

DARK MOON RETURN



CCC-BFG01-03

Destroy the Avatar of Shar in this deadly
adventure for characters of levels 5-10





Dark Moon Return

An Avatar of Shar Adventure



Cassius Valen has returned to Thentia as an agent of Shar and has taken a powerful artifact that will power a vast teleportation network around the Moonsea. Will the heroes answer the call and stop Cassius before he sets Armageddon in motion?

Part 3 of the Avatar of Shar Adventures

A Two to Four-Hour Adventure for Tier 2 Characters. Optimized for APL 8.

Credits

Lead Designer: Drew Dawes

Designers: Paul Aparicio, Eli White

Narrative Designer: Paul Aparicio

Editing: Eli White, Paul Aparicio

Copyediting: Kara Ferguson

Cover Art: Daniel Comerci – danielcomerci.com

Maps: Created on Inkarnate.com by Drew Dawes

D&D Adventurers League Guildmaster: Chris Lindsay

Art Director & Graphic Design:

D&D Adventurers League Wizards Team: Adam Lee, Ari Levitch, Chris Lindsay, Mike Mearls

D&D Adventurers League Administrators: Alan Patrick, Amy Lynn Dzura, Travis Woodall, Claire Hoffman, Greg Marks, Ma'at Crook, LaTia Jacquise

Playtesters: Eli White, Heather White, Dorese Evans, Phil Evans, Michael Stefani, Tessa Gunnell, Martin Kruetz

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Adventure Primer

However vast the darkness, we must supply our own light.—Stanley Kubrick

This adventure is designed for **three to seven 5-10-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.

This adventure occurs in Thar and the Underdark.

Background

The Moonsea region has long been under the watchful protection of the Valen Society, led by heroic paladin of Selûne **CASSIUS VALEN**. After finding a mysterious artifact he dubbed the **SHADOW SHARD**, he was slowly and completely corrupted by the goddess of darkness, **SHAR**. In the aftermath of his turn to evil, he destroyed the Valen Society. Cassius' son **DARIUS VALEN**, a fledgling paladin in his own right, witnessed his father's actions tear the Valen family apart. The Shadow Shard was recovered from Valen Manor and brought to the **TEMPLE OF SELÛNE** in **THENTIA**. Its sources were traced back to a teleportation chamber in the **UNDERDARK** powered by shadow magic. Many months have passed, and the followers of Shar remained silent. **MIRI KIRMANI**, an elven priestess at the temple, drove herself mad researching the dark tidings of the shard, which suddenly activated three days ago. Miri received visions of dark deeds being done by Cassius. If he activates the chamber, Shar's armies from Shadowfell could invade the Moonsea. Cassius Valen—the **AVATAR OF SHAR**—must be destroyed.

Overview

The adventure's story is spread over **three parts** and takes approximately **2 hours** to play. The adventure begins with a Call to Action scene. It

also contains **two optional bonus objectives**—each taking **an additional hour** to play.

- **Call to Action: Stolen Shard.** The characters witness the Avatar of Shar attack the Temple of Selûne and steal the Shard.
- **Part 1: Race to the Shrine.** The characters defend the Temple of Selûne from Order of the Dark Moon and travel through Thar to the Underdark. This is Story Objective A.
- **Part 2: Shadow Showdown.** The characters sneak through the Dark Moon Shrine and face off against the Avatar of Shar directly in a teleportation chamber. This is Story Objective B.
- **Bonus Objective 1: Underdark Cooperation.** The characters convince multiple NPCs to help them ambush an army from Shadowfell. This is found in Appendix 1.
- **Bonus Objective 1: Valen Family Values.** The characters search the Dark Moon Shrine to rescue Darius Valen. This is found in Appendix 2.

Adventure Hooks

If the characters have played the previous adventures in the Avatar of Shar series, they will be summoned back to the Temple of Selûne as the characters are the only heroes experienced with this threat.

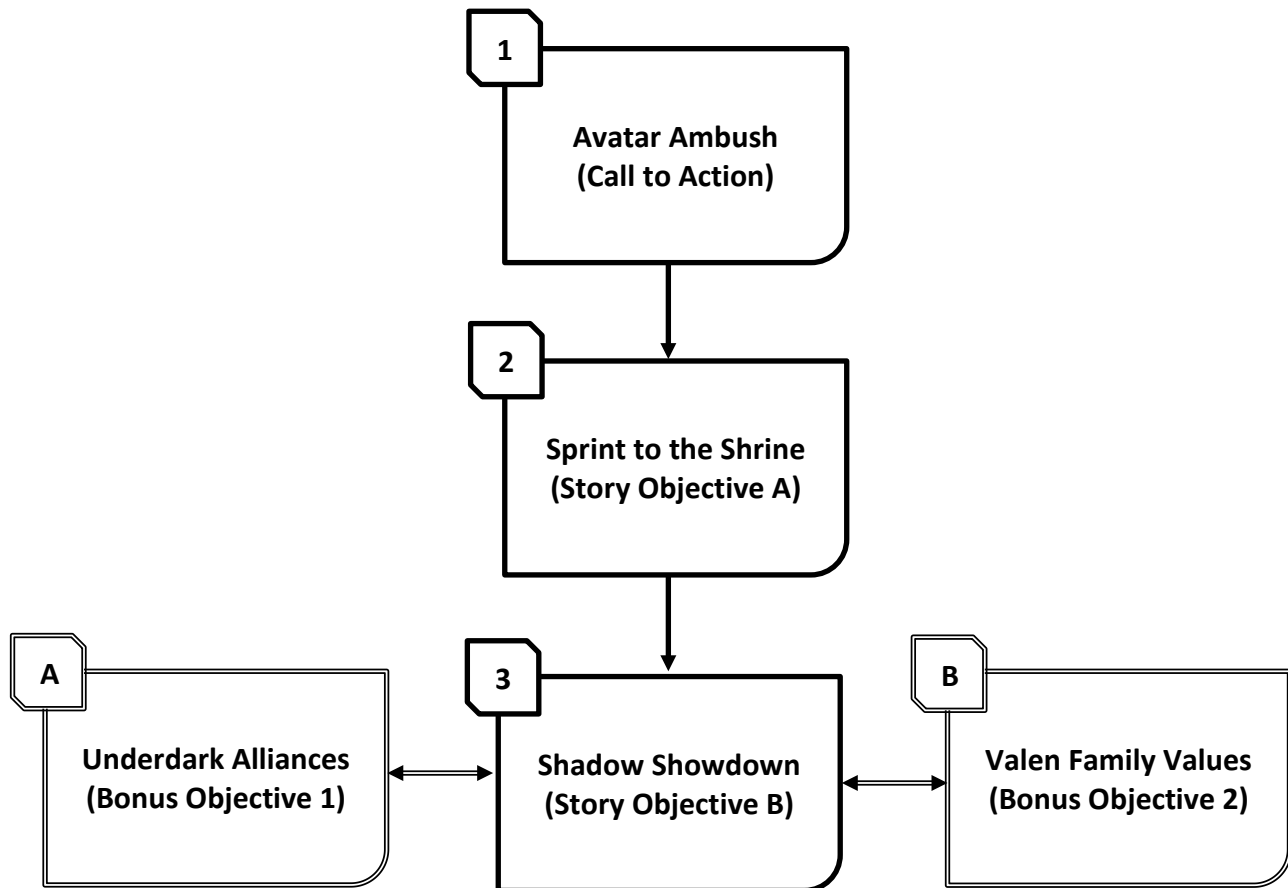
If the characters did not play the previous adventures, use their backgrounds to provide additional hooks. For example:

Background (Acolyte) or Divine character options. A character heard ugly rumors of an unholy symbol of Shar recovered by the temple of Selûne in Thentia.

Background (Faction Agent). A character is contacted by their faction to uncover additional details about the growing threat. For example, the Harpers may want to confirm rumors of the fall of the Valen Society. The Order of the Gauntlet wishes to recover Shar's unholy symbol before it can bring darkness to the world.

Adventure Flowchart

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



Call to Action: Avatar Ambush

Estimated Duration: 15 minutes

Thentia

Thentia is a city located on the north shore of the Moonsea. Much of Thentia is rough and crude but the city is noted for its powerful mage guild, as well as its large Temple of Selûne.

Temple of Selûne

The temple is a shining beacon in Thentia's city square. It bustles with activity as they are preparing for the ritual of the new moon.

Creature Information

Three priestesses of the temple greet the adventurers at the door and bring them into a private section of the temple where they can talk.

One priestess speaks: "Thank you for coming so quickly! One of our order, Miri Kirmani, was researching a dark artifact. For three straight nights the artifact glowed, and Miri was haunted by evil dreams. Last night she ran out of the temple screaming! Please help find her."

What Do They Want? The members of the temple want the party to investigate the disappearance of Miri (who the characters may know from previous adventures in this series). They are happy to answer any questions the party may have. They tell the players to visit Miri's quarters to check for clues.

What Do They Know? They know Miri was researching an artifact known as the Shadow Shard which was recovered from Valen Manor; it was linked to a Dark Moon Shrine hidden in the Underdark. After Miri disappeared last night, they moved the shard to the New Moon Chapel within the temple for safe keeping.

Miri's Quarters

Charcoal drawings of shadowy figures and structures are scrawled all over the room, visible

from anywhere in the Temple. The floor is littered with handwritten notes and maps.

Creature Drawings. The drawings on the walls show various types of creatures surrounded by shadows. It also includes a drawing of a very large figure clad in full plate armor. A successful DC 18 Arcana check can identify some of the drawings as **Shadows**, **Shadow Demons**, and **Shadow Mastiffs**.

Structure Sketch. There is a drawing of a location as well—a set of caves and carved rooms filled with strange looking objects. If any of the players have played CCC-BFG01-02 they will immediately recognize it as the Dark Moon Shrine.

So Much Paperwork. The papers include maps of the Moonsea with multiple locations marked. One of these maps (see **Appendix 5**) has a large X on it with "Xûl-Jarak, the Shrine" written next to it. Notes range from meticulous research to hastily written notes making little sense. A successful DC 10 Intelligence (Investigation) check uncovers one of Miri's notes: "I MuST StoP hIM aT tHE ShRiNE"

Call to Action

The characters' investigation is interrupted as Cassius Valen launches his assault on the temple to recover the Shadow Shard.

Suddenly, screams flood the halls of the temple from the direction of the New Moon Chapel. Throwing open the doors to the chapel reveals three dead Selûnites with sinister Shadows lurking above their bodies. Dark Moon Cultists drop from the darkness. The protective case holding the Shadow Shard is shattered and the shard fills the room with crackling purple light. Cassius Valen, wearing full plate armor complete in the regalia of Shar, grabs the shard and vanishes as the cultists turn their gaze toward the adventurers.

The players may now proceed to **Part 1**

Part 1: Sprint to the Shrine

Estimated Duration: 45 minutes

Story Objective

Following Miri's trail and reaching the entrance to The Underdark at the bottom of Xûl-Jarak is **Story Objective A**.

New Moon Chapel

There are multiple chapels within temple dedicated to the different phases of the moon. This one is dedicated to the New Moon and is where the Shadow Shard was secured. Large double-doors lead into the 65-foot diameter marble dome chapel. The holy symbol of Selûne is inlaid with silver into the marble floor. See **Appendix 3** for a map of the Chapel.

Lighting. The room is kept very dark in honor of the new moon, a brazier hanging high near the top of the dome holds a magical light source, casting indirect dim light around the room.

Contents. A small altar to Selûne is on the far wall. A case which held the Shadow Shard is currently shattered.

The priestesses still here quickly push any remaining congregants out of the room and close and bar the doors, intent on keeping the populace safe from this threat, even if it costs them their lives.

Special Encounter Rules

During this encounter, add one **Priestess of Selûne** (use the stat block for **Acolyte**) to the combat for each character. Each player will control one of them, and they act on the player's turn. The players must attempt to protect them during this battle. The priestesses are panicked and only take the following actions: Dash, Dodge, Disengage, and Help.

Creature Information

Four **Dark Moon Cultists** (use the stat block for **Hobgoblin Iron Shadows**) and one **Shadow** remain in the New Moon chapel.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

Very Weak: Remove 1 **Shadow** and 2 **Dark Moon Cultists**

Weak: Remove 1 **Shadow** and 1 **Dark Moon Cultist**

Strong: Add 1 **Shadow** and 1 **Dark Moon Cultist**

Very Strong: Add 1 **Shadow** and 3 **Dark Moon Cultists**

What Do They Want? The Dark Moon Cultists want to kill as many of the priestesses as possible, targeting them preferentially.

What Do They Know? The cultists know the Avatar of Shar (Cassius) has taken the shard back to the Dark Moon Shrine to fully power up the teleportation device stored there.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. The cultists will focus on attacking the priestesses as long as they can do so without putting themselves at higher risk from the players. The players need to try to keep the priestesses alive if possible, while also controlling them as described above.

Exploration. Players may seek out something in the room to provide additional light sources and hamper the shadowy creatures.

Social. A successful DC 12 Charisma (Persuasion) check as a character's action can convince a priestess to cast one of their spells. The players may want to capture a cultist to interrogate them later.

Aftermath and Rewards

After the encounter is over the priestesses will urge the characters to follow the hints they found and track Miri to the Dark Moon Shrine.

Blessings. For each character who successfully kept their priestess alive, the Selûnite will bestow the blessing of Selûne upon them before they leave. Grant each of those characters inspiration.

Untrustworthy Travelers

As the characters travel the trail of Miri to Xûl-Jarak roughly 50 miles north of Thentia, they come upon a covered wagon under attack by marauding orcs.

Weather. The party will arrive at the wagon as the sun begins to set, the waning light counts as dim light for this encounter.

Area Information

Thar is characterized by endless gray and brown grasslands punctuated by rocky outcroppings, wetlands and pine. The foul wilderness is home to quarreling bands of Orcs and Ogres. The attack occurs on the main road from Meluvant to Glister before the characters reach Xûl-Jarak. See **Appendix 4** for a map of Thar.

Creature Information

The horse drawn covered wagon is being attacked by an orc scouting party consisting of: **three orcs** and **two orc red fang of shargaas**. Defending the wagon is Rowan Sidar (**a Shadow Dancer**) disguised as an elven merchant, and wearing a large hood, and her **two** loyal **shadow mastiffs** who have illusion magic on making them appear as large mastiffs.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

Very Weak: Remove **2 orc red fang of shargaas**

Weak: Remove **1 orc red fang of shargaas**

Strong: Add **1 orc red fang of shargaas**

Very Strong: Add **2 orc red fang of shargaas**

What Do They Want? The orcs are after easy prey and seek to capture whatever cargo is available and take the driver as a slave. They weren't expecting resistance and flee once they lose half their number. Rowan is an assassin from the Dark Moon Cult that captured Miri and wants to get her cargo to the newly rebuilt Dark Moon Temple in the Underdark near Xûl-Jarak.

What Do They Know? The orcs know the general wilderness area and that they are hunting in Ogre territory. Rowan is a grifter and knows Cassius will reward her greatly for bringing the priestess to him.

Development. If the characters only attack the orcs, Rowan will aid in the combat. Afterward, she will thank the characters for their assistance and offer a small amount of gold, wishing to continue her travel. Rowan will claim to be a textile merchant from Phlan traveling through to Glister to acquire more stock and is fond of the dogs Markof and Freya.

Miri is tied up and covered in a pile of cloth in the wagon. Rowan will do her best to convince the players to just let her move along, perhaps even offering the potion she has stored in the wagon if needed. She however is shrewd enough to know when the deception wears thin and has no qualms about fleeing. A successful opposed intimidation check will also cause her and her mastiffs to flee, leaving the wagon behind.

DM Tip. Unless Rowan is killed in the first fight, or you have lots of time, let Rowan escape when she flees. But you could allow a second combat if the players actions demand it after talking to her.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. As long as the characters choose to target only the orcs, Rowan and her mastiffs will only attack the orcs. The mastiffs will not use Shadow Blend, and Rowan will only make improvised weapon attacks, throwing rocks at the orcs to hide her nature. If the party attacks either the mastiffs or Rowan, they will fight the players using all their abilities.

Exploration. If the party makes a successful DC 15 Wisdom (Survival) check, they come upon this scene able to take a surprise round of action if they choose. Once any player nears the wagon, a passive investigation of 15 or higher allows that character to notice slight movement from a rug sized pile of cloth in the wagon.

Social. If the characters are suspicious about Rowan's role in this combat, a successful opposed Wisdom (Insight) check versus Rowan's Charisma (Deception) check detects something amiss with her story.

A Wild Miri is Found

If Miri is found (and not accidentally killed by the party), she is unresponsive and dying. A successful DC 12 Wisdom (Medicine) check stabilizes her, but she requires either a healing

spell cast upon her, or at least an hour of rest before she can travel by herself.

A Happy Reunion. If any of the characters have met Miri in a previous module (CCC-BFG01-01 or CCC-BFG01-02), then she greets them warmly, thanking them profusely for saving her. In addition, if the players took a long rest here, allowing her to recover her spells, she will offer to cast *aid* using a 3rd-level spell slot on the party before departing as thanks for all the help the characters have provided in the past.

What Do They Know? Miri has no memory of how she got here and welcomes information from the party as to why, where, and how she got here, and what the adventurers are doing here. The last thing she remembers is going to bed on that third night, worried about the haunted dreams she expected to revisit her.

What Do They Want? If the adventurers recount the story of the stolen shard, she will express grave concerns. Miri comes to the conclusion that Cassius must have taken the shard back to the Dark Moon Shrine, and that the adventurers should head there immediately. If she is shown the note with her message about stopping him at the shrine, she doesn't recognize it. She wants to return to the Temple of Selûne to check on her sisters in the aftermath of the attack.

Treasure Information

A *potion of gaseous form* can be found in a small wooden box in the wagon in addition to looted valuables.

To Xûl-Jarak and Beyond

Xûl-Jarak is an orcish ruin, long since abandoned. The ruins have taken on a sinister character and sit atop of a 20ft crag. The ground floors have suffered further deterioration, and only the central area is accessible. The players know that they must descend to reach the Underdark.

Returning Characters. To anyone who has played the previous modules, this area is familiar, however it is eerily quiet and has been completely cleared of any creatures to encounter thanks to the presence of a deeper evil now.

Descending. Many floors of the ruin are completely inaccessible, and the only route down or up at this point is a central featureless and smooth shaft that extends all the way to the bottom. Flying will allow characters to descend safely. Climbing will be difficult and require great strength to hold onto the smooth shaft. Players wishing to climb down the 80ft shaft will need to make four successful DC 16 Strength (Athletics) check to descend safely. For each failed check, they fall 20ft and take 5 (2d6) bludgeoning damage. Reward characters with advantage on each roll if using climbing gear, rope, or another clever scheme.

After the players have descended, proceed to **Part 2**.

Part 2: Shadow Showdown

Estimated Duration: 60 minutes

The Underdark

The characters find themselves now in a grotto leading out to a series of winding and twisting caverns. The Underdark is ripe with mushrooms and vegetation. Lighting is dim from bioluminescent fungi and lichen growing in the caverns.

Story Objective

Destroying the Avatar of Shar is Story Objective B.

Creature Information

As the players leave the grotto they are in and begin their journey deeper into The Underdark, perhaps not sure exactly where they are going, they are greeted by an eccentric and seemingly mad gnome, who has trouble remembering things.

Returning Characters. Anyone who has played the previous modules will be greeted fondly by Melrond, but only about half of them, the others he won't seem to remember.

What Do They Know? Melrond knows the area of the Dark Moon Shrine has been extremely active with creatures lately; something bad is happening.

Which way to go? Melrond wants to assist anyone wanting to put an end to this evil and will give the characters directions to the shrine. But he can't remember them. He will take the characters into the cave he lives in nearby, and scavenge around to find a map he made for just this case. He will bumble around the area, keep forgetting what he was doing, offering the characters tea and food, and need reminding to find the map. He will eventually find it, but if a character wants to help him look, they can make a DC 18 Intelligence (Investigation) check to see if they find it.

Bonus Objectives

If you have time to run the bonus objectives, this is the time to add them. If you have time for both objectives, you should run **Bonus Objective 1 (Appendix 1)** first, otherwise just run **Bonus Objective 2 (Appendix 2)**.

Deep Gnome Chain Gang

The party follows Melrond's map (or travels by their own memory). After an uneventful trek, they reach the spot where the shrine should be only to find a solid rock wall.

After a few minutes of deliberation over whether the old hermit has truly lost mind, the characters hear a whisper echoing from a small cave mouth.

"Psst! You're lookin' for that shrine, ain't ya? Whaddya some kinda freak? Well you'll never find it now, but I know where to look. How 'bout yous help us out first, then I can help you?"

Area Information

A small tunnel no more than 3-feet tall and wide appears recently excavated out of the rocky wall. The sound of pickaxes breaking stone and chains clanging constantly echo out of the tunnel.

Creature Information

The offer came from Bander Breksfandarin, a deep gnome shackled by leg irons attached to a long chain. Even in the Underdark, the chain is permanently obscured by shadow.

Bander was once the foreman of a svirfneblin construction crew. Cassius Valen hired the crew to rebuild the ruins of the Dark Moon Shrine; they did such an impressive job that Cassius enslaved them. Now they are digging for their lives. The cursed chains will kill them if they stop.

What Do They Want? Bander wants to give the characters directions back to the shrine, hoping they can free the crew from their evil chains. Until then, they must keep mining, as the

chains cause necrotic damage to the deep gnomes when too many of them stop working.

What Do They Know? Bander knows the chain is impossibly long and laced with magic they've never encountered. He knows the chain itself is iron, so he figures it's being magically powered from wherever the chain is tethered.

He knows that once their work was complete, Cassius concealed the entire Dark Moon Shrine from the rest of the Underdark.

Since then, the crew hasn't received any new orders from Cassius, but they are still chained. They've been mining out as far as they could, and the chain keeps coming. If they chains don't kill them the exhaustion will.

Svirfneblin Crawl Space

Once the characters take Bander up on his offer, he shouts the good news down the tunnel in undercommon. 39 other deep gnomes pass the news along down the chain.

Tight Squeeze. The tunnel is sized for Small creatures. Medium creatures can crawl and squeeze through the tunnel.

Working Overtime. Good news travels fast. After 1 hour, the deep gnomes further down the chain have cleared enough headroom for Medium creatures to travel normally.

Follow the Leader. Bander's been leading the crew as far away from the shrine as he could in search of help, including through some precarious Underdark terrain. To reach the end of the chain, the characters will backtrack the deep gnome's journey, passing them along the way. They encounter the following hazards:

Tips for the DM

Keep an eye on the time and be sure to allow for plenty of time for characters to fight the Avatar or Shar in the next section. If you are running short on time, consider skipping some of these encounters and jumping to the End of the Line.

High Ledge

The characters must walk along an 18-inch-wide ledge skirting a ravine 50 feet deep. Each character must succeed on a DC 10 Dexterity saving throw to avoid a fall. Precautions such as

connecting themselves to the chain let the character make the save with advantage.

Rope Bridge

A ravine 60 feet wide and 40 feet deep cuts across the character's path, spanned by an old rope bridge. Running water is heard below. A successful DC 12 Wisdom (Survival) check reveals the bridge can only hold one Medium creature or two Small creatures at a time. If more attempt to cross the rope bridge at the same time, it snaps, dropping the characters into the creek below.

Creek Rapids

Any fall from above is broken by a deep sinkhole in the creek. The water is freezing, but clean. The rapid current threatens to wash the characters deeper into the Underdark. Each character must succeed on a DC 10 Strength saving throw to reach the side of the ravine. A successful DC 14 Strength (Athletics) check is needed to climb up the ravine.

Retired Worker

The last deep gnome in the chain gang hangs upside down 10 feet above the ground. She appears to be killed from necrotic damage. Her corpse is starting to appear as blurry as the shadow on the chain. A character within 5 feet of the body can examine closer. A successful DC 11 Intelligence (Medicine) check can tell this deep gnome isn't dead. A successful DC 11 Intelligence (Arcana) check can tell she has cast *disguise self* and *blur* on herself. She is currently taking a nap. If woken, she explains that her spells somehow trick the chain into thinking she is working. She says the end of the chain is just ahead and she sprinkles some gold dust onto the characters for good luck.

End of the Line

After miles back tracking Bander's escape route, they finally reach the end of the chain. They enter a small room of worked stone and find the chain is tethered to a solid, flat iron ring attached to the base of the stone altar. The ring is inlaid with purple crystals. A successful DC 12

Intelligence (Religion) check determines it looks like the symbol of Shar.

Disabling the Ring. The ring's base has AC 19, 10 hit points, and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. The ring may also be disabled with *dispel magic* cast at 5th level or higher.

Finally Free

After the players destroy the ring, the power of the chain subsides, and the gnomes are freed from their never-ending task.

As the players backtrack now through the tunnel, they are hailed as the saviors. Eventually they find Bander again; he thanks them profusely and holds true to his word. He walks out to where the cave entrance should have been and starts rummaging around. Eventually he finds a loose rock and moves it, reaching in and pulling a lever. A large section of the cavern wall begins to move and slide into the ground, opening the passageway to the Shrine.

Two Paths. At this point there are two paths open to the players. The passageway splits now. Bander shares the information that the left path is a direct route to that "dark crystal covered contraption," and the path to the right leads back to the original entrance of the Shrine, but he warns that it's full of Cassius's minions now. This is illustrated on the map in **Appendix 6**.

Treasure

On their way back through the tunnels, the retired svirfneblin offers a *potion of growth* to the characters for releasing them all and keeping her secret.

Tips for the DM

If the players are not doing **Bonus Objective 2**, then direct them to the left path to assault the Shadow Way to end Cassius's reign of evil. If they are doing the bonus objective to save Darius, they should proceed to the right path leading to the front entrance to the shrine.

Expanded Shadow Way

As the players approach the Shadow Way teleportation room (**Appendix 6, Area 5**), they see two open portals of swirling black magic on either side of the room. Looking through either

reveals a long corridor with entire walls as teleportation panels. Characters looking into a portal ring can see themselves through the other portal ring on the opposite wall. A successful DC 12 Wisdom (Perception) check reveals that the images are slightly off, as if reflected in multiple mirrors.

Through the portal they also see themselves finally face-to-face with Cassius Valen, the Avatar of Shar. In one arm he clutches the shadow shard as it emanates an unholy aura. In the other, he wields a formidable sword formed of pure darkness. Shadows dart in all directions.

Magic cannot penetrate the portals; he awaits your arrival. When the characters step through a portal, the encounter begins in the expanded Shadow Way. See **Appendix 7** for a map of the area.

Area Information

Light. Dim purple light from the Shadow Shard glows endlessly through the teleportation wall panels.

Shadow Shard. The Shard glows a dim purple aura in a 15-foot radius. The Avatar of Shar regains 20 hit points if it starts its turn in this aura and has at least 1 hit point. Any creature other than Cassius that starts its turn in the aura takes 10 (3d6) necrotic damage. The shard malfunctions if the hidden shrine is defiled.

Size and Dimensions. The expanded Shadow Way is two angular rooms roughly 70-feet long by 50-feet wide. Darkness conceals a stone ceiling 70-feet high.

A Place Between Planes. Spells and other effects that send targets to other planes of existence (such as *banishment* or *blink*) do not function in the Shadow Way.

Shadow Way Teleportation. Each wall is a teleportation panel linked to another wall on the opposite chamber. Any creature may use their movement to enter any point of a wall and exit at any other point of the linked wall in the other chamber. A target of a ranged attack that passes through a wall gains the benefit of half cover. Any character that uses the teleportation panel walls becomes aware of the hidden shrine.

Hidden Shrine. A circular shrine 25-feet in diameter is hidden between the two chambers.

The entire floor is the holy symbol of Shar crafted with raw amethyst. Characters attempting to access the shrine must move through a teleportation panel wall and succeed on a DC 15 Wisdom saving throw, or take 10 psychic damage and be ejected prone from the linked wall. The walls of the shrine are linked to all other walls. As an Action, characters can defile the shrine, causing the Shadow Shard to malfunction until the start of their next turn.

Characters with the *Shadow Magic sorcerous origin* or *Way of the Shadow* subclasses automatically succeed on this save.

Creature Information

Cassius Valen's rejection of Selûne and corruption at the hands of Shar is fully complete. The hero of the Moonsea is no more. Deadly. Silent. Darkness incarnate. This is the **Avatar of Shar** (use the stat block for **Drow Shadowblade – Summoner Variant**). The Avatar may choose to summon a **shadow demon** at any point to distract the characters and take advantage of the Shadow Shard's healing properties. **Dark Moon Cultists** lay in wait and may strike at any time. For every two characters, add one **dark moon cultist**.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the option to summon a **shadow demon**. A Shadow Shard malfunction reduces its healing and damaging properties to 0.
- **Weak:** A Shadow Shard malfunction reduces its healing and damaging properties to 0.
- **Strong:** Begin combat with a **shadow demon** already summoned. A Shadow Shard malfunction reduces its healing and damaging properties by half.
- **Very Strong:** Begin combat with a **shadow demon** already summoned, and add **1 dark moon cultist** for each character. A Shadow Shard malfunction reduces its healing and damaging properties by half.

What Do They Want? Now that the expanded Shadow Way is complete, Cassius wants to open portals to Shadowfell to invade the Moonsea with an army of darkness.

What Do They Know? Cassius knows Shar commanded him to protect the Shadow Shard at all costs.

Helps and Hindrances

Facing the Avatar of Shar is an uphill battle until the Shadow Shard. Guide the players to discover the hidden shrine and attempt to defile it.

If the characters are overpowering the Avatar of Shar, he retreats to the hidden shrine to recover using the shard, while taking shots with his hand crossbow.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. The characters can make a contested strength check against Cassius to wrestle control of the Shadow Shard away from him. While taking necrotic damage could be costly, stopping the regeneration is key in defeating the Avatar of Shar.

Exploration. The characters can use teleportation walls to cover much more ground than they could with their movement. Reward inspiration for especially creative uses.

Social. The time for talking is over. The Avatar of Shar cannot be swayed. It's time to fight!

Once the Avatar of Shar drops to 0 hit points, read the following:

Cassius Valen's body and armor crumbles to ash as his shadow is absorbed by the Shadow Shard, causing a massive crack in the unholy symbol. The entire room also begins to crack. As the shard continues to splinter, cities all over the Moonsea appear on the teleportation panels: Phlan, Melvaunt, Thentia, Mulmaster, Elmwood, and Hillsfar. All targets of Shar's invasion. Suddenly, the Shadow Shard explodes! Sending shadow crystal shrapnel through the portals to the far reaches of the Moonsea! Who knows what darkness may one day grow from those shadowy seeds...

As the room begins to crumble, the characters must quickly choose which city to teleport to. The entire room will collapse in 1 minute and kill anyone remaining.

Wherever the characters teleport to, proceed to **the Wrap Up**.

Wrap Up: Moonlight Return

When the characters finally return to the temple of Selûne in Thentia (whether teleporting directly or travelling back in due time) they are given a hero's welcome. They are given a banquet in their honor and named the "Defenders of the Moon" (**story reward, Appendix 9**). For defeating the agents of Shar that threatened the Moonsea region, the temple will forever remember your aid and honor your efforts.

Saved Miri. If Miri was saved, she will be here and personally thank the players, offering to always help them if they need it in the future.

Miri is Gone. If the players didn't save Miri, then the other priestesses are somber during the ceremonies, and they take on a much more solemn tone, glad that you succeeded, but saddened that their compatriot couldn't be saved.

Treasure

At the end of the ceremonies, the players are presented with a *javelin of lightning* (**Appendix 8**) with the symbol of Selûne embossed onto the head.

Rewards

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

Character Rewards

The characters earn the following rewards:

Story Reward

Upon successfully **completing** this adventure, each character earns the title of “Defender of the Moon” and is treated as an honored guest in the Temple of Selûne in Thentia.

Advancement

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

Gold

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

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 8**

Javelin of lightning

Potion of gaseous form

Potion of growth

Dungeon Master Rewards

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

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

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

Dramatis Personae

The following NPCs feature prominently in this adventure.

Cassius Valen (VAY len). Retired adventurer paladin of Selûne slowly corrupted by Shar through the Shadow Shard that he found. He has now become the Avatar of Shar.

What They Want: Cassius is gone and only the Avatar remains, wanting only to serve Shar to the best of his ability.

Tall, Dark, and Horrifying: Hulking and fearless. Carrying a blade of pure black shadow. Exacting Shar's wishes with ruthless efficiency.

Miri Kirmani (KEY er MAAN e). Head Selûnite at the Temple of Selûne in Thentia. She has a wry smile and shining dark hair with tight curls.

What They Want: Through her visions, Miri knows Shar is returning via Cassius and planning to bring an everlasting nightbloom to the Moonsea. She wants to stop her old friend Cassius before it's too late.

Priestess of the Marble Moon: When the Shadow Shard started glowing, her usual beaming demeanor was replaced by a twinge of madness.

Rowan Sidar (ROW an). Dangerous assassin. Talented con artist. Dark Moon acolyte.

What They Want: Shar delivered a Selûnite to her in the dead of night. She wants Cassius to reward her for bringing Miri to him.

Dog Friendly: Rowan always has her loyal shadow mastiffs Markof and Freya by her side.

Bander Breksfandarin (BREKS fan DARE in). Just a good old deep gnome in way over his head. Grizzled and sturdy from years of hard work.

What They Want: Get his crew out of the chains of eternal overtime.

Just Keep Digging: Bander led the deep gnome crew digging a tunnel all over the Underdark.

Melrond (MEL rond). Eccentric rock gnome and former adventuring companion of Cassius Valen. Incoherent and can't remember what he started saying.

What They Want: He wants the characters to find some help and stop Cassius' evil plot.

Say What?: Melrond is nearly impossible to understand and constantly mumbles about his apprentice that ran off with his washing machine research. "Made a fair amount of money too, that he did I say."

Darius Valen. Fledgling paladin that grew up in the shadow of his hero father, Cassius.

What They Want: He wants to find his corrupted father and put an end to him.

All Your Fault: Darius blames father for bringing the Shadow Shard into their family home.

Tridoran Sidar (try DOOR an). An enigmatic Shadar-Kai shadow dancer and devout worshipper of Shar. She is the sister of Rowan.

What They Want: She wants to become the next Avatar of Shar.

Bound by Honor: Despite her own desires being in direct conflict with her current orders, she will never betray her Dark Goddess.

Creature Statistics

Avatar of Shar (Drow Shadowblade - Summoner Variant)

Medium humanoid (elf), neutral evil

Armor Class 17 (Studded Leather)

Hit Points 150 (20d8 + 60)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	16 (+3)	12 (+1)	14 (+2)	13 (+1)

Saving Throws DEX +9, CON +7, WIS +6

Skills Perception +6, Stealth +9

Senses Darkvision 120 ft., Passive Perception 16

Languages Elvish, Undercommon

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

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

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Shadow Step. While in dim light or darkness, the drow can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

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

Actions

Multiattack. The drow makes two attacks with its shadow sword. If either attack hits and the target is within 10 feet of a 5-foot cube of darkness created by the shadow sword on a previous turn, the drow can dismiss that darkness and cause the target to take 21 (6d6) necrotic damage. The drow can dismiss darkness in this way no more than once per turn.

Shadow Sword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage plus 10

(3d6) necrotic damage and 10 (3d6) poison damage. The drow can then fill an unoccupied 5-foot cube within 5 feet of the target with magical darkness, which remains for 1 minute.

Hand Crossbow. Ranged Weapon Attack: +9 to hit, range 30/120 ft., one target. Hit: 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target regains consciousness if it takes damage or if another creature takes an action to shake it.

Summon Shadow Demon (1/Day). The drow attempts to magically summon a shadow demon with a 50 percent chance of success. If the attempt fails, the drow takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Cult Fanatic

Medium humanoid (any race), any non-good alignment

Armor Class 13 (Leather Armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses Passive Perception 11

Languages Any one language (usually Common)

Challenge 2 (450 XP)

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

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

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

Dark Moon Cultist (Hobgoblin Iron Shadow)

Medium humanoid (goblinoid), lawful evil

Armor Class 15

Hit Points 32 (5d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	14 (+2)	15 (+2)	11 (+0)

Skills Acrobatics +5, Athletics +4, Stealth +3

Senses Darkvision 60 ft. Passive Perception 12

Languages Common, Goblin

Challenge 2 (450 XP)

Spellcasting. The hobgoblin is a 2nd-level spellcaster. Its spellcasting ability is intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *minor illusion, prestidigitation, true strike*

1st level (3 slots): *charm person, disguise self, expeditious retreat, silent image*

Unarmored Defense. While the hobgoblin is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The hobgoblin makes four attacks, each of which can be an unarmed strike or a dart attack. It can also use Shadow Jaunt once, either before or after one of the attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, range 20/60 ft., one target. Hit: 5 (1d4 +3) piercing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5

Shadow Jaunt. The hobgoblin magically teleports, along with any equipment it is wearing or carrying up to 30 feet to an unoccupied space it can see. Both the space it is leaving and its destination must be in dim light or darkness.

Duergar Despot

Medium humanoid (dwarf), lawful evil

Armor Class 21 (Natural Armor)

Hit Points 119 (14d8 + 56)

Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (-3)	19 (+4)	15 (+2)	14 (+2)	13 (+1)

Saving Throws CON +8, WIS +6

Skills Stealth +4

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 120 ft., Passive Perception 12

Languages Dwarvish, Undercommon

Innate Spellcasting (Psionics). The duergar despot's innate spellcasting ability is Intelligence (spell save DC 12). It can cast the following spells, requiring no components:

At will: *mage hand*, *minor illusion*

1/day each: *counterspell*, *misty step*, *stinking cloud*

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

Psychic Engine. When the duergar despot suffers a critical hit or is reduced to 0 hit points, psychic energy erupts from its frame to deal 14 (4d6) psychic damage to each creature within 5 feet of it.

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

Actions

Multiattack. The despot makes two iron fist attacks and two stomping foot attacks. It can replace up to four of these attacks with uses of its Flame Jet.

Iron Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a Large or smaller creature, it must make a successful DC 17 Strength saving throw or be thrown up to 30 feet away in a straight line. The target lands prone and then takes 10 (3d6) bludgeoning damage.

Stomping Foot. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage, or 18 (3d8 + 5) to a prone target.

Flame Jet. The duergar spews flames in a line 100 feet long and 5 feet wide. Each creature in the line must make a DC 16 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

Giant Spider

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses Blindsight 10 ft., Darkvision 60 ft. Passive Perception 10

Languages --

Challenge 1 (200 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10, hp 5, vulnerability to fire damage, immunity to bludgeoning, poison and psychic damage).

Meazel

Medium humanoid (meazel), neutral evil

Armor Class 13

Hit Points 35 (10d8 - 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	9 (-1)	14 (+2)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +5

Senses Darkvision 120 ft., Passive Perception 13

Languages Common

Challenge 1 (200 XP)

Shadow Stealth. While in dim light or darkness, the meazel can take the Hide action as a bonus action.

Actions

Garrote. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target of the meazel's size or smaller. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13 with disadvantage). Until the grapple ends, the target takes 10 (2d6 + 3) bludgeoning damage at the start of each of the meazel's turns.

The meazel can't make weapon attacks while grappling a creature in this way.

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

Shadow Teleport (Recharge 5-6). The meazel, any equipment it is wearing or carrying, and any creature it is grappling teleport to an unoccupied space within 500 feet of it, provided that the starting space and the destination are in dim light or darkness. The destination must be a place the meazel has seen before, but it need not be within line of sight. If the destination space is occupied, the teleportation leads to the nearest unoccupied space.

Any other creature the meazel teleports becomes cursed by shadow for 1 hour. Until this curse ends, every undead and every creature native to the Shadowfell within 300 feet of the cursed creature can sense it, which prevents that creature from hiding from them.

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses Darkvision 60 ft. Passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

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

Javelin. *Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Orc Red Fang of Shargaas

Medium humanoid (orc), chaotic evil

Armor Class 15

Hit Points 52 (8d8 + 16)

Speed 40 ft.

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

Skills Intimidation +1, Perception +2, Stealth +5

Senses Darkvision 60 ft. Passive Perception 12

Languages Common, orc

Challenge 3 (700 XP)

Cunning Action. On each of its turns, the orc can use a bonus action to take the Dash, Disengage, or Hide action.

Hand of Shargaas. The orc deals an extra 2 dice of damage when it hits a target with a weapon attack (included in the attack).

Shargaas's Sight. Magical darkness doesn't impede the orc's darkvision.

Slayer. In the first round of combat, the orc has advantage on attack rolls against any creature that hasn't taken a turn yet. If the orc hits the creature that round who was surprised, the hit is automatically a critical hit.

Actions

Multiattack. The orc makes two scimitar or dart attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 +3) slashing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage.

Veil of Shargaas (Recharges after a short or long rest). The orc casts darkness without any components. Wisdom is its spellcasting ability.

Priestess of Selûne (Acolyte)

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft

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

Skills Medicine +4, Religion +2

Senses Passive Perception 12

Languages Any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

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

Shadow

Medium undead, chaotic evil

Armor Class 12

Hit Points 12 (3d8 + 3)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4

Damage Vulnerabilities Radiant

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, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 10

Languages –

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Shadow Dancer

Medium humanoid (elf), neutral

Armor Class 15 (studded leather)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +6, Cha +4

Skills Stealth +6

Damage Resistances Necrotic

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Elvish

Challenge 7 (2,900 XP)

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

Shadow Jump. As a bonus action, the shadow dancer can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The shadow dancer can use this ability between the weapon attacks of another action it takes.

Actions

Multiattack. The shadow dancer makes three spiked chain attacks

Spiked Chain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 +3) piercing damage, and the target must succeed on a DC 14 Dexterity saving throw or suffer one additional effect of the shadow dancer's choice:

- The target is grappled (escape DC 14) if it is Medium or smaller creature. Until the grapple ends, the target is restrained, and the shadow dancer can't grapple another target.
- The target is knocked prone.
- The target takes 22 (4d10) necrotic damage.

Shadow Demon

Medium fiend (demon), chaotic

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws DEX +5, CHA +4

Skills Stealth +7

Damage Vulnerabilities Radiant

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

Damage Immunities Cold, Lightning, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., Passive Perception 13

Languages Abyssal, Telepathy 120 ft.

Incorporeal Movement. The demon 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.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

Shadow Mastiff

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	5 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +6

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks while in Dim Light or Darkness

Senses Darkvision 60 ft., Passive Perception 13

Languages --

Ethereal Awareness. The shadow mastiff can see ethereal creatures and objects.

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

Shadow Blend. While in dim light or darkness, the shadow mastiff can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the shadow mastiff uses a bonus action to end it or until the shadow mastiff attacks, is in bright light, or is incapacitated.

Sunlight Weakness. While in bright light created by sunlight, the shadow mastiff has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Appendix 1: Underdark Alliance (Bonus Objective A)

Estimated Duration: 60 minutes

Just before sending the characters on their way with the map, **Melrond** relates the news of the rebuilt Dark Moon Shrine and the forces that now converge there. He urges the characters to recruit allies to aid them as they face Cassius and his army.

Bonus Objective A

Finding three allies to aide in the attack on the Dark Moon Shrine is **Bonus Objective A**.

The Forgetful Folk

Melrond lives in a small grotto at the bottom of Xûl-Jarak, near an entrance to the Underdark. The grotto shows his eccentricity, cluttered with stacks of notes and half-finished tinker creations.

Creature Information

Melrond the rock gnome is a retired adventurer and former companion of Cassius Valen.

The Good Old Days. Even in his prime, Melrond was impossible to understand by all but his best friends, often speaking in common and gnomish in the same sentence without realizing it. He has a problem remembering important tasks that has grown with age.

Moments of Clarity. If prompted by the characters for information, Melrond will ask them to find his special mushrooms. A successful DC 12 Intelligence (Investigation) check will locate them under a stack of sketches of a washing machine. Eating a mushroom, Melrond will be lucid for 10 minutes and can provide the following information:

What Do They Want? The sheer number of opponents would be overwhelming for a direct attack at the Dark Moon Temple. He wants the characters to search Xûl-Jarak, Thar, or the Underdark and find allies to aide in defeating Cassius' army. He wants redemption for his old friend.

What Do They Know? He knows the Dark Moon Shrine recently expanded, which caused much commotion with Underdark residents. He knows there are possibly a hundred followers of Cassius currently gathered at the shrine. He provides the characters with a few leads on potential allies that have a motive to fight Shar's followers.

Tips for the DM

If the characters played Part 2 of the Avatar of Shar series, they may already know Melrond or Thrak-mu. If the characters helped assisted them in a previous adventure, give the players advantage when interacting.

Forming an alliance with any three of these NPCs is Bonus Objective A. Plan to spend 20 minutes dealing with each NPC. Keep in mind Part 2 takes 60 minutes, so cut some scenes short if running low on time.

Drow Priestess of Lolth

Oxbryta Xel'janz is a **Drow Priestess of Lolth** outraged at the audacity of Shar worshipers to build a temple in the Underdark. There's only room for one Dark Mother in the Underdark, and her name is Lolth. Xel'janz's scouts have already reported back on the threats in the Dark Moon Shrine. She is currently lying in wait, planning her ambush.

Location. Xel'janz and her conglomeration of followers (a mix of consorts, bodyguards, warriors, worshipers, and slaves) are found camped in a cavern at the end of a winding 8-mile-long tunnel in the Underdark filled with sticky webs.

Webs. Sticky webs fill the length of the mile-long tunnel (see "Dungeon Hazards" in chapter 5 of the *Dungeon Master's Guide*). Unless the characters come up with a plan for clearing the webs quickly, the tunnel is considered difficult terrain as the characters are forced to cut their way through.

Creature Information

As the party makes it a few miles through the tunnels of sticky webs they encounter **three giant spiders**.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove **2 giant spiders**
- **Weak:** Remove **1 giant spider**
- **Strong:** Add **2 giant spiders**
- **Very Strong:** Add **3 giant spiders**

What Do They Want? The spiders simply want themselves and their queen to be left in peace.

What Do They Know? They know that their leader waits farther down this passage, and that she is preparing to attack the shrine.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. This is designed to be a very easy combat for the players.

Exploration. If the players are clearing the webs in a dramatic fashion, such as continually casting fire cantrips to constantly burn the webs away, you can allow them to avoid the encounter as the spiders flee (or get caught in the flames and die).

Social. The players cannot directly reason with the spiders, however, if they somehow are able to placate the spiders via magic, food, or other such means. The spiders will not pursue them.

Convincing the Queen

Eventually the players will reach a huge cavern. (It is at least 200 feet wide and 400 feet deep). It is empty normally but is currently occupied by a camping army.

Creatures. In the room is **Oxbryta Xel'janz**, a **Drow Priestess of Lolth** and leader of this group. She has about a hundred followers with her, including consorts, bodyguards, worshippers and slaves; drow and spiders.

What Do They Want? She wants the worshippers gone and was already planning on attacking, so her goals align with the characters. She was waiting, however, for the perfect moment however to attack.

If the characters want her help now, she's going to make them beg for it. She wants to hear

everyone pledge their pitiful lives to herself and the Queen of Spiders, Lolth. A successful DC 14 group Charisma (Deception) check will convince Xel'janz to begin her attack now. Everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise the group fails.

She doesn't actually believe the characters are brave enough to dedicate themselves to Lolth, but finds their groveling amusing. If the characters fail the check but think of a creative way to praise her or Lolth, she may still agree to help.

Why Would They Refuse? If the characters attack Xel'janz or any of her followers, they immediately fail and are swarmed by spiders and warriors. They are captured, tied up in webbing, and wake up a day later back at the beginning of the tunnel.

How Can They Help? Xel'janz and her followers will rendezvous with the characters outside the Dark Moon Shrine at an agreed-upon time and place. When the ambush in the cathedral begins, she will place sticky webs at all the exits so that no cultists can escape. She commands her warriors to take live prisoners as new slaves.

Duergar Despot

Garmara Ironarm is a **Duergar Despot** with three levels of exhaustion. She has a bald head, one mechanical arm, and two mechanical feet. She recently started suffering from bizarre migraines which are interrupting her psionic abilities. Her impressive combat skills are already impacted. She is preparing to flee the area, but there are some days she cannot even move. Upon learning of the Avatar of Shar, she deduces the nearby shadow magic is the trigger of her psionic migraines. She will agree to coordinate an attack with the characters if they can demonstrate their toughness.

Location. Garmara is atop an 80-foot cliff with a small streaming waterfall. A rolled-up rope ladder is visible at the top. She normally trains her abilities here in serene solitude.

Cliff and Ladder. If someone can climb the cliff—requiring a successful DC 15 Strength

(Athletics) check—and toss down the ladder, the characters can proceed.

What Do They Want? Now that she knows her migraines may stop if the Avatar of Shar is destroyed, she is happy to go find him and punch him into oblivion herself. She will agree to instead be part of the coordinated attack on the Dark Moon Shrine if a character agrees to face her in one-on-one combat.

If a character is hit by one of her *iron fist* attacks and succeeds on the DC 17 Strength saving throw, she deems them tough enough to join their plan. If a character fails the save, she insists another character face her.

Why Would They Refuse? If more than one characters fight her at a time, or none of the characters can withstand her *iron fist* attack, she refuses to help the characters. If the characters do not leave when requested, she attempts to punch them off the cliff with her *iron fist* attack.

How Can They Help? Even severely exhausted, Garmara Ironarm is a formidable foe. She will be a one-woman wrecking crew in the assault on the followers of Shar. She rendezvous with the characters outside the Dark Moon Shrine at an agreed-upon time and place, and is the first one through the cathedral door when the ambush begins.

Meazel the Grouch

Meazel the Grouch is a cantankerous **Meazel** teleported here from Shadowfell against its will. The twisted old hermit left their life on the Material Plane behind for a reason and was perfectly content to wallow in misery in the Shadowfell. Alone. They do not want to join any army. They don't even particularly care about Shar. If helping to destroy the Avatar of Shar gets them back to their own private shadows, so be it.

Location. Meazel the Grouch is on the other side of a gorge 120-feet wide and 500-feet deep. The characters must make a difficult climb down the gorge and up the other side, unless they come up with a plan to cross the gorge quickly.

Horrid Sounds. Travel in the area is plagued by terrible shrieks, moans, and incoherent gibbering echoing through the gorge. Characters with Passive Perception of 15 or higher determine the sounds are originating from

Meazel the Grouch, hiding in the shadows. Upon hearing the sounds for the first time, each character must make a successful DC 11 Wisdom saving throw. On a failure, the character suffers one level of exhaustion. The level of exhaustion from the horrid sounds are removed if the character takes a short or long rest.

What Do They Want? If anyone insists on bothering Meazel the Grouch, they're going to make sure they feel as disgusted about it as Meazel does. They can only deal with someone that understands true pain like they do.

They allows one character to step forward and tell them the most depressing story about themselves. If the character makes a successful DC 13 Charisma (Persuasion) check, Meazel the Grouch follows that character to the rendezvous point outside the Dark Moon Shrine, lurking silently behind in the shadows. They will assist in the ambush when the time comes.

Why Would They Refuse? On a failure, Meazel still agrees to follow that character to the rendezvous point, clinging to them and telling the most mortifying stories about his life. He will betray the character just before the ambush begins.

Either way, if a character approaches and attempts to persuade Meazel that they too are troubled, Meazel the Grouch will follow them out of the gorge. If a second character tries approach to tell their story, Meazel the Grouch says, "I said ONE," and shadow teleports away.

How Can They Help? When the characters reach the Dark Moon Shrine, Meazel the Grouch agrees to wait at the rendezvous point. When the ambush begins, Meazel will use their *garrote* attack to grapple the Shadowfell army's general and *shadow teleport* them to the highest point in the cathedral, dropping them into a crowd of allies.

If the character failed the Charisma (Persuasion) check, Meazel agrees to this plan, but instead carries out the attack on the character prior to the ambush, dropping them from a terrifying height. The character lands unconscious with 0 hit points. Meazel the Grouch allows themselves to drop alongside the character, making awkward eye contact the whole way down. Only then will the character truly feel the true pain of Meazel the Grouch.

Thrak-mu

Thrak-mu is a Kar-Tharsu (**Oni**) chieftain of the powerful Falling Star tribe of Ogres and Orcs in Thar. The tribe is extremely territorial. Thrak-mu considers the increased activity in Thar by followers of Shar a threat. Since recently regaining control of the Falling Star tribe, Thrak-mu has yet to lead the tribe to their first major victory under his command. If made aware of the Shadowfell army gathering in the Dark Moon Shrine, Thrak-mu would certainly put out the call to arms.

Location. The Falling Star tribe's territory is southwest of Xûl-Jarak in the grey hills of Thar.

Battlefield. Upon entering Falling Star territory, the characters discover the corpses of 3d10 orcs and 2d4 ogres. The orcs and ogres appear to have killed one another within the past week. Carrion birds pick at the corpses and flee if they are startled or attacked. A successful DC 11 Wisdom (Perception) check reveals the orc corpses each carried dyed red skulls as war trophies.

What Do They Want? Thrak-mu may be thirsty for a fight, but as of yet, the threat of Shar hasn't reached Falling Star territory. The immediate threat is the Bloody Skulls orc tribe pushing south from Bloodskull Keep. Skirmishes are breaking out on the territory border daily. Before Thrak-mu agrees to lead the Falling Star tribe away from their territory and into the Underdark, he wants to see that the characters are also willing to fight someone else's battles.

Falling Star scouts spotted a Bloody Skulls camp 10 miles away. If the characters defeat the orc squadron, leave no survivors, and bring back their red skull trophies as proof, Thrak-mu agrees to join the ambush on the Dark Moon Shrine.

Why Would They Refuse? If the characters try any attempt to negotiate or magically influence Thrak-mu's offer, he dismisses them. Scouts will report back on the character's results. If any Bloody Skulls escape with their lives, the characters have failed the terms of the agreement. If the characters attack any Falling Star tribe members, all negotiations are off, and the characters are driven out of the territory.

How Can They Help? The Falling Star tribe are some of the most ferocious warriors in Thar. They are highly motivated to defend Thar from Shar's outsider invasion. If the characters help fight the Falling Star's war, Thrak-mu commits to help the characters fight theirs. They arrive at the rendezvous point outside the Dark Moon Shrine early.

The BFG

The BFG (Big Friendly Giant) is a fun-loving **Hill Giant** who just arrived in Xûl-Jarak's above-ground ruins. He has green, lumpy skin, carries a wooden greatclub, and wears a helmet with massive longhorns. The BFG loves games and keeps a collection of giant-sized gaming sets, but never has anyone to play with.

Location. The ground floor ruins of Xûl-Jarak. The BFG just arrived this morning, but so far, he really likes this area of Thar.

Dangerously Clumsy. The Grey Citadel is already in ruins, and a clumsy hill giant hanging out is making matters worse. Each time the BFG uses movement, characters on this level of Xûl-Jarak must succeed on a DC 12 Dexterity saving throw to avoid taking 2d6 bludgeoning damage from falling debris.

What Do They Want? The BFG just wants to play some games and make some new friends. His collection of gaming sets appears to be handmade from various common items. The gaming sets are sized for a giant, making them difficult to use. A successful DC 12 Strength (Athletics) check will let the character play a game with the BFG.

Anyone that plays an entire game with the BFG and promises to come back and play another one soon will become a friend. Win or lose, the BFG agrees to join the ambush on the Dark Moon Shrine. The good-natured giant would do anything to help his friends, including smash some bad people. He will join the ambush on the Dark Moon Shrine but wants to travel there with the characters. He's afraid to go underground alone.

Why Would They Refuse? If the character tries to cheat in the game, or if they try to attack him, the BFG becomes sad and mad and angry, and

starts to smash the ruins. He will flee if he is insulted or takes damage from an attack, looking for a place to cry. He will never resort to attacking the characters. If he agrees to help but the characters do not escort him through the Underdark, he will not go.

How Can They Help? This big green guy loves fun. And what could be more fun than swinging a greatclub at a bunch of puny runts from the Shadowfell? The BFG will only go to the rendezvous point outside the Dark Moon Shrine if the characters escort him. Once the ambush begins, he tries to keep score of how many Shadowfell soldiers he can whack.

Appendix 2: Valen Family Values (Bonus Objective B)

Estimated Duration: 60 minutes

Before the characters head towards the shrine with their map, **Melrond** suddenly remembers something important he meant to tell them! He lets the players know that **Darius Valen**, Cassius's son, was captured by the Dark Moon Cultists and is being kept barely alive in the Dark Moon Shrine in order to use him as a replacement for his father should Cassius falter.

Melrond implores the players to rescue Darius from the shrine and bring him back for care while they defeat his father. He warns them that the shrine has become a gathering place for Shar's army, and so the task may be very difficult. (Suggested that the players complete **Bonus Objective A** first if time allows).

If the players completed **Bonus Objective A**, they formed alliances with powerful groups and individuals throughout the area to assist in a coordinated attack on the Dark Moon Shrine; now, it's time to carry out that attack.

With the ambush on the Shadowfell army battalion creating a distraction for the Dark Moon Cultists in the shrine, the characters' need to act quickly to locate Darius Valen and lead him to safety.

Bonus Objective B

Escorting **Darius Valen** back to **Melrond** is **Bonus Objective B**. The characters can pursue this bonus objective after they have completed **Bonus Objective A**, but before **Part 2**.

DM Notes

If the players don't have time to run Bonus Objective A first, then let Melrond tell them that he has already secured help in attacking the shrine. An ambush is planned which will distract the army sufficiently for the players to try to save Darius. Then allow the encounters to be adjusted as normal here for NPC help, choosing which ones help as you wish.

Dark Moon Shrine

See **Appendix 6** for a map of the Dark Moon Shrine. Any NPC allies the players have recruited in **Bonus Objective A** meet at the rendezvous point in the Expansion Hallways (**Area 6**), but only after the players have rescued the gnomes, allowing passage. When the characters decide everyone is ready, the ambush on the Shadowfell Battalion Barracks (**Area 4**) begins via the NPCs taking the open path. This combat happens in the background of the adventure, allowing the characters to explore the shrine and rescue Darius Valen.

Area Information

Under Construction. Unless specified, the floor and ceiling of the shrine are made from 10-foot blocks of smooth black stone. Many walls are unfinished stone designated for ornate carvings when the temple construction is complete.

Ceilings. The ceilings are 10-feet high unless specified.

Light. There is no natural light.

Deactivated Features. If the characters visited the Dark Moon Shrine in a previous adventure, they may have encountered magical puzzles, door locks, and statues. These features are currently deactivated, as all shadow magic in the area is being used to power the teleportation chamber.

Danger Lurks in the Shadows. Many creatures are hiding in this area, hidden in the darkness until the characters provoke them.

1. Entrance

A 30-foot cube containing double doors lined with glyphs leading to the shrine, stuck open. A grand entrance to the Underdark is under construction. The tunnel outside connects to the Expansion Hallways (**Area 6**)

Deactivated Puzzle Floor. The large stone discs covered in glyphs are locked in the correct position. The doors to the shrine are open.

Shar Statues. Each corner of the room contains an ornate statue of Shar exemplifying one of her domains: Darkness, Forgetfulness, Loss, and Night. These words are written on the floor as part of the puzzle and point to each statue.

Creature Information

The room contains **four shadow demons** hidden in the corners. A passive perception of 18 or higher will let a character detect them. The demons will attack when the characters disturb any of the statues, or get halfway across the floor.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace **3 shadow demons** with **3 shadows**
- **Weak:** Replace **2 shadow demons** with **2 shadows**
- **Strong:** Add **3 shadows** after 2 rounds of combat that come from the walls.
- **Very Strong:** Add **6 shadows** after 2 rounds of combat that come from the walls.

What Do They Want? The demons have been instructed to let no-one pass through this room. At least, nothing alive.

What Do They Know? They know Cassius has activated the Shadow Way and the shrine's magic is powered down to fuel the Shadow Way.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. This is designed to be a hard combat for the players. It will also be in fairly tight quarters, meaning some area of effect spells won't be useful.

Exploration. If the players detect the shadow demons without being detected themselves, it might be possible to sneak through the room without combat starting. Or to get a surprise round at least.

Social. The demons only want to stop the party. If the characters say anything out loud, you can have the demons contact them telepathically telling them to turn back or die. If the party turns back and leaves, the demons will not follow but return to their posts.

2. Shrine to Shar

This room contains a prominent alcove with an elaborate shrine to Shar. It is 20-feet by 20-feet, with open hallways to Areas 3 and 5.

Unholy Shrine. The Dark Goddess. Mistress of the Night. Lady of Loss. The Nightsinger. Shar is known by many names to her followers. This black obsidian statue depicts Shar as a beautiful goddess with striking features. The shrine contains many offerings, scattered during the recent activity.

A successful DC 14 Wisdom (Perception) check reveals an inscription on the shrine is carved over. It is illegible.

Touching or attacking the shrine causes 7 (2d6) force damage to reflect out 15ft in every direction. If the characters wish to destroy it, the shrine has AC 12 and 80 hit points.

Leaving an offering at the shrine that represents any of Shar's qualities (Darkness, Forgetfulness, Loss, and Night) will deactivate the damaging effects of the shrine for 24 hours.

3. Den of Fear

A long prison 20-feet wide by 40-feet long chamber lined with individual alcoves, many containing shackled skeletons. A stone wall near the entry looks recently repaired. There are no other exits. The only prisoner is **Darius Valen** (a human male paladin). He is barely conscious, poisoned, and drained of his strength. He is unable to participate in any combat due to his weakness.

Rusty Shackles. Darius is bound to the wall by old chain shackles. A character proficient with Thieves' Tools can pick the lock with a successful DC 15 Dexterity (Thieves' Tools) check. The rusty shackles have AC 19 and 3 hit points.

Creature Information

There are **two shadow mastiffs** standing guard at the front of the chamber.

Hidden in the back of the room on the opposite corner from Darius is a shadar-kai **shadow dancer**, who is acting as his jailor. If the characters allowed Rowan to escape earlier in this adventure, this is Rowan, now assigned to

guard duty after failing to bring Miri back as punishment. If Rowan was killed, this is Tridoran, Rowan's sister, who knows of her sister's fate.

The shadow dancer waits silently in the shadows, observing the characters. She doesn't plan on playing fair. A passive perception of 20 or better is needed to spot her once she is in visual range (which is long after the mastiffs begin attacking).

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove 2 shadow mastiffs
- **Weak:** Remove 1 shadow mastiff
- **Strong:** Add 1 shadow mastiff
- **Very Strong:** Add 2 shadow mastiffs

What Do They Want? Tridoran is tasked with keeping Darius alive until his body can be used as a vessel for the Avatar of Shar. She believes she is the only one worthy to become the new avatar and that Cassius did not deserve that honor but will not dare defy her mistress. She wants vengeance on the players for killing her sister.

If Rowan is here, she has been plotting her revenge since the characters robbed her of her prey.

What Do They Know? The shadow dancer knows she is outnumbered and plans to pick the characters off one-by-one as they attempt to leave the Den of Fear.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. This is designed to be a hard combat for the players. The shadow dancer will attempt to stay hidden and let the mastiffs start the battle and try to wait until it can move and shadow jump to get in range of the weaker (magic user) characters to take down the number advantage the players have quickly.

Exploration. If the players can be stealthy, quiet, and visible they may be able to sneak into the room and get to Darius. However, they would have to have a plan to get him out if they wanted to avoid combat.

Social. The dancer is not interested in chatting. She has her task from the mistress, though could be interrogated for information if she is subdued.

4. Shadowfell Barracks

This area was formerly a dragon's lair. Now extensively excavated to a large open room, sized to fit Shar's army from the Shadowfell to coordinate a mass invasion of the Moonsea. It is 150-feet wide by 300-feet long, with 50-foot ceilings. The vanguard battalion arrived earlier, waiting for Cassius to expand the Shadow Way even further.

If the characters completed **Bonus Objective A**, the NPC allies are currently ambushing the battalion. If they failed to complete the objective, the room contains an overwhelming force that the players cannot pass through or hope to kill. If they didn't have time to do **Bonus Objective A**, the DM can choose what allies are here.

5. Original Shadow Way

In the past, this room was the secret purpose of the Dark Moon Shrine: A magical construct allowing teleportation throughout the Moonsea. It was far too small for Cassius Valen's sinister plan to teleport whole armies from the Shadowfell to each Moonsea city simultaneously. Cassius constructed the Expanded Shadow Way. (**Part 2**).

This room is now half its original size. It now functions only as a teleport portal to the Expanded Shadow Way.

Size. The room is 20-feet wide by 30-feet long.

Portal Rings. Large stone rings with ornate rune carvings dominate the northern and southern walls. Each ring is an open portal into either end of the Expanded Shadow Way. Characters looking into either portal will see themselves far in the distance through the other portal.

Crystal Altar. A dais holds a circular stone slab altar, embedded with hundreds of dull amethyst crystals in a ring. The center of the altar holds the Shadow Shard, though it is an obvious illusion. It is not glowing and feels cold to touch.

6. Expansion Hallways

Part of the recent expansion of the Dark Moon Shrine. Multiple tunnels lead into the shrine at various locations, and unfinished tunnels continue outward in all directions, their purpose unknown.

Size. Each excavated tunnel is 5-feet wide and 8-feet tall, unless specified. 300-feet from the Dark Moon Shrine, the central tunnel expands to 10-feet by 10-feet, and leads directly into the barracks (Area 4)

Rendezvous Point. The spot in the central cavern where the tunnel expands features a long natural cave plateau overlooking a gorge. This is the rendezvous point for the ambush (**Bonus Objective A**).

Appendix 3: New Moon Chapel



Appendix 4: Map of Thar



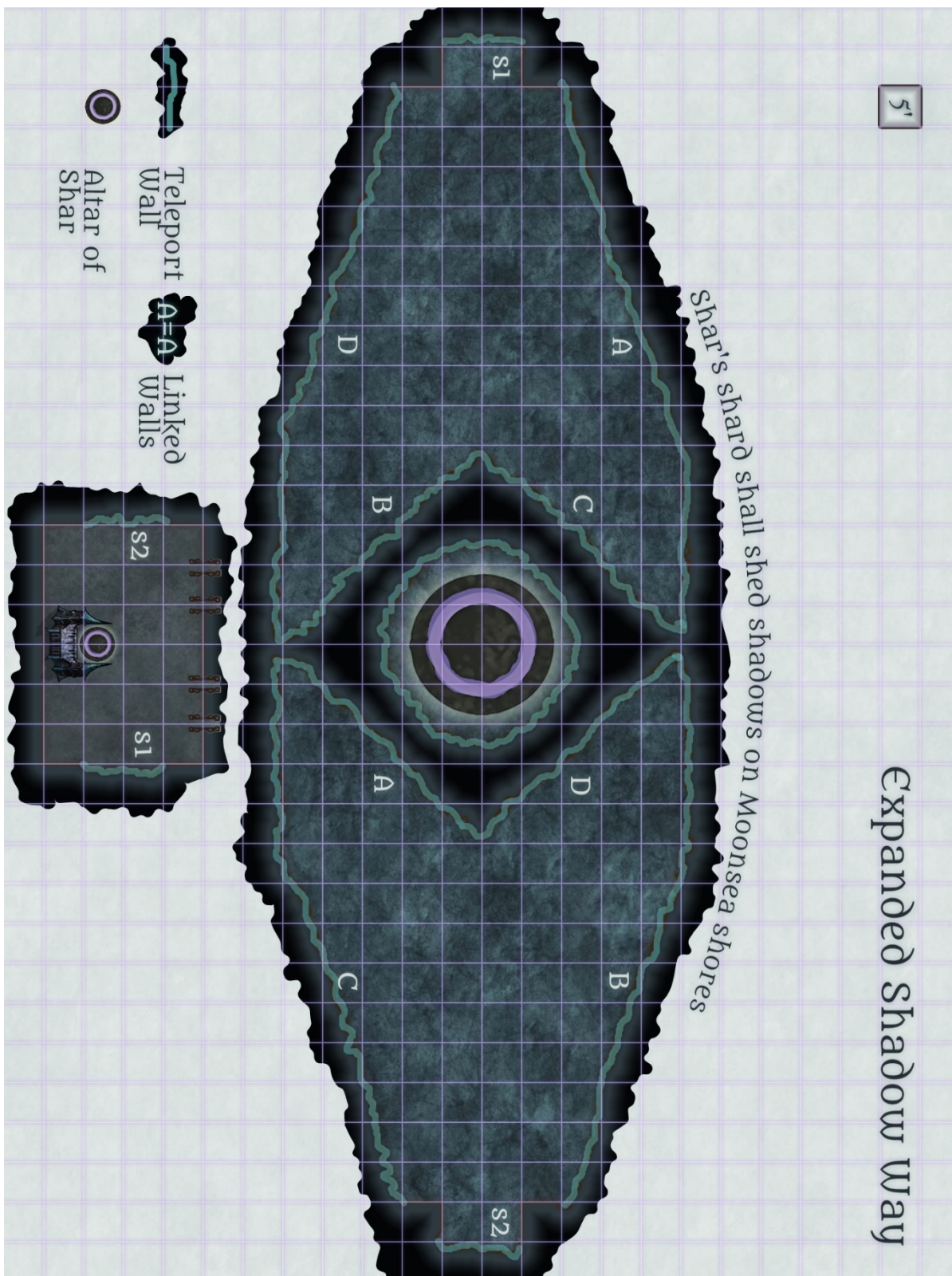
Appendix 5: Miri's Map



Appendix 6: Dark Moon Shrine



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CCC-BFG01-03 *Dark Moon Return (0.3)*



Appendix 8: Character Rewards

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players.

Javelin of Lightning

Weapon (javelin), uncommon

This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage.

The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

Proficiency with a javelin allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Potion of Gaseous Form

Potion, Rare

When you drink this potion, you gain the effect of the *gaseous form* spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water. This item can be found on **Magic Item Table C** in the **DMG**.

Potion of Growth

Potion, Uncommon

When you drink this potion, you gain the "enlarge" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process. This item can be found on **Magic Item Table B** in the **DMG**.

Appendix 9: Story Rewards

Defender of the Moon

Story Reward

You aided the Temple of Selûne in Thentia by defeating agents of Shar that threatened the entire Moonsea. The priests of the temple remember your aide and honor your efforts. The temple will always be a safe shelter for you.

Appendix 10: Dungeon Master Tips

To DM an adventure, you **must** have three to seven players—each with their own character within the adventure’s level range (see Adventure Primer). 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 if outside its level range.

New to D&D Adventurers League?

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

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 Perception score, and anything the adventures specifies as notable (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) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

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

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