REACH US

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Find out what we're up to by following us on social media, or contact us for any collaborations you might want to do. You can check the links below.

Website: <http://www.greasysnitches.com/>

Facebook: <http://www.facebook.com/greasysnitchespresents>

Instagram: [@GreasySnitchesPresents](https://www.instagram.com/GreasySnitchesPresents)

Twitter: [@GreasySnitches](https://twitter.com/GreasySnitches)

Email: [Inquiries@GreasySnitches.com](mailto:Inquiries@GreasySnitches.com)

Email: [GreasySnitches@gmail.com](mailto:GreasySnitches@gmail.com)

### FOLLOW OUR AUTHORS IN TWITTER

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Feel free to follow our authors in Twitter:

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Niccolo Estrella - [@Niccoloestrella](https://twitter.com/Niccoloestrella)

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Mikel Alexander Barrenechea - [@MundaneArcane](https://twitter.com/MundaneArcane)

Kristoff Alejo - [@PapaKAlejo](https://twitter.com/PapaKAlejo)

## GREASY SNITCHES ADVENTURES

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Did you enjoy this adventure? Then you might like other Greasy Snitches adventures we have available! Feel free to check them out at [DMSGuild.com](http://DMSGuild.com)

**CCC-GSP01-01 A Dragon's Breath** by Paul Gabat

**CCC-GSP01-02 Brotherhood** by Paul Gabat

**CCC-GSP-PHIL01-02 The Murmuring Hollow of the Flooded Forest** by Lanz Frago

**CCC-GSP-PHIL01-03 The Whispering Shadows of the Eldest Ruins** by Niccolo Estrella

**CCC-GSP-FEAR01-01 Beneath the Bleeding Tree** by Kristoff Alejo

**CCC-GSP-NTHR01-01 A Night of Sorrows** by Mikel Alexander Barrenechea

**CCC-GSP-OOZE01-01 Oozing Hunger** by Nicholas Noel Cavada-Guillermo