



# The Stuff of Memories

A 2-4 hour Adventure for Tier 2 Characters





# The Stuff of Memories

## An Elua's Lighthouse Adventure



Was it something you drank? Perhaps you were drugged. Whatever it was, it caused you to forget why you just woke up in the Cormanthor Forest with some fellow adventurers. Some entity is messing with you, and it's your job to figure out who and why!

A two to four hour adventure for Tier 2 Characters. Optimized for APL 8.

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## Adventure Primer

*“Memories warm you up from the inside. But they also tear you apart.”*

~ Haruki Murakami

## Background

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Two days ago, the characters found themselves in the town of **LIGHTHOUSE**, off the coast of the Moonsea. While there, they were recruited by a local cleric, **DARA**, to retrieve an artifact from an old, abandoned temple located in the Rimwood of the Cormanthor Forest.

The artifact is known as the **CHALICE OF THE SETTING SUN**, a relic of the elven God of longevity and time, Labelas Enoreth. Dara wanted the characters to bring it to her as she is attempting to establish a new temple in his name and thought that having the relic would present would bring the God’s favor to the town and its townsfolk.

Before setting off on this task, Dara instructed the characters to speak with various townsfolk who could give them important information to help them once they arrived at the temple.

Yesterday, the characters arrived at the temple, bypassed its traps and dangers thanks to the information they gathered in Lighthouse, and retrieved the chalice.

Unbeknownst to the characters, throughout their trek they were followed by **DUKANA**, a human mage and follower of the Chained God, **THARIZDUN**. Dukana wanted the Chalice as it contained one of 333 Seals that holds Tharizdun in his prison.

Dukana allowed the players to retrieve the Chalice of the Setting Sun from the temple and do all of the hard parts for him. Afterwards, he ambushed them as they were setting up camp for the night, casting *Modify Memory* on them to ensure that they would not remember their original purpose in the woods.

This adventure begins after Dukana has ambushed the characters, stolen both the chalice and their gear, and now taunts the characters as they attempt to solve his puzzle of what has happened to them.

## Episodes

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The adventure is spread over three to five episodes that takes approximately two to four hours to play.

- **Episode 1: A Hazy Dream.** The characters awake to find themselves in a mist-filled dreamscape without any of their adventuring gear. This is the **Call to Action**.

- **Episode 2: Abandoned Temple.** The characters return to an Abandoned Temple in an attempt to retrace their steps and recover their lost memories and gear. This is **Main Objective A**.
- **Episode 3: Finally, a Face to Face.** The characters encounter Dukana, the man responsible for modifying their memories and must defeat him in combat. This is **Main Objective B**.

## Bonus Objectives

This adventure includes two bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement checkpoints** (but no treasure checkpoints) in the process. These bonus objectives are found in this adventure’s appendices, as follows:

- **Bonus Objective A: Remembering the Hard Way.** If using this bonus objective, the characters must fight the Will-o’-Wisps to retrieve their initial memories. This bonus objective is found in **Appendix 3**
- **Bonus Objective B: Interviews or Interrogations?** If using this bonus objective, the characters must interact with key members of the village of Lighthouse in order to piece together which one possess their gear. This bonus objective is found in **Appendix 4**

## Episode Sequence

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### 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. Due to the nature of this module, we **highly** recommend using both bonus objectives.

**Main Objective Only.** To complete the adventure’s main objective, the characters participate in Episodes 1 through 3 in order. However, with this module, this approach can feel a bit disjointed or simplistic.

**Bonus Objectives.** You can extend this adventure by including the bonus objectives.

The first bonus objective will provide a more interesting way for the characters to remember the initial information, as well as a second combat experience.

The second bonus objective will allow the players a social encounter and encourage them to discover the clues to the puzzle on their own (as opposed to just being handed them).

## This Module is a Logic Puzzle

When it really comes down to it, this module is one giant logic puzzle. However, the information relating to the puzzle is spaced throughout the adventure. Be careful not to get ahead of yourself and reveal too much at once!

- The background to the adventure is revealed during the Call to Action encounter, giving the players context.
- The presentation of the challenge and the primary question are presented in Dukana's Note, giving the players their ultimate goal.
- The various bits of information, which need to be sorted correctly, are found in the Abandoned Temple. At the end of this objective you will give them the Handout with the Logic Puzzle Grid.
- One Clue is found in the Abandoned Temple, one is revealed by Dukana in his encounter, and the remaining three are revealed by speaking with the NPCs in town. Once they have all 5 they should be able to solve the puzzle and get their answer to their goal.
- Finally, to present a challenge, they only have one chance to guess the right answer, presented in the form of the potion. This way they can't just guess each NPC in turn and eventually find the right one.

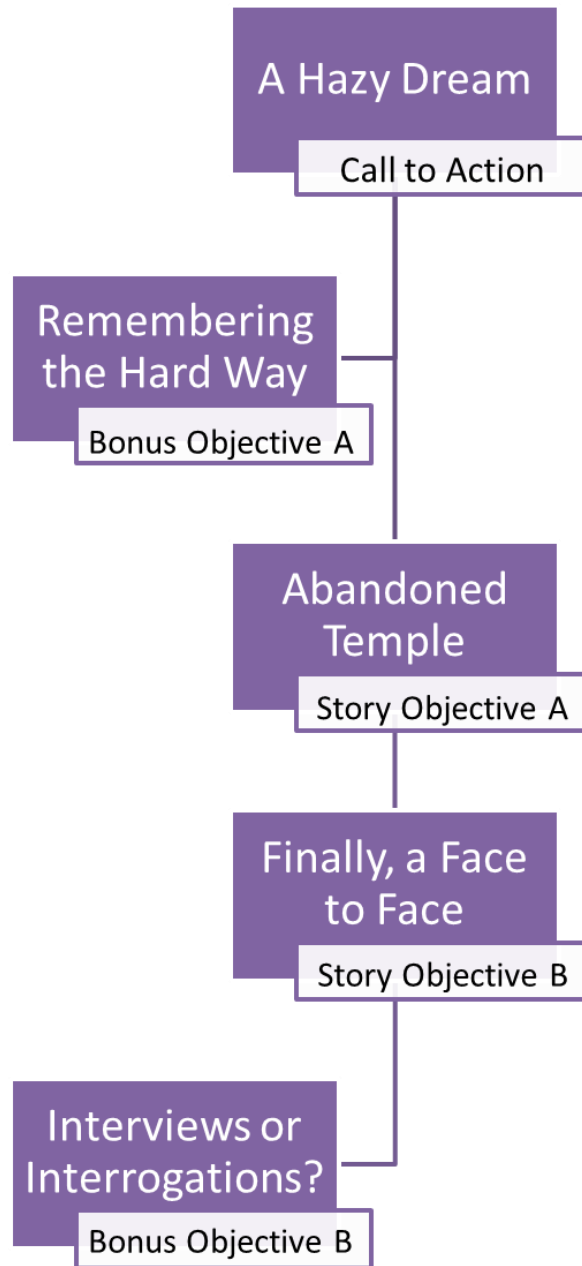
The memory wipe by the villain serves as a convenient tool to allow the players to learn information that their characters once knew and experience it as new.

The fact that the family of NPCs keep their relationships to each other and with the temple a secret likewise provides a reason for the players to get the information they need in cryptic ways.

We would again like to highly recommend including both Bonus Objectives when you run this module, in order to allow the players to fully experience it as intended.

## 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: A Hazy Dream (Call to Action)

*Estimated Duration:* 10 minutes

## Setting: The Dreamscape

The characters awake to find themselves in a mist-filled dreamscape without any of their normal armor, weapons, spell foci or components, or other adventuring gear. They have no memory of how they got here or why, nor do they remember the events of the last two days. Surrounding them are three floating, flickering balls of light.

### Area Information

This area features:

**Dimensions & Terrain.** The dreamscape is endless. Characters can move in any direction for as long as they like without finding an exit.

**Lighting.** Dim light pervades the area.

**Other Features.** The mist all around heavily obscures everything beyond 20 feet from a character.

### Creatures/NPCs

The three floating balls of light are actually **Will-o'-Wisps** that can provide some clues to what the characters are doing in this area.

**Objectives/Goals.** The Will-o'-Wisps serve Dukana, the real mastermind behind the character's plight. He has stored pieces of the character's memories inside each one. Dukana placed them here to mock and to taunt the characters in their ignorance.

**What Do They Know?** How the characters retrieve the memories is based on whether you run Bonus Objective A or not.

**If you decide to run Bonus Objective A**, the memories are released as each Will-o'-Wisp dies. This encounter can be found in Appendix #3.

**If you decide NOT to run Bonus Objective A**, the Will-o'-Wisps instead ram themselves into each character, imparting their memories upon impact. By the end of the Call to Action, characters should have learned all the pieces of information.

Regardless of how, the pieces of information that characters learn are:

- The characters were hired by an elven cleric named Dara who lives in the nearby town of Lighthouse two days ago for a job that required them to go into Cormanthor Forest.
- Dara wanted the characters to retrieve an ancient elven artifact, the Chalice of the Setting Sun. She said that it was for the new temple that she was building in Lighthouse.
- The chalice was hidden and protected in an old, abandoned temple somewhere in the Rimwood of the Cormanthor Forest.

### Call to Action

Once the characters receive the above information, they come to in the middle of a campsite, presumably one that they set up last night. Missing from the campsite are their weapons, armor, spell foci and components, and other adventuring gear. The characters are going to have to continue without any of their normal gear. Conspicuously, also missing is the chalice that they were meant to retrieve.

In place of the missing gear and chalice is a note with a potion attached. Give the players **Player Handout #3** at this time.

After only a few minutes of investigation, the characters can find the temple to which their original quest took them. Now, however, their main objective is to search for their belongings and fill in the gaps in their memories. In order to do that, they will need to retrace their steps ... starting with the temple.

## Episode 2: Abandoned Temple

*Estimated Duration:* 45 minutes

### Setting: Abandoned Temple

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In this episode, the characters explore the abandoned temple of Labelas Enoreth where they were initially sent to retrieve the Chalice of the Setting Sun. This time, however, they are trying to retrace their steps in an effort to learn what happened to their memories and their belongings.

#### Prerequisites

Before beginning this scene, characters should have received all three memories from the Call to Action-- either by fighting the Will-o'-Wisps in Optional Encounter A or having them simply impart their memories to the characters as laid out in the Call to Action.

#### Area Information

This area features:

**Dimensions & Terrain.** The temple is broken down into three parts: the entrance, the nave, and the altar.

**Lighting.** When the characters first arrive, it is in the middle of the day, providing bright light to all three areas.

#### Objectives

The characters are trying to retrace their steps from the last two days. While at the abandoned temple, they will trigger memories about clues they learned before setting out from Lighthouse with Dara's quest.

### Scene A. Temple Entrance

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Finding the entrance to the temple is easy enough; the camp that the characters have awoken in is not too far from it. After leaving their campsite, they re-arrive at the entrance.

Allow the players to explore the area on their own. They may wish to find items that they can use as improvised weapons or components they need to cast spells. At your discretion, they can also use items from their campsite to use as improvised gear.

As they continue to explore the area, they have opportunities to trigger certain memories that have been stolen from them.

- Upon seeing the temple for the first time after leaving the campsite, the characters remember that Dara directed them to speak to a number of townsfolk around Lighthouse to learn more about the temple before setting off into the forest.
- Growing near the temple is a uniquely shaped tree resembling a humanoid figure in prayer. Once seen, the character that first spotted it recalls that one of the townsfolk spoke of the tree as a marker to find the entrance to the temple. Then have the character a DC 14 Wisdom (Perception) check. On a success, they find a mundane dagger stuck into the tree.
- Exploring near the entrance reveals a simple spiked pit trap in front. Whoever is unfortunate enough to discover the trap must make a DC 14 Dexterity saving throw. On a failure, they take 1d6 bludgeoning damage and 2d6 piercing damage, or half as much on a success.
- The trap does trigger a tidbit of information: someone in town did prepare them as to how to identify and disable the pit trap.

### Scene B. Temple Nave

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#### Creatures/NPCs

An apparition of a long-dead elven cleric, Baldrick, greets the characters when they first enter the nave of the temple. He is the same apparition that greeted the characters when they were trying to retrieve the chalice yesterday and thus remembers the characters well.

**Objectives/Goals.** Baldrick seems confused to see the characters at the temple a second time. To his knowledge, they successfully retrieved the Chalice of the Setting Sun from the altar, but will answer questions to the best of his ability.

**What Does He Know?** Baldrick has two clues to share with the characters regarding their original quest.

- On their way out yesterday, one of the characters dropped a note; it appears to be just a list of names. With a successful DC 14 Intelligence (History) check a character can discern that most of the names on the list appear Elven in nature. No check is needed to remember that they are all citizens of Lighthouse that the characters spoke to before setting out. The list of names includes, in no particular order: Irann



Carpenter, Erevan Caerdonal, Erika Salinop, and Calder Goodfellow.

- Secondly, Baldrick relates to the characters that he and his other ghostly companions swore to protect the cathedral even in death. Hearing this reminds the characters that one of the people named on that paper did mention that undead protected the chalice.

Seeing the characters in need, and remembering that they have already proved their worth to him previously, he gifts the characters with a dusty, but still useable, shortbow, 5 arrows and an old *Potion of Resistance (Radiant)* to help them on their journey.

## Scene C. Temple Altar

The temple altar stands empty now that the characters have retrieved the only item of significance around it. Motifs of the setting sun -- religious symbols of Labelas -- decorate the area. Additionally, there are a few clues that they can glean from this room.

- There is a piece of discarded cloth near the spot where the chalice once stood. Currently it is partially knotted (due to the characters trying to withhold touching it with their bare skin yesterday) but with a successful DC 14 Dexterity (Sleight of Hand) check a character can undo the knot. On a success, the character uncovers an emblem or identifiable symbol on the cloth indicating that it belongs to the party. Either way, seeing the cloth reminds the characters that an elven woman, Irann informed the party not handle the chalice with their bare hands.

### Get a Clue!

Give them Player Handout #1, Clue #2 when they discover the discarded cloth.

- Approaching the altar triggers a *Magic Mouth* spell that alerts the characters to the final test they must have also encountered yesterday. The message is the same one that they have already received, "To prove that you rightfully deserve Labelas Enoreth's blessing, step into the light so that he may test your soul." An illusory spot light then appears next to the altar. One character must step into it, testify to the party's good intentions, and succeed on a DC 14 Charisma (Performance) check. On a failure, they gain the story award Madness of Tharizdun. (This award can be found in Appendix #9.) With a success, the character escapes the light unscathed and finds a *Spell Scroll: Shield of Faith* has appeared in their palm.

### Player Handout Time!

Once the players are content exploring the temple and are making their way out, provide them with Player Handout #2. This will put all of the information they just learned in one convenient place and give them a place to make notes.

They may not understand the columns on the chart simply labeled 1 thru 5, but that is okay; that information is revealed in the next encounter!

Don't force them to use the chart, but it is there if they would like it!

## Playing the Pillars

### COMBAT

Baldrick and his other undead companions won't engage in combat with the characters -- they have already proven themselves worthy of entering the temple. Should the characters try to engage Baldrick in combat, he simply flees into the wall without sharing his information.

### EXPLORATION

The different clues scattered around the temple are meant to be the focal point of this episode. Finding one should make the players feel like they are one step closer to solving the mystery. Allow your players to move about and ask questions about their environment to make spotting the clues feel more organic.

### SOCIAL

Baldrick doesn't know anything that happened to the characters after they left the temple. Nor does he know about Dukana and his interception of the characters, though he does get visibly upset if they mention that they have lost the Chalice of the Setting Sun.

# Episode 3: Finally, a Face to Face

*Estimated Duration:* 45min

## Setting: The Rimwood of Cormanthor Forest

This portion of the forest, called the Rimwood, is sparsely populated with the pine trees that dominate Cormanthor. Forest creatures wander freely and travel is generally unhindered.

### Prerequisites

The characters must complete Episode 2: Abandoned Temple in order to participate in this episode. Dukana will not engage the players until they are emerging from their temple exploration.

### Area Information

This area features:

**Dimensions & Terrain.** Pine needles cover the ground and make foot travel soft and easy. The area within 40 feet of the entrance to the temple remains clear of trees.

**Lighting.** The sun has just risen and provides bright light throughout the entire area. The pine trees in the Rimwood are decently spaced here and do not shade much of the light

### Story Objective B

Defeating the Dukana is Story Objective A. Only by defeating him and his henchmen in combat can the characters uncover his motives as well as the remaining clues which can lead them to their equipment.

## Scene A. Showdown

Dukana opens the confrontation by congratulating the characters on their progress thus far and announces that he is their next challenge as he uncoils a wicked looking whip.

“You’ve done well in tracing your steps, adventurers. Unfortunately, the relic you sought the past few days was a bar on my master’s prison and had to be destroyed. Your next challenge is me ... I brought some more of your memories, ones you need if you truly want to solve my little puzzle!”

### Creatures/NPCs

Dukana is the ultimate antagonist of this module and is thoroughly insane. He taunts the characters during the fight, revealing bits of information they need to solve his puzzle.

Dukana is a human magic user, but uses the **Morkoth** stat block. His training and worship of Tharizdun has warped his mind and given him these unusual abilities. For flavor, treat his ‘Tentacle’ attack as a magical whip, instead. His bite is still a bite ... he’s just that crazy! He is assisted in the combat by the characters’ twisted memories in the form of 5 **Nilbogs**.

If any character fails a saving throw from Dukana’s Hypnosis ability or takes damage from Evard’s black tentacles (cast by Dukana) they earn the story award Madness of Tharizdun. This award can be found in Appendix #9.

**Objectives/Goals.** Dukana’s initial goal has already been achieved, in that he has already stolen the Chalice of the Setting Sun from the players and broken the Seal it contained. Now his goal is to tease the party with information they need; this is all a part of his insane test.

**What Does He Know?** Dukana is able to divulge the following information and does so willingly throughout the fight; or at the end if it looks like the players will capture him alive:

- “Have you figured it out, yet? What it is that connects the people who helped you. They’re all from the same family! 5 generations, living in the same village, keeping it a secret ... scandalous! Heeheehee!”

If you wish, instead of Dukana stating the following points, they can be revealed each time a nilbog dies:

- “Of the five pieces of information you learned one was given by the second oldest family member.”
- “A second was the information about the spiked pit trap.”
- “Another was given to you by Dara.”
- “Yet another was the temple’s actual location.”
- “And the final was told to you by Erevan.”

### Get a Clue!

The last 5 bullets of Dukana’s knowledge collectively make up another clue for the players. Give them Player Handout #1, Clue #3 when all 5 pieces have been shared.

## Wrap Up

How you proceed from here depends on whether or not you are going to run Bonus Objective B.

## If you are **NOT** running Bonus Objective B.

**If Dukana wins the fight:** He stabilizes any characters who are still alive and takes his leave of the Moonsea Region, heading to do Tharizdun's work elsewhere in Faerun. However, he leaves the players one parting gift: his journal. In this Journal are the remaining clues to solve his puzzle. Give the players Player Handout #1, Clues #1, #4 & #5. Allow the players a few minutes to discuss and solve the puzzle then ask them for their answer.

**If the players win the fight:** The players discover any undiscovered clues in whichever way seems most appropriate. If Dukana is dead, they can find the journal on his corpse. If he is alive and well enough to be interrogated, he can reveal the clues before he loses himself entirely to the madness, eventually devolving to unintelligible ramblings. Either way, give the players Player Handout #1, Clues #1, #4 & #5, allow a few minutes to discuss and solve the puzzle, then ask them for their answer.

### Get a Clue!

There should be 3 remaining clues to be contained in Dukana's journal. However, give them any remaining parts of Player Handout #5 when they get the journal.

## Solving the Puzzle & Treasure

If the players solve the puzzle correctly, they present Calder with the potion and he remembers where their gear is buried. Along with their gear, he remembers the nearby hiding spot of the *Amulet of Proof Against Detection and Location* he is supposed to gift them at the same time. **PLEASE NOTE:** The players can earn this magic item **either** at the end of Bonus Objective B **or** here, not both.

If the players do **NOT** solve the puzzle correctly, whichever NPC they confront drinks the potion reluctantly and immediately vomits it back up! The next day Calder remembers and, confused, returns all of their gear to them, but does not gain the knowledge of the amulet's location.

## If you **ARE** running Bonus Objective B.

**If Dukana wins the fight:** He stabilizes any characters who are still alive and takes his leave of the Moonsea Region, heading to do Tharizdun's work elsewhere in Faerun. When the players wake up, they can continue trying to solve the puzzle and proceed to Bonus Objective B in Appendix #4.

**If the players win the fight:** Whether the players take Dukana alive or not doesn't change the outcome; he will not share any additional clues or information. In his mind, he's given them plenty to work with. If the players do manage to turn him over to authorities (probably in Hillsfar), he very quickly descends into complete madness, constantly babbling incoherently. The players can then continue trying to solve the puzzle and proceed to Bonus Objective B in Appendix #4.

## Playing the Pillars

### COMBAT

Make sure you play up Dukana's insanity and don't forget that he tries to reveal everything he knows during the fight. If the players seem to be struggling with the combat, feel free to have him take actions that seem silly or non-optimal (such as Disengaging but not leaving anyone's threat range).

### EXPLORATION

Feel free to let the players use the terrain to their advantage. While powerful, Dukana is not a tactical fighter. If they would like to draw him back into the temple ruins or lead him on a merry chase through the forest, he will happily oblige.

### SOCIAL

Dukana is more than happy to chat with the players for a while! He will monologue and divulge any information he can for as long as the players will listen. However, if he has nothing remaining to say, he will leap at them and initiate combat.

## Adventure Rewards

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

### Advancement Checkpoints

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The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each completed **main objective**, as follows:

- **Secondary Objective:** Explore the Abandoned Temple.
- **Main Objective:** Defeat Dukana.

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each completed **bonus objective**, as follows:

- **Bonus Objective A:** Defeat the Will-o'-Wisps.
- **Bonus Objective B:** Gather Remaining Clues from the Townsfolk.

### Player Rewards

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The characters earn the following player rewards for **completing the adventure**.

#### Magic Item Unlock

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

##### ***Amulet of Proof Against Detection and Location.***

This black metal amulet is in the shape of an Obex: an upside down, two-tiered ziggurat. It hangs from a chain made from the same black metal. The chain is always cold on the skin. This item can be found in **Appendix 8**.

#### Story Awards

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

***The Madness of Tharizdun.*** The Chained God, Tharizdun, has briefly touched your mind. Seemingly at random you have nightmares of a black Obex (an inverted, two tiered ziggurat) that shakes violently as though something is trapped inside and wants to get out.

This award could come back to haunt you in further Elua's Lighthouse Adventures!

This information can be found in **Appendix 9**.

#### 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.

- **Calder Goodfellow (CAL-der GOOD-fel-low).** A local farmer and father to Director Salinop, he is currently in possession of the characters' equipment as well as an *Amulet of Proof Against Detection and Location*, but only remembers their locations if the characters have him drink Dukana's potion. He was scolded by Irann for sharing information about the temple with the characters the first time, so won't do so again.
- **Dara (DAH-ruh).** A priest of Labelas Enoreth who hopes to establish a new temple to her deity in Lighthouse. She originally sent the characters out to retrieve the Chalice of the Setting Sun from the abandoned temple, but grows annoyed with the characters when she discovers that they have failed in their mission.
- **Dukana (DUE-kah-nuh).** An insane magic user and follower of the Chained God, Tharizdun. He ambushed the characters after they retrieved the Chalice of the Setting Sun, broke the seal it contained, and then stole their gear and their memories. He is the main antagonist of this adventure.
- **Erean Caerdonel (AIR-eh-van CARE-doe-nell).** A crotchety, old elven man who lives in Lighthouse. He is too grumpy or too senile to tell the characters that he warned them about the final test to retrieve the chalice.
- **Erika Salinop (AIR-i-ka SAL-i-nahp).** Director of the newly established Moonsea Children's Hospital. Before they set out into Cormanthor Forest, she informed the characters of the exact location of the temple and how to get there. She is too distracted with her responsibilities as director of the hospital to actually retell the characters what she shared with them.
- **Irann Carpenter (EE-rahn CAR-pen-ter).** Owner of a well-respected wood carving shop; she is also the member of the family who decided that the family ties be kept secret. She was disgraced that her grandniece procreated with a human. She only reluctantly shared her information about the temple before and is hesitant to do so again.
- **Lighthouse.** A new and budding village so named because it has grown up around the disused Elua's Lighthouse on the southern coast of the Moonsea. A few days east of Hillsfar, the village was initially formed by refugees displaced by the Great Law of Humanity in the time of the First Lord. Now it has grown into an idyllic cliff side town that welcomes people from all walks of life.
- **Abandoned Temple.** Once dedicated to the elven god of longevity time, this temple now stands abandoned in the Rimwood of Cormanthor Forest. Until yesterday, it also housed the Chalice of the Setting Sun, a relic of Labelas Enoreth.



*Calder Goodfellow*



*Dara*



*Dir. Erika Salinop*



*Erevan Caerdonel*



*Irann Carpenter*

## Appendix 2: Creature Statistics

### Dukana (Morkoth)

*Medium aberration, chaotic evil*

**Armor Class** 17 (Natural Armor)

**Hit Points** 130 (20d8 + 40)

**Speed** 25 ft., swim 50 ft.

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| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 14 (+2) | 14 (+2) | 20 (+5) | 15 (+2) | 13 (+1) |

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**Saving Throws** DEX +6, INT +9, WIS +6

**Skills** Arcana +9, History +9, Perception +10, Stealth +6

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Senses** Blindsight 30 ft., Darkvision 120 ft., Passive Perception 20

**Languages** Telepathy 120 ft.

**Challenge** 11 (7,200 XP)

**Amphibious.** The morkoth can breathe air and water.

**Spellcasting.** The morkoth is an 11th-level spellcaster. Its spellcasting ability is Intelligence (save DC 17, +9 to hit with spell attacks). The morkoth has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *mending*, *ray of frost*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *shield*, *witch bolt*

2nd level (3 slots): *darkness*, *detect thoughts*, *shatter*

3rd level (3 slots): *dispel magic*, *lightning bolt*, *sending*

4th level (3 slots): *dimension door*, *Evard's black tentacles*

5th level (3 slots): *modify memory*, *scrying*

6th level (1 slot): *chain lightning*

### Actions

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**Multiattack.** The morkoth makes three attacks: two with its bite and one with its tentacles or three with its bite.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

**Tentacles.** *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 15 (3d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes 15 (3d8 + 2) bludgeoning damage at the start of each of the morkoth's turns, and the morkoth can't use its tentacles on another target.

**Hypnosis.** The morkoth projects a 30-foot cone of magical energy. Each creature in that area must make a DC 17 Wisdom saving throw. On a failed save, the creature is charmed by the morkoth for 1 minute. While charmed in this way, the target tries to get as close to the morkoth as possible, using its actions to Dash until it is within 5 feet of the morkoth. A charmed target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws against the morkoth's Hypnosis for 24 hours.

### Reactions

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**Spell Reflection.** If the morkoth makes a successful saving throw against a spell, or a spell attack misses it, the morkoth can choose another creature (including the spellcaster) it can see within 120 feet of it. The spell targets the chosen creature instead of the morkoth. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

If any character fails a saving throw from Dukana's Hypnosis ability or takes damage from Evard's black tentacles (cast by him) they earn the story award Madness of Tharizdun. This award can be found in Appendix #9.

## Nilbog

*Small humanoid (goblinoid), chaotic evil*

**Armor Class** 13 (Leather Armor)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

---

| STR    | DEX     | CON     | INT     | WIS    | CHA     |
|--------|---------|---------|---------|--------|---------|
| 8 (-1) | 14 (+2) | 10 (+0) | 10 (+0) | 8 (-1) | 15 (+2) |

---

**Skills** Stealth +6

**Senses** Darkvision 60 ft., Passive Perception 9

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

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

At will: *mage hand*, *Tasha's hideous laughter*, *vicious mockery*

1/day: *confusion*

**Nilbogism.** Any creature that attempts to damage the nilbog must first succeed on a DC 12 Charisma saving throw or be charmed until the end of the creature's next turn. A creature charmed in this way must use its action praising the nilbog.

The nilbog can't regain hit points, including through magical healing, except through its Reversal of Fortune reaction.

**Nimble Escape.** The nilbog can take the Disengage or Hide action as a bonus action on each of its turns.

### Actions

---

**Fool's Scepter.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage.

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

### Reactions

---

**Reversal of Fortune.** In response to another creature dealing damage to the nilbog, the nilbog reduces the damage to 0 and regains 1d6 hit points.

## Will-o'-Wisp

*Tiny undead, chaotic evil*

**Armor Class** 19

**Hit Points** 22 (9d4)

**Speed** 0 ft., fly 50 ft. (hover)

---

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 1 (-5) | 28 (+9) | 10 (+0) | 13 (+1) | 14 (+2) | 11 (+0) |

---

**Damage Resistances** Acid, Cold, Fire, Necrotic, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Immunities** Lightning, Poison

**Condition Immunities** Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious

**Senses** Darkvision 120 ft., Passive Perception 12

**Languages** The languages it knew in life

**Challenge** 2 (450 XP)

**Consume Life.** As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

**Ephemeral.** The will-o'-wisp can't wear or carry anything.

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

**Variable Illumination.** The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

### Actions

---

**Shock.** Melee Spell Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

**Invisibility.** The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).



## Appendix 3: Remembering the Hard Way (Bonus Objective A.)

*Estimated Duration:* 30 minutes

### Setting: The Dreamscape

---

This bonus objective takes place immediately after the characters wake up in the Dreamscape during the Episode 1: A Hazy Dream (Call to Action). The dreamscape is mostly featureless, except for the thick haze that permeates the area heavily obscuring view beyond 20 feet from a character.

#### Prerequisites

This bonus objective has no prerequisites. Instead, it can be used as an alternative Call to Action.

#### Area Information

This area features:

**Dimensions & Terrain.** The dreamscape is endless. Characters can move in any direction for as long as they'd like without finding an exit.

**Lighting.** Dim light pervades the area.

**Other Features.** The mist all around heavily obscures everything beyond 20 feet from a character.

#### Objectives

In order to retrieve the memories embedded in the Will-o'-Wisps, the characters must defeat them in combat. The memories are released only as each of the first three die.

### Scene A. What is Going On?!

---

Give the characters a few moments to gain their bearings and explain to them that they are essentially in this dreamscape in their skivvies without their weapons, armor, spell foci or components, or other adventuring gear.

The dreamscape can materialize much needed items by its occupants who concentrate on what it is they need. Improvised items resembling any mundane weapon, shield or spell component can be summoned from the haze by using **an action to succeed on a DC 10 Intelligence ability check.**

Treat these summoned items as improvised weapons, thus not granting characters their proficiency bonus to attack rolls, but dealing damage as normal.

Similarly, any spell components, spell foci, or holy symbol summoned in this way are merely shadows of the real thing. Spellcasters also do not get their proficiency bonus added to their spell attacks.

The dreamscape cannot summon or materialize armor.

#### Creatures/NPCs

A number of floating **Will-o'-Wisps** (equal to the number of characters participating) orbit the characters slowly as they awake.

**Objectives/Goals.** After the characters have had a chance to fully understand their predicament (and the modified rules of this dreamscape), the Will-o'-Wisps attack.

**What Do They Know?** As the first three Will-o'-Wisps reach zero hit points, they release their memory to the character that dealt the killing blow. By the end of this episode, characters should have learned all three pieces of information. The pieces of information that the characters learn are:

- The characters were hired by an elven cleric named Dara who lives in the nearby town of Lighthouse two days ago for a job that required them to go into Cormanthor Forest.
- Dara wanted the characters to retrieve an ancient elven artifact, the Chalice of the Setting Sun. She said that it was for the new temple that she was building in Lighthouse.
- The chalice was hidden and protected in an old, abandoned temple somewhere in the Rimwood of the Cormanthor Forest.

#### Development

After all three pieces of information have been conveyed, the next time a Will-o'-Wisp is reduced to zero hit points, the characters are released from the dreamscape. Proceed to Episode 2: Abandoned Temple.

## Appendix 4: Interviews ... or Interrogations? (Bonus Objective B.)

*Estimated Duration:* 30min

### Setting: The Village of Lighthouse

---

Well maintained dirt roads and welcoming storefronts are the staples of this budding community. Elua's Lighthouse dominates the skyline on the cliff overlooking the Moonsea. It is a cheery, pleasant community where anyone who isn't starting trouble is welcome to make their home.

#### Prerequisites

The characters must complete Episode 3: Finally, a Face to Face in order to participate in this episode. Additionally, the players should **NOT** have received extra clues from Dukana after his defeat.

#### Story Objective B

Gathering the remaining clues to solve the puzzle is Bonus Objective B. Only by speaking with some key villagers can they properly deduce who has their gear and solve the puzzle.

#### Important Reminders

- First, remember from the Adventure Background that every member of this family will deny relationships with the others. Their lie is so practiced that it has become truth to them. The only exceptions to this are when a successful skill check specifically prompts an NPC to reveal a clue.
- Second, remember that the clues are purposefully placed with specific NPCs. Don't accidentally get ahead of yourself and spill the beans before intended.

### Scene A. Dara's Home & Future Temple

---

The temple to Labelas Enoreth is currently being constructed on this site. Relatively close to Elua's Lighthouse, Dara has chosen this site due to its high traffic volume and great view of the sunset (an important tenant to the church of Labelas).

#### Area Information

This area features:

**Dimensions & Terrain.** The foundation of the temple measures approximately 60 ft wide and 100 ft long. Currently, it is no more than a flattened, cleared piece of land with a stone border. There is a large, 10 ft square tent erected nearby that currently serves as a living space for Dara.

**Lighting.** All interactions in this episode occur in the late-morning and afternoon. There is bright light unless otherwise noted.

#### Creatures/NPCs

Dara was the instigator of this mission for the players, and their primary point of contact. Although they have forgotten almost everything about her, she certainly hasn't forgotten them, as she only sent them on the mission two days ago.

**Objectives/Goals.** Dara seeks the Chalice of the Setting Sun which she sent asked the players to retrieve. The players did successfully retrieve it, but subsequently lost it to Dukana. Dara is less than pleased to learn this.

**What Does She Know?** Dara knows the information provided in the first three paragraphs of the Adventure Background. If the players have any questions still about how they became involved with the whole quest, she can answer that for them now.

However, she becomes incredibly tight lipped about any additional information she knows. She is not pleased that the adventurers failed in their mission and has no desire to hear their excuses.

Specifically, if asked what information about the ruins she shared with them initially she responds coldly: "To share that information once came at great risk to myself and was clearly not worth said risk; never ask this of me again!"

### Scene B. Wonderful Wooden Works

---

Irann owns a respectable woodcarving shop, providing the majority of the furniture and wooden tools that the budding village needs. She also has a soft spot for children, so sells toys at a discounted rate.

## Area Information

This area features:

**Dimensions & Terrain.** Small by storefront standards, the entire building is only 30 ft square and contains a merchandise counter, a work space and simple living quarters. There is an additional, larger workspace outside the back door.

**Lighting.** All interactions in this episode occur in the late-morning and afternoon. There is bright light unless otherwise noted.

## Creatures/NPCs

Irann is a kindly woman who is dedicated to her woodworking craft. She is middle-aged for an elf and has comfortably settled in to her new home here in Lighthouse. She rarely looks up from her current woodworking project.

**Objectives/Goals.** Irann truly believes that the family's secret needs to remain undiscovered. Any information she shared with the characters prior to the adventure would have been for their own safety, and nothing else.

**What Does She Know?** Irann knows of the existence of the temple and of the Chalice of the Setting Sun it houses. She also knows that the chalice should not be handled with bare skin. She told the characters this once (before this adventure began) and is hesitant to do so again. Only by convincing her that they are going to be near the chalice again (requiring a DC 18 Charisma (Deception) check) will cause her to give up the information a second time.

No amount of confrontation, persuasion or deception will convince her to reveal any familial connections.

## Scene C. Goodfellow's Farmstead

The Goodfellow Farmstead is a decently sized and highly productive bean farm just a few miles south of Lighthouse. Calder Goodfellow is a genuine and, as his name may suggest, good man. While he doesn't have a family, his hired farmhands are loyal and hardworking.

## Area Information

This area features:

**Dimensions & Terrain.** The farmstead is only about 2 acres large, with a nice-sized home built upon the edge closest to town.

**Lighting.** All interactions in this episode occur in the late-morning and afternoon. There is bright light unless otherwise noted.

## Creatures/NPCs

Calder Goodfellow is repairing a plow in the nearest field as the players come to call on him. While he would clearly be getting along with his work, he can spare a minute for a short conversation.

**Objectives/Goals.** Calder was approached and scolded by Irann immediately after helping the players the last time, and he is not looking forward to another tongue-lashing. He genuinely wants to help, but will keep his word to Irann.

**What Does He Know?** While Calder won't reveal the same information he told the players about the temple before, he can be convinced to give up the following information with a successful DC 15 Charisma (Deception, Intimidation or Persuasion) check. Alternatively, he will give it up for free if they reveal they already know of the familial ties.

- "They all want to keep our family a secret, it cost me my daughter. At least she's nearby ... I can see Erika anytime with a short visit to the Children's Hospital."

### Get a Clue!

Give them Player Handout #1, Clue #5 when they convince Calder to reveal what he knows.

## Scene D. Erevan's Home

Erevan is an elderly elf who lives on the edge of town. He has a reputation for being crotchety and disagreeable, but is genuinely harmless.

## Area Information

This area features:

**Dimensions & Terrain.** Erevan's cottage is small, approximately 800 sq feet. The porch is large enough for his rocking chair and maybe one other person to stand comfortably.

**Lighting.** All interactions in this episode occur in the late-morning and afternoon. There is bright light unless otherwise noted.

## Creatures/NPCs

Erevan spends his days sitting in the rocking chair on his porch, staring at the distant Cormanthor Forest. He is not one to welcome social visits and will happily snap insults at anyone trying to strike up a conversation.

**Objectives/Goals.** Erevan truly enjoys the solidarity he's developed since his move to Lighthouse. He wants nothing more than to be left alone with his thoughts. If his insults don't initially

chase a visitor off, he will attempt to answer their questions as quickly as possible to get them to leave.

**What Does He Know?** Erevan claims to have no recollection of speaking with the players previously. Provided the players persist in speaking with him after he insults a couple of them, he will listen to what they have to say.

Once they describe what they know of the temple and the information they gathered, the players can make a DC 15 Charisma (Persuasion) check to convince Erevan to reveal the following information.

- “Someone other than I told you about the undead that guard that cursed temple ... only my grandchild would know that and share it so flippantly.”

After sharing that he grows quiet and pensive, staring at the forest and refusing to answer any more questions.

#### Get a Clue!

Give them Player Handout #1, Clue #1 when he finally reveals the truth.

## Scene E. The Moonsea Children’s Hospital

The hospital is a recent addition to the Lighthouse area. Located a couple miles west of the town, it sits on a cliff overlooking the Moonsea. Director Salinop can be found supervising the children playing in the park adjacent to the hospital.

### Area Information

This area features:

**Dimensions & Terrain.** The well maintained park is approximately 50 ft in diameter with trees for climbing, space for running, and various equipment on which the children can play.

**Lighting.** All interactions in this episode occur in the late-morning and afternoon. There is bright light unless otherwise noted.

### Creatures/NPCs

Director Erika Salinop is curious, if a little preoccupied. She is interested in hearing what the characters found and experienced at the Abandoned Temple.

**Objectives/Goals.** Director Salinop’s primary concern during the conversation is to continue watching the children in her care. Because of this, she is incredibly distracted and can only partially participate in the conversation with the players.

**What Does He Know?** Salinop knows the location of the Abandoned Temple that her family has always spoken of. However, she regrets sharing this information with the players before and will not do it again under any circumstances.

While she has heard most of her family’s stories about the temple, the one piece she had never connected regarded the spiked pit trap. While relating their tale, if they mention the spiked pit trap, they gain her full attention for a brief moment and watch her connect the dots.

- “Oh! Oh, I understand now. They always just said he fell and impaled his leg. Now it makes much more sense ... yet another connection to that temple.”

She refuses to go in to more detail as her attention is lost to some misbehaving children.

#### Get a Clue!

When Director Salinop has her revelation, give them Player Handout #1, Clue #4 as they can confidently verify she didn’t know about the trap before now and therefore couldn’t have told them about it previously.

## Wrap Up

Allow the players a few minutes to discuss and solve the puzzle then ask them for their answer.

### Solving the Puzzle & Treasure

If the players solve the puzzle correctly, they present Calder with the potion and he remembers where their gear is buried. Along with their gear, he remembers the nearby hiding spot of the *Amulet of Proof Against Detection and Location* he is supposed to gift them at the same time. **PLEASE NOTE:** The players can earn this magic item **either** at the end of Episode 3 **or** here, not both.

If the players do **NOT** solve the puzzle correctly, whichever NPC they confront drinks the potion reluctantly and immediately vomits it back up! The next day Calder remembers and, confused, returns all of their gear to them, but does not gain the knowledge of the amulet’s location.

## Appendix 5: CLUES (Player Handout #1)

Separate this handout into 5 pieces and distribute them to the players when instructed throughout the module. Look for sidebars titled “Get a Clue!”

### Clue #1

---

Erevan is two generations older than the person who told you about the undead guardians.

### Clue #2

---

Irann told you that you shouldn't touch the chalice with bare skin.

### Clue #3

---

Of the five pieces of information you collected: one was given by the second oldest person, another was the information about the spiked pit trap, yet another was given by Dara, a fourth was the location of the temple and the final was given by Erevan

### Clue #4

---

Director Salinop did not tell you about the trap.

### Clue #5

---

Director Salinop is the daughter of Calder.

## Appendix 6: Logic Puzzle (Player Handout #2)

Distribute this handout to the players when instructed in the module; at the end of Episode 2: Abandoned Temple.

|             | 1 | 2 | 3 | 4 | 5 | Location | Trap | Guardians | Test of Soul | Don't Touch |
|-------------|---|---|---|---|---|----------|------|-----------|--------------|-------------|
| Calder      |   |   |   |   |   |          |      |           |              |             |
| Dara        |   |   |   |   |   |          |      |           |              |             |
| Erevan      |   |   |   |   |   |          |      |           |              |             |
| Irann       |   |   |   |   |   |          |      |           |              |             |
| Salinop     |   |   |   |   |   |          |      |           |              |             |
| Location    |   |   |   |   |   |          |      |           |              |             |
| Trap        |   |   |   |   |   |          |      |           |              |             |
| Guardians   |   |   |   |   |   |          |      |           |              |             |
| Test        |   |   |   |   |   |          |      |           |              |             |
| Don't Touch |   |   |   |   |   |          |      |           |              |             |

## Appendix 7: Dukana's Note (Player Handout #3)

Distribute this handout to the players when instructed in the module; at the end of Episode 1: Call to Action.

You are a skilled lot of adventurers!

Thank you for retrieving the prize. Unfortunately for you, I took it!

Then I took your gear and gave it all to someone else.

Finally, I took your memories ... just to see how skilled you truly are.

It's a puzzle, you see!

Your gear has been entrusted to the one who told you about the trap.

Retrace your steps; see what you can logic out.

When you think you know, have them drink this potion.

Be careful. There is only 1 dose.

Choose wrong and you may never see your precious belongings again!

-the one called 'Dukana'

## Appendix 8: Magic Item

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

### Amulet of Proof Against Detection and Location

---

*Wondrous item, uncommon (requires attunement)  
Tiers 1-4, 16 treasure checkpoints*

While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors. This item is found on **Magic Item Table F** in the *Dungeon Master's Guide*.

This black metal amulet is in the shape of an Obex: an upside down, two-tiered ziggurat. It hangs from a chain made from the same black metal. The chain is always cold on the skin.



## Appendix 9: Story Award

Characters may be afflicted by this Story Award at a few different points in the adventure.

### Madness of Tharizdun

---

The Chained God, Tharizdun, has briefly touched your mind. Seemingly at random you have nightmares of a black Obex (an inverted, two-tiered ziggurat) that shakes violently as though something is trapped inside and wants to get out.

This award could come back to haunt you in further Elua's Lighthouse Adventures!

## Appendix 10: 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?

[About the D&D Adventurers League](#)

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 |