

THE CASTLE OF CORELLON

AN ADVENTURE FOR LEVEL 1 CHARACTERS

BY SEAN MCGOVERN



POWER SCORE RPG



Running the Adventure

This adventure is designed to be played in a single session. It is set in a generic realm so that you can place it wherever you like. The only deities referred to are Corellon (god of the elves), Gruumsh and Luthic (orc deities).

This is also the beginning of a series of linked adventures known collectively as the Litany of Arrows adventure path. This module will work fine if you just want to run it and then move on to other material. There are notes at the end of this scenario with ways to resolve the story of the castle.

My goal with this adventure and subsequent adventure path is twofold:

1. To depict the struggle between orcs and elves in an entertaining manner.
2. To advance the overall storyline using all of the cool lore from past editions of D&D that is allowed under the DMs Guild guidelines.

Preparing Your Players

Before you start, you should alert experienced players in your group that there is at least one instance in this adventure where they can and should target a body part, so they should keep that in mind.

In this adventure (and path), elves and those who speak Elvish will have a lot to do. Clerics and paladins of Corellon will flourish, as will rangers and those skilled at archery.

Future Adventures

If you are interested in continuing the path, there are notes on page 20 that describe what the next adventure, Warpath of Gruumsh, is about. It will be on the DMs Guild site in September 2016.

References & Deviations

Throughout this module, you will find page references to the main 5th edition books. The abbreviations:

- DMG: Dungeon Master's Guide
- MM: Monster Manual
- PH: Player's Handbook

Whenever possible, I've put a shorthand version of monster stats wherever that monster is encountered. Also included is a page number to the full version of that monster's stats.

Scaling & Experience Points

This adventure is scaled for five 1st level characters. Some of the encounters focus more on indirect threats such as drowning rather than damage.

No XP. If you want to level the group without using XP, the heroes should hit level 2 after completing two of the four corrupted chambers in the castle (rooms 5-8).

If you are handing out XP:

- Battle with the winged gnashers: (225 XP)
- Battle with the goblins on the floating ruins: (250 XP)
- Room 1: Goblins and pit trap (250 XP)
- Room 1a: Cramped tunnel and an orc skeleton (100 XP)
- Room 2: Trapped hallway (100 XP)
- Room 3: Pit trap, goblins, possibly a skeleton (250 XP) or (375 XP)
- Room 4: Free the prisoners (100 XP)
- Room 5: Corrupted statues (250 XP)
- Room 6: The blood weird (250 XP)
- Room 7: The reflecting pool (250 XP)
- Room 8: The prismatic crystal (250 XP)
- Room 9: Final battle (600 XP)

Adventure Background

Not far from the pleasant village of Barrowmist lay the ruins of a castle called The Castle of Corellon. Built by a legendary elf wizard named Boreanis, the castle was a work of art that could fly from one settlement to another on a set magical path connected by eldritch landing stations. Each of these stations is known as a regeneration locus.

The castle was eventually overrun by orcs. The orcs moved on and the ruins lay dormant in the forest for centuries.

It eventually became the home of a reclusive wizard named Nepistaxis the Magic-Starved. The orc gods sensed a disturbance and dispatched an agent named Tamurda to investigate.

Tamurda pressed Nepistaxis into service, forcing the wizard to do the bidding of Luthic, the orc goddess. She created five magic eyes of Luthic that partially corrupted the castle. A magic elf water sculpture in the castle was enchanted by Luthic's magic and began to spew forth agents of the Blood Moon Witch. These agents are a crossbreed known as blood moon goblins.

Luthic became preoccupied with the quest to find the Eye of Gruumsh and Nepistaxis was forgotten. The wizard quietly lived with the goblins in the ruins for over two years. The goblins became like children to Nepistaxis.

The goblins, however, want to make Luthic proud. They figured out how to activate the castle's magic. The ruins are now soaring through the air, heading for a regeneration locus located right in the pleasant village of Barrowmist. Upon landing, the blood moon goblins are sure to tear through the settlement whether Nepistaxis likes it or not.

Adventure Summary

1. The adventure begins in the village of Barrowmist, where a festival is taking place.
2. The heroes can enter an archery competition or sample booze if they like.
3. Animals start coming into the village, spooked by something happening in the forest. Winged gnashers attack.
4. The heroes discover that the source of the commotion is the flying ruins of a castle teeming with blood moon goblins.
5. Inside the ruins is a dungeon made by elves but corrupted by the magic of the orc goddess Luthic.
6. The group fights through some rooms and finds some prisoners. They learn that to move on to find the main bad guy, they need to remove the corruption from four magic chambers.
7. The heroes must use mithral to destroy the four eyes of Luthic in the chambers.
8. The group goes into the final area and confronts Nepistaxis the Magic-Starved. They can destroy the final eye of Luthic and rid the place of magical corruption for good.
9. The group will have the option of "keeping" the castle and flying it to new areas that will regenerate and rebuild the castle. The castle might eventually have the power to find the Misty Isle, a legendary place stolen and hidden by the orc god, Gruumsh.

The Gods

This adventure deals with some classic D&D gods:

Corellon, God of the Elves. Corellon is male and female, both and neither. The elven race

sprang forth from Corellon's blood and tears. Corellon was betrayed by Lolth long ago. Gruumsh is Corellon's brother and they had an epic battle eons ago. Corellon cut out the eye of Gruumsh, and the two have been enemies ever since.

Gruumsh, God of the Orcs. Gruumsh is a violent, jealous entity who rules over massive hordes of orcs that are spread throughout the world. Gruumsh has a single-minded focus. He wants to find his missing eye, as it gives him the power to glimpse the future. With it and the guidance of Luthic, Gruumsh might be unstoppable.

Luthic, the Blood Moon Witch. Luthic is the wife of Gruumsh and the orc goddess of fertility. She is obsessed with creating orc crossbreeds. She has made great strides in finding the Eye of Gruumsh, which may currently be in the possession of a demon. Luthic is utterly devoted to Gruumsh. She harbors a special hatred for Lolth, who had some kind of relationship with Gruumsh that led to betrayal.

Adventure Hooks

Seeking the Seekers. Members of an organization called the Seekers of the Mist left this village yesterday and haven't been seen since. They are looking for an ancient elven castle. Their names are Quintic, Knout and Lunette Larian. They are fully detailed on page 25 and they are imprisoned in area 4, page 12.

Quest for the Orc Goddess. Legend has it that there is a good orc goddess walking the world. She may have the power to transform the orc race into something positive. It is said that she is in hiding, as she fears Gruumsh, god of the orcs. This storyline will culminate in a future adventure in this path.

Archery Competition. The festival of Arrow Sunder includes a big archery competition. First prize is an enchanted arrow.

Beerfest. The Arrow Sunder celebration brings in purveyors of alcohol from many different regions for people to sample and enjoy. Maybe a character makes their own beer and has come to show it off.

Here to Study the Regeneration Locus. Barrowmist has a strange ancient, sunken elven floor located in it. They know it is called a regeneration locus, but nobody knows what it is for.

Barrowmist and the Hulking Forest

This adventure begins in a village called Barrowmist, located deep in the Hulking Forest. The Hulking Forest is home to impossibly tall, thick trees. In some areas, there are patches of trees that are just one foot tall.

Emirikol. It is said that long ago this forest was warped by the wild magic of a wizard called Emirikol the Chaotic.

Dwindleberries and Swolemelons. The forest famous for the unique fruit the trees produce. The tiny trees produce dwindleberries, yellow fruit that tastes sweet and rich. The hulking trees produce swolemelons, round fruit that are five feet in diameter. They fall from the trees with a loud thud and sometimes roll through the village.

The Adventure Begins

Once you have determined whether the group knows each other already or not and picked hooks if desired, read or paraphrase the following aloud:

You have come to the town of Barrowmist, a pleasant village where the festival known as Arrow Sunder is in full swing. Barrowmist is located deep in the Hulking Forest, a place known for titanic and tiny trees bearing fruit. Many citizens are heading to check out the archery competition, which will soon be underway.

Skiping the Festival

If you want to skip all of the festival stuff, have some owls and deer wander into the village and then jump to "The Gnasher Attack" on page 7.

The Village of Barrowmist

Barrowmist at a Glance

Population. 290 people of mixed races, mostly humans, elves and half-elves.

Leadership. Three Town Elders:

Tanya Norimoor, Captain of the Wardens
Vulnademus the sage (Area 5, pg 4)
Namorelle, elf Cleric of Corellon (Area 2, page 4)

Defense. 8 Wardens of Barrowmist (**Scouts**, MM page 349). Led by Tanya Norimoor, a half-elf **Scout** (MM page 349)

Temples. The Shrine of Corellon (Area 2, page 4)

1. Shield Creek

This is a slow-moving body of water about 30 feet wide and up to 4 feet deep. There are quillbacks and stream trout here for those who like to fish.

2. Shrine of Corellon

This shrine has a walkway lined with tiny, one foot tall trees bearing dwindleberries. Inside are huge wooden carvings of Corellon as a male and as a female. There are two **priests** (MM page 348) of the church. They are brother and sister.

Norlannan. He is writing a racy novel about Lolth's betrayal of Corellon. He is taking part in the archery contest.

Namorelle. She harbors a deep hatred for orcs and would like to form a raiding party one day.

3. Lumber Mill

Wood is the export that keeps this town in business. The workers in this mill have foul mouths. They use unique swears such as "Mumblecrust" and "Fustilarian."

4. Sage

This small domicile is brimming over with vials and jars of weird things such as scorpion tails, adder fangs, dead spiders and tiny hearts that are still beating. This is the home of Vulnademus, an ancient human sage and one of the town elders. He is almost 200 years old thanks to potions of longevity (DMG page 188). He has great wisdom, long finger nails, cloudy eyes and a raspy voice.

He has four **potions of healing** (DMG page 188) for sale at 50 gold each. He also has many items on the adventuring gear list (PH page 150) worth 20 gold or less for sale. It will take him a couple of minutes to find specific items.

5. Swolemelon Pathways

These shallow trenches are to be avoided. Once every few days, a 5 foot diameter swolemelon will rumble from the forest through the trench. Two sturdy arched bridges provide safe passage over the trench. The trees around Barrowmist are kept picked clean and they block most melons. The trench is an added safety precaution.

6. Bowmaker

These bowmakers are somewhat famous for their fine carved bows and arrows. Each is uniquely engraved with elven runes and designs that often depict falling stars. They sell engraved longbows for 55 gold and 20 arrows for 2 gold. Longbow

stats are on page 149 of the Player's Handbook.

Sawlwyn the Bowrick. He is an elf and he makes the bows. He is prone to getting lost in deep thought.

Dervilia the Arsmyth. She is a human and she makes arrows. She loves to read stories about the Tarrasque, a giant rampaging beast who sleeps beneath a forest. Someday, she hopes to go to where it sleeps so she can see just how big it is.

7. The Red Dragon Alehouse

This alehouse is perched on a hill accessed by two wooden walkways. The interior is loud and the patrons like to "roast" each other. There are usually people at a table playing Dragonfire, a game that involves placing tiles face down and betting on the outcome.

Stenger Rockhill. The owner and bartender is Stenger Rockhill, a burly half-orc who is honest to a fault. He lets certain trusted patrons cheat at Dragonfire as long as he gets a cut of the profits.

Red Dragon Alehouse Menu

Delicious humble pie 2 cp
Dirty mug of grog 1 cp
Slightly less dirty mug of Dwarfhead Stout 2 cp

8. The Jolly Archer Inn

The sign outside depicts an arrow heading for a slovenly orc's eye. The taproom here is quiet and full of families.

Angeris and Brawlmina Stormbeard. These married dwarves are fruitarians, meaning they only eat fruit fresh off of the tree or bush. They serve meat but they are

trying to push their lifestyle on everyone in town.

Jolly Archer Room Rates

Single room 6 sp
Group suite 3 gp

Jolly Archer Inn Menu

Meerkat dumplings 6 cp
Stuffed trout 1 sp
Mint jelly 2 cp
Dwindleberry salad 2 cp
Fruit pie 4 cp
Swolemelon juice 1 cp
Glass of Elven Moondrop (An exquisite elven drink made with fresh dew and moonlight) 1 sp
Clean mug of Moradin Mead 4 cp

9. Beerfest

A number of alcohol enthusiasts have come to town to let people sample and purchase their wares. There a few tables set up.

List of drinks and boozemakers

Moonslake. 2 sp per gallon. A minty halfling alcoholic drink. Sold by Balbus Willowby, a halfling who really wants a nap badly but doesn't want to miss out on sales.

Gnome Golden Light. 4 sp per mini-keg. A lightweight beer with flowery accents. Sold by Gorby Trassle, a female gnome who likes to talk about dragon dust. Dragon dust is dwarven powder made in various colors that trigger magical effects when mixed together.

Orc Kragg. 1 sp per bottle. This stuff is sold by a weathered half-orc with really long hair named Throzia. Orc Kraag is popular among orcs and often nauseates non-goblinoids.

Champagne du le Stomp. 1 gp per bottle. This wine has "Wizard of Wines" on the label and it is being sold by a shady vistani named Seraz Targolova. He is a nervous fellow who is from a mysterious misty realm that no one else can travel to.

Most villagers stop by for a minute, but there are three people that are here for the duration:

Myrna the Goliath. She is extremely strong and has a really bad temper.

Nurg the Dragonborn. He can do tricks with his icy breath. He can freeze a mug, make beer icicles, etc.

Darmus. A human woodcutter who is vulgar when sober, but extremely polite when drunk. He has a thing for Tanya Norimoor, Captain of the Wardens.

Drinking Contest

One of them might challenge a member of the party to a drinking contest. With every drink, each participant rolls a Constitution saving throw (all 3 NPCs have a +2 to their rolls). The first person to fail two checks loses the contest and has gained the poisoned condition (PH page 292) for one hour. A cleric of Corellon (area 2, page 4) can cast Lesser Restoration to cure the character for a 10 gp donation.

10. Regeneration Locus

This vast sunken stone floor is partly covered by moss and vegetation. It is situated in a rectangular pit about 25 feet deep. Rising up from the floor are four pillars 15 feet tall and 10 feet thick inscribed with ancient elven engravings. The entire area radiates pleasant, warm magic.

Using Skills to Learn More About the Locus.

Intelligence (Arcana) check DC 15: This place converts sunlight to eldritch energy, which is stored in the columns. What the energy is intended for is unclear.

Intelligence (History) check DC 10: There are signature symbols on the pillars that indicate that

this place was created by Boreanis, a legendary elven wizard. Boreanis is famous for creating magic items such as the figurines of wondrous power (DMG page 169). He also re-built the Spiral Tower, a magical building that shifts between the world and the Feywild.

Intelligence (Religion) check DC 10: This is clearly a place linked to Corellon, god of the elves. Followers of Corellon like to work on magical art projects that often take decades to finish.

The Archery Competition

Arrow Sunder is in full swing. The people of Barrowmist are bursting with joy, eating dwindleberries by the handful, drinking exotic ales and evaluating the participants in the archery competition.

This competition actually takes place in the regeneration locus. If one or more adventurers wants to enter the archery competition, they can do so for no fee. The competition is broken into four elimination rounds. It begins with the qualifying round.

Qualifying Round

The heroes are among a large group of 30 archers. Each fires a single arrow at a target. Participating characters will each make a single ranged attack roll. They need to hit an AC of 12 to be able to enter round one.

Qualifying Competitors

These NPCs will qualify and compete in the main competition:

Thalina (+4 to hit): An elf who lives alone in the forest. She is paranoid and much more fond of animals than people.

Barstonian (+3 to hit, disadvantage on rolls due to drunkenness): A human fighter who is 15 years past his prime. He loves to talk about how he seduced the queen of the harpies and wrestled an owlbear to the ground.

Silvia Talander (+5 to hit): A half-elf who is a big show-off. She doesn't just want to win, she wants to make trick-shots.

Norlannon, Cleric of Corellon (+0). He's still learning.

Round 1

The archers take turns shooting an arrow at the same bullseye target located 20 feet away. The DM should roll attack rolls for the four NPCs. The three highest rolls among all of the competitors advance.

- Silvia decides to fire two arrows at once, giving her disadvantage.
- Barstonian is drunk and has disadvantage.

As round two sets up, a number of **owls** (MM page 333) land on buildings and tables, hooting quite a bit.

Round 2

This is a long distance competition. The archers will be 160 feet away from the target. This is long range for short bows and long bows, so everyone has disadvantage. The top two scorers advance to the final round.

- If Barstonian is a participant, he rolls a one. He takes aim and then falls asleep standing up.

As the final round sets up, a number of **deer** (MM page 321) wander nearby. People are shocked. Deer usually avoid the town.

Round 3

Villagers are a little nervous about this event, but Raven insists on it. The objective here is for an archer to shoot an apple off of the top of the head of Raven Poltis, the most beautiful woman in Barrowmist.

She is a half-elf with blue eyes and bright brown hair. All of the regulars at the Red

Dragon Alehouse consider her the greatest insult artist in the Hulking Forest.

The AC is 15. If the shooter rolls a natural one, the arrow cuts the side of her cheek and she is scarred for life. If both participants hit, the winner is judged by who rolled higher – in the game, that means the high roller hit the center of the apple while the other hit the side of the apple. If both miss, they both get to try again.

Treasure. The winner of the archery contest gets an enspelled arrow of burning hands (see page 21).

The Gnasher Attack

Once this competition is resolved, winged gnashers attack.

There are screams from the center of the village. What looks to be bat-winged wolves swoop down from the sky, toppling carts and chasing villagers.

3 winged gnashers glide toward the heroes.

Rolling Swolemelon. If the group fights them, in round 2 a swolemelon rolls through on initiative count 15. It comes rumbling across the battlefield right at a randomly-determined creature and all in its path.

Avoiding this 5 foot diameter ball requires a dexterity save DC 10. *Fail:* The creature is knocked prone and takes 1 point of damage.

The hordes of animals trampling through the forest have caused a few swolemelons to roll and bounce their way past the trees and into the village.

(page 26) **3 Winged Gnashers** AC 12 HP 11
Claw Attack +4 Damage 7 (2d4+2)

(Action) **Gliding Charge** Glide in a straight line (does not provoke opportunity attacks), make a bite attack. *Hit:* Target knocked prone.

Aiding the Village

Once the heroes defeat the gnashers, the clerics Namorelle and Norannon use cure wounds spells (PH page 230) to heal the adventurers for d8+2. They can cast the spell up to 8 times between them.

The citizens gather around, pat the heroes on the back and cheer. Tanya Norimoor, leader of the Wardens of Barrowmist, asks the heroes to come with her.

Tanya brings the heroes to an impromptu meeting with the town elders in the shrine of Corellon. The Elders are Tanya Norimoor, Vulnademus the sage and Namorelle the elf Cleric of Corellon. They want the heroes to go investigate what is driving the animals to flee the forest.

They can offer the heroes up to 20 gold each from the town treasury.

If the heroes accept, the people of Barrowmist gather around the group and give them the following provisions and good luck trinkets: Dwindleberry pie, canteens of mintwater, 20 finely crafted arrows, a ten foot pole and 5 bottles of grog.

If the Group Refuses

The villagers will resent them. A band of 5 injured wardens will investigate and they will all die.

In 90 Minutes. The Castle of Corellon will arrive at the regeneration locus in 90 minutes. The blood moon goblins will pour out and attack everyone in town. The citizens will try to fight back, but in the end they will either flee, die, or be taken into the castle as a sacrifice for Luthic unless the group steps in.

The Gliding Ruins

After 3 miles of travel toward the source, the group comes upon a strange sight...

Suddenly, you hear loud cracking noises and crashing from up ahead. Three trees topple over. Some massive airborne thing is heading your way.

Give the group a round to react. Then:

A panicked flock of sparrows perches atop a tree nearby. A huge rectangular mass of land is gliding through the air toward you. It looks to be 25 feet thick and over 100 feet long. It appears to have erupted from the earth recently, as chunks of soil and rocks fall to the ground beneath it. Thick green vines extend all the way to the ground, dragging through the dirt of the road. Perched on top are green goblins with huge claws, cackling gleefully.

The goblins will use their Visions of Acheron power on any heroes they can see within range. The goblins are up a total of 40 feet in the air.

(page 23) **4 Blood Moon Goblins** AC 12 HP 5
Claw Attack +4 Damage 4 (d6+2)

(Action) **Visions of Acheron** Rg 60
Intelligence Save DC 10 Fail 3 (d6) psychic damage.

Cover. The goblins have partial cover (+2 to their AC and Dexterity saves) from those on the ground.

Climbing the Vines. Climbing the vines is a DC 5 Strength (athletics) check. Failure means no progress is made. The ascent is 40 feet. The goblins are giddy and do not attack heroes climbing on the vines. They are busy giving sparrows Visions of Acheron.

Interrogation. If interrogated, the goblins will say that the castle is theirs in the name of the Blood Moon Witch. They will not say the name "Luthic" out loud.

Treasure. 16 copper and a necklace with an iron orc finger on it

Learning About Luthic

Intelligence (religion) check DC 10 Luthic is an orc goddess. She is also the wife of Gruumsh, god of the orcs. It is said that saying her name out loud brings disease and death to the speaker.

Intelligence (religion) check DC 15 Luthic is obsessed with creating new orc crossbreeds. She has helped female orcs gain power in various orc clans.

Intelligence (religion) check DC 20 Luthic and Gruumsh are devoted to each other. Luthic is searching for the eye of Gruumsh, which was cut out by Corellon, god of the elves, long ago.

Exploring the Floating Ruins

You are standing on the flying, vine-choked ruins of what once must have been a castle. A few broken wall sections still stand. The largest one has what appears to be a carving of an elf face in it, as if the elf was emerging from the wall. The eyes of the elf are open, revealing orbs of deep blue starlight. Beyond the wall are stairs that lead down into what presumably is a dungeon. Tense magical energy fills the air.

The Face with the Starry Eyes

Those who come near the face activate it. It utters a phrase in Elvish. Those who understand the language hear this: "It is certain that both vast treasure and horrible death await, so you must gain the one while cheating the other."

The Stairs

The stairs lead down into an alcove where double doors of white stone stand. Etched into the door are words in an old, elegant language.

The writing is in Elvish. It is the prayer to Corellon known as the Litany of Arrows. This prayer is often uttered by elves who were about to go into battle.

Listening at the door reveals the sound of cackling and scraping noises. There are blood moon goblins inside, sharpening their claws.

Waiting for the Castle to Land

If the heroes simply wait for the castle to land, it does so in 90 minutes, settling in to the regeneration locus in Barrowmist (Area 10, page 6.). Once the castle lands, the goblins will pour out and attack the town. They will try to take a few captives to sacrifice to Luthic.

The Dungeon

Ceiling. 10 feet high in all areas except for room 6. The ceiling throughout the dungeon is dark blue and embedded with white crystals that glow softly. The crystals cease glowing if removed from the castle.

Light. Lighting is a bit dim but not enough for a penalty.

Doors. Each stone door has elaborate elven engravings on them.

If the Goblins Imprison the Heroes

The goblins are under strict orders by Nepistaxis to take the heroes alive. If the group is defeated, the goblins may do mouth-to-mouth on them to stabilize them and bring them to room 4, cell G. The weapons of the heroes will be piled in a corner of the room. The goblins will keep any trinkets they find on the group, as they love trinkets.

Saying "Luthic" Out Loud

In this dungeon, saying the name "Luthic" out loud has dire consequences. Each time it happens, things get worse:

The First Time. The vessels in the offending character's eyes burst, giving their eyes a bloody red appearance.

The Second Time: The character bleeds from the eyes. They have sight rot (DMG page 257). Over the next few days, the character will go blind. This can be cured with a lesser restoration spell, which the clerics in Barrowmist can cast.

The Third Time. The character hears an evil female orc voice in their mind say in the orc language, "Ill khar nuugash-bek" (which means "I will have your blood"). Blood pours from their every orifice, they drop to 0 hit points and begin making death saving throws. The character must make a DC 15 Constitution saving throw. Failure means that if they die, their soul appears in Acheron and the character becomes a spirit slave, forced to do demeaning tasks for Luthic's Black Claw clan for all eternity.

1. The Gleaming Hall

This room has a low ceiling with glowing starry crystals embedded in it. The walls on either side have moving magic murals on them. Four goblins with long claws snarl at you. Each of them has one red eye and one black.

Characters with a passive perception of 12 or higher will notice the pit trap (described below).

(page 23) **4 Blood Moon Goblins** AC 12 HP 5
Claw Attack +4 Damage 4 (d6+2)

(Action) **Visions of Acheron** Rg 60
Intelligence Save DC 10 Fail 3 (d6) psychic damage.

Pit Trap. In the left-center of the room is a pit trap.

- **Perception.** Wisdom (perception) DC 12 to notice it.
- **Triggering it.** Stepping on it means a DC 10 Dexterity save or fall in for d6 damage.
- **Hatch at the Bottom.** At the bottom of the pit is a pretty obvious secret hatch that leads to a hand-carved tunnel.
- **Friendly Goblin.** In the tunnel is a single female blood moon goblin named Kloof. She is much less aggressive than the others and will greet the group pleasantly. She is the favorite of Nepistaxis. She has a sending stone (DMG page 199). Nepistaxis has the other one. It is possible to communicate to Nepistaxis in 25 words with this.

Magic Murals. There are magic, animated murals on the east and west walls.

- **East Mural.** This mural depicts Corellon, god of the elves, pressing his sword against Gruumsh, god of the orcs. The swords shake and let off sparks of energy. Orcs and elves rise up from the pools of blood in the vale around them.
- **West Mural.** On the west mural is what looks to be a landscape of the same vale. Those who make a Wisdom (perception) check at DC 13 spot a giant spider with the head of a woman (Lolth) lurking behind a mountain.

Goblin Interrogation. If the group captures and questions a goblin, they can learn the password to the dart trap in room 2:
"Nurthaag vah-rak!"

Treasure. 11 silver pieces and a vial of clear water with a red cloud swirling in it (liquid from the water sculpture in area 9).

1A: The Tunnel of the Vile Rune

This rough tunnel looks just wide enough to crawl through single file.

Make sure that you know the order of the group before they go through this tunnel. It is important to know who is last and who is second-last.

The Tunnel. The crawlspace connected to the bottom of the pit trap is cramped, but it is possible to crawl through it.

The Skeleton. Halfway down this crawlspace is an orc skeleton stuffed in an alcove. A pouch is jammed in its ribcage. This is one pouch of shared acquisition (see page 22). In this pouch is a single blue scale of a dragon.

Ambush. If one of the characters in front decides to try to damage the skeleton, they can get one shot on it and then the skeleton animates. Otherwise, as the last member of the party crawls by the alcove, the orc skeleton suddenly springs to life and attacks. This creature uses skeleton stats:

(MM page 272) **Skeleton of Leerkana** AC 13 HP 13 Attack +4 to hit Damage 5 (1d6+2)

(Action) **Eating the Eye** The skeleton can pull out and eat the eye of a creature that is at 0 hit points. This counts as a failed death save and the character is dying. Once eaten, the eye vanishes and the skeleton falls inert

Cramped Conditions. Because they are in a narrow crawlspace, only the character in front of the victim of the attack can help. They will need to turn around, which will take an action and a successful Dexterity check DC 10. The rest of the party won't have line of sight.

If a Character Loses an Eye. The hero who lost an eye is now linked to Leerkana (see page 24). The character will dream of massive wars in the plane of Acheron, where orc spirits battle the spirits of goblins.

The Other Pit Trap. The tunnel leads to a secret hatch that opens to the base of another pit trap in Room 3. Climbing it is easy, a DC 5 Strength (athletics) check. The hatch can be popped open or pulled in with a simple yank. The group will be able to hear more goblins above and can get surprise on them if they don't make any obvious loud noises.

2. The Corridor of the Coronal

This hallway is lined on either side with a series of stone faces. On the west wall, the faces depict a male elf. On the east wall, the faces depict a female elf.

Investigating the Faces

Intelligence (religion) check DC 10 These faces depict Corellon, god of the elves, in male and female forms.

Wisdom (perception) DC 13 Those who peer more closely will see that some of the faces on either side have had their left eye bashed out. There are darts in the eye holes that will fire at the first person making their way down the hall.

Dart Trap. The first character to walk down the hall has two magical darts fired at them: +3 to hit, 4 (1d6+2) damage each.

- **Deactivating.** The trap can be deactivated by speaking the orc phrase: "Nurthaag vah-rak!" This means "Death to the enemy." The heroes could find this out by interrogating or intimidating a goblin.

Doors. At the end of the hallway are double doors with engravings of a magic island inhabited by elves. Someone has painted a clawed hand clutching the isle in blood.

The Door

Intelligence (religion) check DC 10 This image depicts the Misty Isle, home to some of the first

elves ever to exist.

Intelligence (religion) check DC 10 The Misty Isle is actually missing. It was stolen by Gruumsh, god of the orcs.

3. Circular Chamber

This circular room has a total of four doors. The walls are etched with an image of a female Corellon firing an arrow from a magic bow. The arrow leaves a trail that glows light blue on the wall that travels all the way around the room. Blood Moon goblins lurk in here, dragging their claws on stone.

(page 23) **4 Blood Moon Goblins** AC 12 HP 5
Claw Attack +4 Damage 4 (d6+2)

(Action) **Visions of Acheron** Rg 60
Intelligence Save DC 10 Fail 3 (d6) psychic damage.

In Round Two. If the group did not use the tunnel, Leerkana the orc skeleton climbs out of the pit in round 2 of this battle. She attacks a hero.

(MM page 272) **Skeleton of Leerkana** AC 13
HP 13 Attack +4 to hit Damage 5 (1d6+2)

(Action) **Eating the Eye** The skeleton can pull out and eat the eye of a creature that is at 0 hit points. This counts as a failed death save and the character is dying. Once eaten, the eye vanishes and the skeleton falls inert

Pit Trap. DC 10 Dexterity saving throw *Fail:* Fall in the pit for 1d6 damage. This pit has an obvious hatch at the bottom which leads to the secret tunnel in 1a.

Inspecting the Image on the Wall

Intelligence (religion) check DC 10 The etchings depict Corellon's magic bow Amiath'hana, which never misses.

West Door. A carving in this door depicts the face of male Corellon. His left eye is gouged out. Fresh red blood trickles out of it.

East Door. There is an engraving of the face of female Corellon. A giant claw has scraped across it.

North Door. This door has a carving of a gleaming castle with many towers soaring through the air. The image depicts this very castle before it fell to ruin.

Treasure. There is quite a bit of loot:

- 6 electrum pieces (PH page 143).
- A ring with the symbol of Gruumsh on it (a diamond eye). Good-aligned people who wear it feel slightly ill.
- A key inscribed with elven runes. Anyone who speaks Elvish knows that when the word "revanthas" is spoken, a thin, intense beam of glowing blue-white light shoots out and reaches 30 feet. When this device is used on a prism in room 4, it can open or close the magical cell doors as an action.
- If the Skeleton of Leerkana was here, the pouch of shared acquisition (page 22) is caught in her ribcage. In it is a single scale of a blue dragon.

4. The Chambers of Reflection

This hallway is lined with prison cells, each blocked with a transparent sheet of shimmering prismatic energy. Embedded into the stone divider between each cell is a prism in the shape of an eight-pointed star. Some of the cells appear to be occupied. At the end of the hall is what looks like a waterfall of blood.

If the group has destroyed the eyes of Luthic in rooms 5-8, there is no waterfall.

Key. When the key from room 3 is used on these prisms, the cell doors can be opened or closed.

Cells. These cells were originally used for elves to quietly sit and trance. Sound travels through the barriers. The walls are carved with prayers to Corellon, all of which begin with the phrase: "Hei-Corellon shar-shelevu." This means: "Corellon, may your grace grant..."

Some of the cells have prisoners. They are Seekers of the Misty Isle (see page 25).

The Cells

A. Knout the Grammarian. A half-orc who seldom speaks, except to correct grammar or pronunciation.

B. Lunette Lyncian. A pleasant, cheery half-elf seeker who talks a lot. She was almost killed by the Waterfall of Blood and she will tell the group that ridding the castle of magical corruption will likely make the waterfall vanish.

C. Quintic. Quintic is a kercpa, a 1 1/2 foot tall intelligent squirrel who wears a long green hooded tunic. She is exceptionally brave for such a tiny creature.

D-F. Empty Cells.

G. Group Cell. This group cell has a malfunctioning prismatic sheet. If someone says the words "Hei Corellon shar-shelevu" out loud, the field shuts off for a full 6 seconds.

If the Group is Imprisoned. Once the heroes settle in, Lunette will babble about Corellon and the Misty Isle and the shimmering field will begin to flicker. If a hero tries to dart through during a flicker, they will need to make an acrobatics check DC 10. Failure means they are literally trapped halfway in the field. It doesn't feel painful at all. In fact, it feels tingly and energizing, as if an elf was tossing handfuls of pixie dust at the character's innards.

If the Group Does not Escape

If the heroes can't figure out how to escape their cells, there will be trouble. Lunette will likely figure it out, at your discretion. When the castle lands at Barrowmist, the goblins pour out and drag in a number of villagers. The first sacrifice to Luthic will be the heroes. They will be brought to the corrupted shrine (room 10) and will be bled to death inside the water sculpture.

The Waterfall of Blood

These grand double doors are protected by a translucent sheet of energy that appears to be made of oozing blood. The half-elf prisoner calls out: "Don't touch it! It almost killed me!"

Lunette will share her theory that if the group can rid the castle of Luthic's corruption (by destroying the eyes of Luthic in rooms 5-8), this sheet will vanish.

Touching the Waterfall. It is solid and impenetrable. Those who touch it must make a DC 10 Wisdom saving throw. Fail: 3 (d6) psychic damage, and fall prone. The character's mind is flooded with images of orcs slaughtering goblins in the plane of Acheron. The character must make a second Wisdom save DC 10 or gain short term madness (DMG page 259) for 1d10 minutes.

Don't go Chasing Waterfalls

The group might try to draw the goblins and Nepistaxis out of the room. They won't come out until the castle lands in Barrowmist, which happens after the heroes have been in the castle for 90 minutes. The waterfall does not harm or impede the villains.

Removing It. If you don't mind the idea of the group going right to the final room "early," you can get rid of the waterfall altogether. Once the group defeats Nepistaxis, they will still need to remove the corruption of the castle if they want to continue with the adventure path.

Barrowmist Corrupted. Once the castle lands, the corruption might start leaking into Barrowmist, or

villagers might stupidly come inside and get turned into orc hybrids by the statue in room 5.

5. The Twin Statues

This square room is lit with a shifting red glow, as if it was the reflection of a lake of blood. Grass carpets the entire area. In the center of the room are two stone statues on a pedestal. One is holding a gleaming sword. The female statue has a hideous, pulsing black eye.

Once the room is entered, one statue comes alive and starts firing beams at the heroes. The other statue tries to aid the heroes. The only way to nullify the threat and remove the corruption from this room is to destroy the eye of Luthic. The eye is in the evil statue's eye socket and can only be destroyed with a mithral weapon.

Statue With the Sword. One statue is of Corellon in male form. He holds a real mithral sword which can be removed from its grasp as a bonus action.

Female Statue. The other statue is of Corellon in female form. In the left eye socket is a real eye. It is all black, with a red pupil. This is an eye of Luthic, a source of the magic corrupting the castle.

Development

Once a hero draws the sword, gets halfway across the room or gets within 5 feet of the female statue, Luthic's magic kicks in:

The female statue changes shape. It takes on the appearance of a female orc with thin, sharp claws that are over a foot long. Skulls of elves and dwarves hang from her arms and waist. A slimy black eye pulses in her eye socket. She hisses, "Shaa tur-in bah-hak

Luthic!" Suddenly, it begins to rain blood and a powerful wind blows in your direction.

Translation from the orc language: "Fall before the eye of Luthic!"

Roll Initiative for Each Statue. The encounter is now underway. Roll initiative. The statues each have a +1.

Start of Each Turn. At the start of each character's turn, they must make a DC 10 Strength check to fight the wind. Fail means that the character is immobilized, pinned against a wall by powerful winds. Anything the character is holding falls to the ground 10 feet away from them.

The Corrupted Statue Initiative +1

Medium construct, chaotic evil

AC 17 HP 27 Damage Threshold 5 (see "Damage Threshold" on DMG page 247)

Vulnerable Bludgeoning *Resistant* Piercing and slashing

Orc Hybrid Ray On the statue's turn, everyone in the room must make a DC 10 Constitution saving throw. The failure effects are cumulative and get progressively worse:

Fail 1: The character grows tusks and pointed ears.

Fail 2: The character's skin turns green.

Fail 3: The character's eyes turn black and their pupils are red.

Fail 4: The character is now a half-orc.

On Corellon's Turn: On every turn, the statue whispers "mithral." It is trying to tell the heroes how to destroy the eye. The statue of Corellon can fire an eye beam of golden light at one character each round to give them advantage on their next saving throw against immobilization.

How to Defeat the Eye. The group needs to destroy the eye. The only way to do that is to strike it with a mithral weapon. The eye has

an AC of 18. One hit destroys it. No other attacks harm it.

Attacking the Statue. The group might want to attack the actual statue. It has an AC of 17 and 27 hit points. It has a damage threshold (DMG page 247) of 5. It is vulnerable to bludgeoning and resistant to slashing and piercing.

Pulling Out the Eye. The group could pull the eye out of the socket with a DC 10 Strength check. Doing so also triggers a DC 10 Constitution save or the wind blows the eye to the floor 10 feet away. If the eye is placed in a container, the eye is neutralized. It still must be destroyed to end the corruption.

If the Group is Struggling

If the group is having a hard time figuring out that they need to hit the eye with the sword by the third round, the male statue of Corellon turns and grabs the corrupted statue. He calls out in Elvish for the heroes to destroy the eye with the mithral blade.

Once the eye is struck, it is destroyed:

The room transforms. The statues return to normal and the red light fades away. The room is lit only by the starlight ceiling. The only remnant of the corrupted magic is the taste of blood in your mouth. After a moment, a warm voice utters words in your mind. You feel the urge to say them out loud.

Heroes who were corrupted can return to their original form by spending an action to speak the words. The words are a short prayer to Corellon known as the Litany of Arrows.

Treasure. Nephelium, the mithral sword. See page 22.

6. The Celestial Repository

In the center of this chamber is a pool full of crimson liquid. Two glowing sigils are etched into the ground on the far side of the room. Two similar glows are apparent on upper balconies lined with shelves that contain a smattering of books and wooden boxes. There are no stairs or ladders to reach the balconies.

In this room, the group must find the eye of Luthic on the shelves above while a blood weird tries to drag them into a whirlpool. Once the eye is destroyed, the corruption is gone from this room.

The Pool. The pool's inner walls have nasty stone spikes sticking out under the water. This pool is corrupted. Once the group steps on a blink portal, the water will coalesce and form a blood weird.

The Sigils. These are blink portals. When someone steps on one, they teleport to the sigil with the corresponding rune on the balcony above. The above portals can teleport creatures back down. They work similarly to the blink dog teleport power (MM page 318). The blink portals have to roll a recharge (roll a d6, 4-6 is a success) before they are ready to be used again.

The Shelves. On the shelves above are scattered dusty tomes and boxes full of elven curios. A hero can search one section of shelving per round. A box in section C contains an eye of Luthic, which can be destroyed by a mithral weapon. It has an AC of 18. Once the eye is destroyed, the blood weird vaporizes into mist and the corrupted magic is gone.

Some of the Items on the Shelves

Books:

Elven Phrasebook

How to Train Your Blink Dog

Prayer Book of Corellon

The Code of the Aelavellin Corellon: *Code of conduct for the Sword Knights of Corellon.*
Queen of the Harpies: *The legend of Queen Emaline, the first harpy. She is the subject of a future adventure in this path.*

Curios:

Box of paintbrushes and dried paints
Box of 6 sweet-smelling blue candles
Box of crystal beads
Box containing a Dragonchess set
Box of 3 fine smoking pipes

Development

When someone uses a blink portal or opens the box with the eye of Luthic in it (whichever happens first), read this out loud:

Suddenly, the crimson water in the pool begins to swirl violently! A twisting column of red water rises up out of the whirlpool and forms a draconic head!

Unless the heroes are watching the pool like a hawk, the weird gets surprise on the group. Once it makes an attack, then roll initiative.

Blood Weird Initiative +3

Large elemental, chaotic evil

AC 14 HP 22 All saving throws +0

Swallow. *Attack:* +3 to hit *Hit:* The target is “swallowed” and travels all the way down the length of the weird into the whirlpool. Those in the whirlpool must make a DC 10 Dexterity saving throw. *Success:* They are swirling around in the whirlpool but take no damage. *Fail:* They take 1 point of damage and are immobilized, meaning they are swirling in the whirlpool and they cannot move to escape. This save is repeated at the start of the character’s next turn until they die or escape.

Killing the Weird. Reducing the weird to 0 hit points causes it to transform into a docile pool of blood for 24 hours. Then, it can reform with full hit points.

Pulling Out an Ally. A character can try to

pull someone out of the whirlpool as an action. They must make a DC 10 Dexterity check to snatch them as they swirl around. *Success:* The ally is freed.

Swimming up the Weird. If a player has a cool idea like swimming up the weird, they should get advantage on their check to do so and/or Inspiration.

7. Garden of the Progeny

In this bright chamber are three statues positioned around the rim of a clear blue pool. The entire room is lined with different-colored roses growing from the fertile ground. Suddenly, a statue of a beautiful elf with a bow kneels before you. Three arrows with gleaming tips rattle in her quiver. She says in a soft, warm voice: “Teshuel ke-elandi.”

Translated from Elvish, she said “Take these arrows.” The arrows have tips made of mithral (see page 22).

To end the corruption in his room, the heroes must find and destroy the eye of luthic, which is in the pool. It is guarded by giant skeletal arms that try to grab and drown the characters. The flowers give boons. The eye can only be destroyed with mithral.

Magic Roses. The roses are enchanted and those that smell them gain benefits that last for 5 minutes or until the character leaves this room. The roses lose all power if removed from this room. There are three types of roses. If a character takes an action to smell one of them, they gain a magical benefit:

- **Red.** Gain advantage on strength checks for five minutes.
- **Purple.** Can breathe underwater for five minutes.
- **Gold.** Advantage on ranged weapon attacks for five minutes.

The Pool: The pool is 10 feet deep and crystal clear. At the bottom is a black eye with a red pupil, an eye of luthic.

The Statues: An Intelligence (history) check DC 10 will reveal that the statues depict three of Corellon's offspring:

- **Eliara:** She is a beautiful elf with a bow and quiver. In the stone quiver are three arrows with mithral tips. Eliara was the "perfect elf" who died in a battle with a red dragon.
- **The Rose King:** He died leading an assault on a drow enclave.
- **Eilistree:** A good-aligned drow goddess and daughter of Lolth, the Spider Queen.

Development

Once a character takes an arrow or looks into the pool, read this:

You see the face of a giant skull partially emerge from the bed of the pool. From either side of the skull, two massive skeletal arms explode out of the water and reach for you!

Destroying the Eye of Luthic. The eye has an AC of 18. It is immune to everything but mithral. One hit destroys it.

The Skeletal Arms. Each skeletal arm can reach anywhere in the room. If a hero dives in to get the eye, each free arm gets an opportunity attack. The skeletal arms have these stats:

2 Elf Asphyxiators Initiative +1

Large undead, chaotic evil

AC 13 HP 15 Attack: +5 to hit **Hit:** The creature is grappled and the arm drags the creature 10 feet underwater and tries to keep it there until it drowns. The Asphyxiator has +2 for all opposed escape checks (suffocation rules are on PH page 183).

All saving throws: +0

Vulnerable: Bludgeoning **Immune:** Poison, Exhaustion.

Turn Undead. This creature can be turned. It will retreat under the floor of the pool for the duration.

8. Chamber of Mystic Forces

This long room appears to have once been the workshop of a wizard. You see shelves stocked with empty glass potion containers of all shapes and sizes. There is a dusty work table against the far wall. In the north section is a hovering, glowing prismatic crystal with a hollow interior. The top of the crystal is cracked a bit. There appears to be objects inside of it. This crystal surges with magical instability.

The group is going to need to extract the eye of luthic from a crack in the crystal without blowing it up. The shard reflects spells and ranged attacks. There is also an artifact in the shard.

The Work Desk. The surface of the desk has claw marks on the top and scorch marks from fire spells. Anyone opening the drawers sees that one drawer has a false bottom. In it are notes on designing magic items by the wizard Boreanis. Apparently he was working on turning his human friends into figurines of wondrous power (DMG page 169) so that they could live on forever.

Shelves. These shelves are full of glass containers and odd little items.

Items on the Shelves

A big jug of water from the Lake of Dreams in the Feywild, known for its glass-like stillness,

A scholar's pack (PH page 151)

Tweezers, clamps for holding beakers and a cephalometer (A kind of long tweezer used to measure the circumference of a head).

The Shard. The shard has an eye of luthic in it. It also contains the Emblem of Ossandrya (page 20).

Unstable. Make sure you know where each character is standing. The shard is magically unstable and can explode for a lot of damage if the heroes are not careful.

Reflection Aura. This shard has an aura that reflects all ranged attacks, weapon and magical. Spells come right back at the caster (if it doesn't exceed the total range of the spell). Projectiles rocket back at the attacker.

Striking the Shard. Striking the shard with a melee attack: *AC 10 Hit Points 15*. If the shard is reduced to 0 hit points, there is an explosion of broken shards in a 15 foot radius. Each creature in the radius must make a Dexterity save DC 10. *Fail: 6 (d12) piercing damage. Success: Half damage.* This explosion does not harm the eye or the emblem.

Pulling out the Items. This is the most likely way to retrieve the items:

1. **Pry it Open:** Someone must carefully pry open the crack in the shard. This is a Dexterity check DC 10. Failure causes the character to take 3 (d6) force damage from a burst of energy.
2. **Pull up the Item:** Some kind of tool will probably need to be used (such as the cephalometer on the shelf). DC 10 Dexterity check, failure simply means the item falls to the bottom. Mage hand can lift the items with no check required.
3. **Extract the Item:** Someone must squeeze the item through the crack. This is another Dexterity check DC 10. Failure causes the shard to explode (See "Striking the Shard" above).

Rotating it is Dangerous. Rotating the hovering crystal so that the items are pressed against the crack is possible, but due to the

corrupt magic, the crystal will suddenly begin to spin faster and faster. The group will have one round to stop it before it explodes. Stopping it requires a Strength check DC 10 or some other clever idea.

Destroying the Eye. The group must use mithral to destroy the eye, no roll required. That ends the corruption in this room.

Inspiration. Any fun idea in this encounter should be rewarded with inspiration.

The Emblem of Ossandrya

The emblem (page 20) is sentient and eager to be chosen. When a good-aligned non-drow hero grabs it, they hear a female voice in their mind. She asks: "Do you seek glory?" If the hero says yes, she accepts them.

Emblem Provides Info. The emblem is, among other things, a useful NPC. She knows a lot about the castle and the orc gods. You can use her to fill in blanks or give the heroes guidance as needed.

9. The Shrine of Correllon

This vast chamber is lit primarily by what looks to be a massive glowing rectangle made of water lining the back wall. Bright red clouds of blood swirl in it. The star-encrusted ceiling has an eye of luthic growing out of it that is over one foot in diameter. It fixes its gaze upon you. A horde of leering blood moon goblins raise their claws to strike you down. A frail humanoid in hooded dark gray robes stands before you. Misty vapors obscure the face within the hood.

In this room, the group will battle the creatures while spectral clawed hands reach down from the ceiling to immobilize them. Nepistaxis has the power to "eat" magic spells. If a spell is eaten, Nepistaxis is effectively useless for the remainder of the battle.

(page 23) **6 Blood Moon Goblins** AC 12 HP 5
Claw Attack +4 Damage 4 (d6+2)

(Action) **Visions of Acheron** Rg 60
Intelligence Save DC 10 Fail 3 (d6) psychic
damage.

(page 24) **Nepistaxis the Magic-Starved** AC
10 (13 with mage armor) HP 16 Attack +3
Damage 2 (1d4)

Spellcasting. Nepistaxis is a 1st-level spellcaster. The spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Nepistaxis has the following wizard spells prepared:

Level 1 (3 slots): Mage Armor (PH page 256), Charm Person (PH page 221), Shield (PH page 275).

(Reaction) **Magical Relapse.** When a creature casts a spell within 60 feet, Nepistaxis feeds on the spell as if Nepistaxis had cast counter-spell (PH page 228). Nepistaxis has not fed on magic in years and the wizard's body cannot handle it. Nepistaxis will fall prone and moan, unable to attack or move for the remainder of the battle. Nepistaxis will try to feed again. Feeding on a second spell will incapacitate the wizard.

Claws of Luthic. At the start of each character's turn, a translucent, red clawed hand shoots down from the ceiling to grapple them. Dexterity save DC 10 or they are grappled (PH page 290). The character can escape as an action, opposed check +0. Once a clawed hand is escaped, it is shattered and none of the hands can grab the character again.

The Eye of Luthic. This can be destroyed by a mithral weapon. It has an AC of 14 and 10 hit points. Once it is destroyed, the claws of luthic vanish for good and the water sculpture is cleansed.

The Water Sculpture. Close inspection reveals there is no glass container. This is literally a free-standing rectangle of water. This is where the goblins came from. Creatures can travel from Acheron to the castle, but not the other way around. Once the eye of luthic is destroyed, the water in the aquarium is cleansed and the connection to Acheron is severed.

Desk. On the desk are a number of quills and inkwells. Sprawled out on the surface is a scroll over 30 feet long. The scroll is half-filled with the writings of Nepistaxis which reveals the information in his backstory on page 24.

Treasure. 6 gold, 2 silver, the other sending stone (DMG page 199) and the Azure Ring. The Azure Ring has a golden band with a gleaming azure stone embedded in it. Whoever attunes to this ring can control the castle. The ring can urge the castle to fly to another locus, open and close doors, and it allows the wielder to see through the eyes of the Face with the Starry Eyes (page 9) outside the entrance. There will be more details on this item in the following adventure.

When the Battle is Over

Whether reduced to 0 or not, Nepistaxis calls a character over and whispers: "This castle is a marvel. I hope that you restore it to its former glory. Please... cast one more spell. A cantrip.. anything."

If they cast a spell: Nepistaxis drains the spell as it is cast. The magic overwhelms the wizard's system. Nepistaxis dies.

If they don't: Nepistaxis yells: "Luthic! I reject you!" Nepistaxis shudders and blood pours from every orifice. The wizard's soul is drawn to Acheron to serve as a spirit slave for all eternity.

What Now?

Once the heroes have cleansed The Castle of Corellon, the Emblem of Ossandrya fills the group in on some information:

Rebuild the Castle. There are many more regeneration loci out there. Each time the castle lands at a new locus, the stored energy will rebuild sections of the castle. The heroes can have their own magic castle!

Find the Misty Isle. The castle originally had the power to “blink” or teleport to certain locations. This power is likely to return once the castle has fully regenerated. One of those locations is the legendary Misty Isle, which was stolen and hidden by Gruumsh. The group could locate and rescue the island.

Seek Glory. The Emblem asks the group to restore the castle to its former glory. She utters this phrase: “With care and cunning, luck and great deeds, caution mixed with boldness and daring, you and your associates can win through to achieve exploits of the stuff of legend!”

Support NPCs. The Seekers of the Misty Isle (Knout, Lucinda and Quintic) all want to stay with the castle. They can be a support team for the heroes.

If you are not continuing the Litany of Arrows adventure path

Once all five eyes of luthic are destroyed, the magical corruption is gone. The castle begins to shimmer. It is shifting to the Feywild! The group can flee the castle and watch it disappear, or stay inside and go on some other weird adventure of your devising.

If the group refuses to try to regenerate the castle, the emblem either recruits the prisoner NPCs (who enthusiastically agree to go on the quest) or the emblem will fade away, in search of worthy heroes who will restore the castle.

What Comes Next in the Litany of Arrows adventure path?

Warpath of Gruumsh. The next adventure is called Warpath of Gruumsh. The heroes will have a few encounters as the castle glides to the next regeneration locus. Then they will land in an elven village that is under attack by a barbaric, vicious orc tribe. The orcs live on little islands in a pool of magic blood that was spilled by the god of the orcs during his titanic battle with Corellon centuries ago. The group will be tasked with blowing the orc settlement up using magic powder called dragon dust, or wiping them out with whatever other zany idea the group concocts.

Appendix A: Treasures

The magic items here, if found, can play significant roles in the adventure.

Emblem of Ossandrya

Wondrous item, artifact (requires attunement by a creature of good alignment)

Ossandrya was a great warrior who helped Corellon drive the drow into the Underdark during the Last Battle of the Spiral Tower. The Emblem is sentient and it is devoted to the cause of justice and good. The emblem urges the wearer to pursue the highest ideals of heroic valor.

Meeting the Emblem. When a character first touches the emblem, it asks if the character seeks glory for their heroic deeds. If the answer is yes, the emblem attaches itself to the character's armor or clothing near the heart.

Telepathy. It can communicate telepathically with creatures up to 30 feet away. It speaks Common, Draconic, Dwarven and Elvish.

Minor Properties:

- The wearer has resistance to poison.
- The character can cast the cantrip Guidance (PH page 248) as an action.

- The wearer gains proficiency in Acrobatics if they don't already have it.

Major Properties:

- The wearer gains a +2 to their Constitution score while attuned to the emblem, to a maximum score of 22.
- Once per long rest, the wearer can give themselves or an ally within 30 feet advantage on an attack roll, saving throw or skill check.

Drawbacks:

- When the wearer sleeps, the Emblem replays past adventures in the character's dreams. The hero must make a Wisdom save DC 10 or wake up with one level of exhaustion (PH page 291). This level can be removed by a short rest.
- The emblem has a special hatred for the drow and will give the wearer a hard time if they associate with one. It will not give a drow advantage under any circumstance. The Emblem will refuse to attune to a drow.

Destroying the Emblem. A tentacle rod (DMG page 208) wielded by a yochlol (MM page 65) servant of Lolth can tear the emblem apart in d4 rounds.

Previous Wielders. The Emblem loves to tell tales about previous wearers:

Ossandrya. A hero of the Feywild who is now a ruesti (elven spirit) in the plane of Arvandor. The emblem is a piece of her consciousness, and it considers Ossandrya to be her sister.

Elena the Fair. Stepdaughter of a legendary hag who traveled the planes. Elena eventually went mad.

Strom Wakeman. A great wizard who infiltrated the mind flayer realm of Penumbra and battled Ilsensine, the mind flayer god. Strom used a brew known as laethan to transform himself into a mind flayer to better live among them.

Mialee. An elf spellcaster known for her unique fashion sense who went on dozens of adventures. Her ally, Regdar the fighter, was killed and raised at least 7 times. Mialee learned a lot of protective magic simply to try to keep the poor guy alive. It is said that a half-elf child of theirs walks the world.

Obanar. A human wizard who protected a city from elementals and rampaging giants with the help of the torrians, a race of lion-people.

Enspelled Arrow

Weapon (arrow), uncommon

Elves have mastered the art of embedding spells into arrows. The DC of the spell depends upon the skill of the creator. Once the arrow strikes a target, the spell is discharged. The enspelled arrow becomes a normal arrow with no magical properties.

Typical enspelled arrows contain spells such as:

Burning Hands. (PH page 220) Once the arrow strikes the target, the spell goes off in a cone. The target takes normal damage from the arrow and must make a Dexterity save DC 12. *Fail:* 3d6 fire damage *Success:* Half of the fire damage.

Hold Person. (PH page 251) If the target is hit by the arrow, they take normal damage from the arrow and must make a Wisdom save DC 12. Fail means they are paralyzed. The archer has concentration (PH page 203) for up to one minute.

Sleep. (PH page 276) If the arrow hits, it does damage as per normal and creatures within 20 feet are affected as per the spell. 5d8 total hit points worth of creatures are affected in ascending order of their current hit points (ignoring unconscious creatures).

Mithral Weapons

Weapon (various), uncommon

Mithral is a silvery, glistening metal that is stronger and lighter than steel. Mithral weapons weigh half as much as normal weapons and their beauty does not tarnish or grow dim. It is said that all mithral came from a single source that was lost long ago.

The only modern sources of mithral are from spellcasters who can cast the creation spell (PH page 229). See also mithral armor in the DMG (page 182).

For the purposes of this adventure path, mithral will have special properties when battling orcs. Towards the end of the path, the lost source of mithral can be reclaimed by the heroes.

Nephelium

Weapon (longsword), uncommon

This ancient mithral blade has a hilt, pommel and crossguard carved to look like a mithral dragon. Embedded in the rain guard at the base of the blade is a memory sphere. The wielder can use an action to peer into the sphere to view a "recorded" memory in it that depicts a realm with a blue sky and crystal parapets. The wielder can focus and "record" an event that is currently happening in the memory sphere. Only one such "memory" can be recorded at a time. After ten years, the recording reverts back to the original. It is believed that this blade originally belonged to the Elder Elves, who were known to explore the planes and push the boundaries of magic. All but a few of them were killed by a hideous far realm monstrosity.

Pouch of Shared Acquisition

Wondrous item, uncommon

These matched leather pouches allow you to move items between them. They magically share the same interior space. Whatever is placed in one pouch to a maximum weight of three pounds can be accessed from the other pouch as long as they are on the same plane. If they are on different planes, neither pouch can access the interior space. Only one pouch can be accessed at a time.

In this adventure, the heroes find one of the two pouches. In the next adventure they learn that someone else has the other pouch, and they begin passing things to the character.

Appendix B: Monsters & NPCs

Emirikol the Chaotic

Emirikol does not appear in this adventure, but he is referred to often. Emirikol is a great wizard who studies wild magic. He frequently goes on "chaos rides" through cities where he fires off devastating spells at random targets. There is one high elf city in particular that he torments. He may have plans to destroy it completely. Emirikol is hated and feared by many, even his own apprentices.

Stats. Emirikol will be fully started out in a future adventure. If somehow you involve Emirikol in this scenario, you can use Archmage stats (MM page 342) and give him a wand of wonder (DMG page 212). Emirikol has a 50% chance of choosing the effect of the wand rather than rolling on the chart every time he uses it. He also has an orb of dragonkind (DMG page 225).

The Dungeons of Emirikol. In this adventure path, Emirikol has a number of dungeons

spread throughout the land that ostensibly were created to test his apprentices.

Student of Chaos. Emirikol has spent time studying oozes, wild magic and the plane of Limbo, among other topics. He is particularly preoccupied with stones each called the Fist of Emirikol. They may contain the essence of chaos.

Dragon Consort. He has a relationship with a two-headed polychromatic dragon. Legend has it that she is a descendant of the red dragon that Corellon's daughter Eliara killed and was killed by.

Emirikol's Menagerie. Emirikol creates deadly metal storms, controls a huge herd of chaos-beasts and seems to be fascinated with the race of spell-eating beings known as the magic-starved.

Emirikol's Traits

Ideal. "I will understand and harness the essence of chaos no matter the cost."

Bond. "I am loyal to a select few who are loyal to me."

Flaw. "Law is the death of the soul. Life is chaos."

Goblin, Blood Moon

Blood Moon Goblins were originally goblin warriors who served the goblin god Maglubiyet on the plane of Acheron. These goblins were captured by the orc armies of Gruumsh, god of the orcs.

Tainted by Luthic. The goblins were handed over to the wife of Gruumsh, Luthic, who experimented on them and made them loyal to her. She sent them through the water sculpture in the Castle of Corellon to go forth and wreak havoc in the name of Gruumsh.

Sacrifices. Blood Moon goblins are jolly and demented. They regard Luthic as their grandmother and Nepistaxis as their parent.

They hope to please Luthic by sacrificing elves in her name.

Blood Moon Goblin

Small humanoid (goblinoid), chaotic evil

Armor Class 12 (tattered pieces of armor)

Hit Points 5 (2d6 -2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses Darkvision 60 ft., passive perception 8

Languages Common, Goblin, Orc

Challenge 1/8 (25 XP)

Actions

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

Visions of Acheron. Range 60, Intelligence save DC 10. *Fail:* 4 (d4+2) psychic damage.

Kercpa

Small humanoid (fey), chaotic good

Armor Class 14

Hit Points 10 (3d6)

Speed 15 ft. Climb 30

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	12 (+1)	10 (0)	14 (+2)	12 (+1)

Skills Stealth +6 Intimidate +3

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

Actions

Multiattack. Kercpa can fire three arrows as an action.

Tiny Sword. *Melee Weapon Attack:* +2 to hit, reach 5 ft, one target. *Hit:* 1 slashing damage.

Tiny Bow. *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage.

Seldom exceeding one and a half feet in height, kercpa look like bipedal red squirrels. They wear garb similar to elves, colored to blend in to the forest.

Agility. They are as nimble and acrobatic as normal squirrels, running and leaping high up in the trees with astonishing ease and grace.

Villages. Kercpa villages are comprised of numerous buildings located high up on tree branches. An elaborate highway of vine ladders and bridges connects the various buildings.

Guardians. Kercpa consider themselves guardians of the forest. They frequently ally themselves with elven communities.

Leerkana

The skeleton in area 1a was Leerkana, an orc assistant of Tamurda, the agent of Luthic who tried to corrupt the magic of the castle. Tamurda was angry that she couldn't completely warp the castle and she took it out on this poor orc apprentice. Two of the five eyes of luthic ere made from Leerkana's eyes.

Escape. If the skeleton of Leerkana is able to eat an eye of a character or if her skeleton is destroyed, she moves on to the afterlife. She rises up as a battlesworn orc bloodsage spirit who fights for the army of Gruumsh in the plane of Acheron. Eating the eye creates a bond between her and the victim. She will consider the character to be her savior and may end up as a crucial ally in the final adventure of this adventure path. Leerkana hates Tamurda and wants to destroy her.

Nepistaxis the Magic-Starved

Nepistaxis is a genderless wizard that was once human but has become a creature known as a magic-starved. The magic-starved feed upon magical energy from magic items, spells and spellcasters. For years, Nepistaxis wandered the planes looking for any scrap of magical power.

Emirikol's Apprentice. When Emirikol the Chaotic discovered the magic-starved, he experimented on one. This was Nepistaxis, who became Emirikol's apprentice. Emirikol was able to somewhat rehabilitate Nepistaxis and reduce the cravings for magic.

Appearance. Nepistaxis hides in a hooded robe. Emirikol's wild magic has had a number of permanent effects on the wizard. Nepistaxis is gaunt, hairless and has vibrant blue skin. A tiny fog cloud constantly pours out of the wizard's mouth and evaporates.

Escape. Life with Emirikol was too dangerous for Nepistaxis. The apprentice slipped away one night and fled to the Hulking Forest. After some wandering, Nepistaxis called the ruins of the Castle of Corellon home.

Tamurda. Eventually, Tamurda arrived at the castle and forced Nepistaxis to swear fealty to Luthic. She put Nepistaxis in charge of the blood moon goblins.

Family. Nepistaxis liked the goblins and they liked him. Years passed. As time went on, Nepistaxis grew to admire Corellon. All the old wizard wants now is a peaceful death and an afterlife that does not involve serving the battlesworn of Gruumsh on the plains of Acheron.

Nepistaxis the Magic-Starved

Medium humanoid, unaligned

Armor Class 10 (13 with mage armor)

Hit Points 16

Speed 30

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

Skills Arcana +4 Religion +2

Senses passive Perception 10

Languages Common, Orc

Challenge ¼ (50 XP)

Spellcasting. Nepistaxis is a 1st-level spellcaster. The spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Nepistaxis has the following wizard spells prepared:

Level 1 (3 slots): Mage Armor (PH page 256), Charm Person (PH page 231), Shield (PH page 275).

Actions

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

Eat Magic. The first time a character casts a spell within 60 feet, Nepistaxis feeds on the spell as a reaction as if Nepistaxis had cast counter-spell (PH page 228). Nepistaxis has not fed on magic in years and the wizard's body cannot handle it. Nepistaxis will fall prone and moan. Nepistaxis will try to feed again. The magic-starved is relapsing. Feeding on a second spell will incapacitate the wizard.

The Seekers of the Misty Isle

Long ago, Corellon wept. His tears landed on the Misty Isle and some of the first elves were born.

The Isle is Missing. Gruumsh, god of the orcs, was able to magically whisk the Misty Isle to an unknown destination.

The Seekers. The Seekers of the Misty Isle are devoted to scouring the world, searching for a portal to the Isle or clues to where it is being hidden.

Seekers in the Castle. Three such Seekers

came to Barrowmist yesterday. They were in search of the ruins of a magic castle connected to Corellon. They hoped that perhaps the castle held clues to the location of the Misty Isle. They found the ruins and were captured by the goblins.

Knout the Grammarian

Stats. Commoner, MM page 335.

Quiet. Knout is an extremely quiet half-orc scholar. He can't help but speak up when someone makes a grammatical error. He is an accomplished tattoo artist.

Misfit. Knout was born in an orc camp. At the age of five, he was treated as a slave by pureblood orcs. Human and elf prisoners of the orcs broke out of their cage one night. They were so appalled at the way the orcs treated little Knout that they risked their lives to steal him during their escape.

Searching for the Orc Goddess. Knout grew up in a city of half-elves and half-orcs. He heard a legend of an orc goddess who is beautiful and good. It is said that she is hiding from Gruumsh. Knout believes that when he finds her, she will give his life meaning.

Lunette Lyncian

Stats. Commoner, MM page 335.

Happy Scholar. Lunette is a chipper half-elf who is obsessed with all things Corellon. She talks constantly and is quite forgetful.

Tattoo. She has half of a tattoo on her back depicting the Misty Isle. Knout works on it during their downtime.

Mild Tension. Knout and Lunette don't really get along. Knout thinks she is annoying and she secretly thinks he is a lousy Seeker. She doesn't know about his quest to find the orc goddess.

Quintic

Stats. Kercpa, page 23.

Competent. Quintic is a kercpa. She wears a little green hooded tunic and is an expert with her tiny bow and arrows. She is very brave and incredibly nimble.

Protector. Many kercpa think of themselves as protectors of a certain forest or elven community. Quintic thinks of herself as a protector of all forests and all elves.

Winged Gnasher

These creatures resemble wolves with razor-sharp teeth and bristly tufts of hair that grow between their shoulders. They have batlike wings that allow them to glide. The wings are thick membranes attached to their forelegs that run the length of their bodies. Gnasher fur is deep black, gray or brown. Their eyes burn with an intense need to kill.

Thorough Hunters. Gnashers survive solely on meat. Areas that they live in are devoid of other animal life. Those who enter gnasher territory will experience an eerie silence.

Racial Enemy. Gnashers hate elven hounds and will attack them on sight. They also hate griffons and hippogriffs. Those creatures will actually work together to eliminate gnasher packs.

Large beast, Chaotic Evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8+2)

Speed 30

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16(+3)	12(+1)	3(-4)	10(+0)	4(-3)

Skills Perception +2, Stealth +4

Senses passive Perception 12

Languages -

Challenge 1/4 (50 XP)

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

Gliding. Winged gnashers can glide through the air, descending 10 feet per round.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Gliding Charge. If the winged gnasher moves at least 15 feet toward a target, during that move the gnasher can leap in the air, glide in a straight line and make a bite attack on the target. If the bite hits, the target is knocked prone. Gliding charge does not provoke attacks of opportunity.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright [2016] by [your legal name or company name] and published under the Community Content Agreement for Dungeon Masters Guild.

Emblem of Ossandrya

Wondrous item, artifact (requires attunement by a creature of good alignment)

Ossandrya was a great warrior who helped Corellon drive the drow into the Underdark during the Last Battle of the Spiral Tower. The Emblem is sentient and it is devoted to the cause of justice and good. The emblem urges the wearer to pursue the highest ideals of heroic valor.

Meeting the Emblem. When a character first touches the emblem, it asks if the character seek glory for their heroic deeds. If the answer is yes, the emblem attaches itself to the character's armor or clothing near the heart.

Telepathy. It can communicate telepathically with creatures up to 30 feet away. It speaks Common, Draconic, Dwarven and Elvish.

Minor Properties:

- The wearer has resistance to poison.
- The wearer can cast the cantrip Guidance (PH page 248) as an action.
- The wearer gains proficiency in Acrobatics if they don't already have it.

Major Properties:

- The wearer gains a +2 to their Constitution score while attuned to the emblem, to a maximum score of 22.
- Once per long rest, the wearer can give themselves or an ally within 30 feet advantage on an attack roll, saving throw or skill check.

Drawbacks:

- When the wearer sleeps, the Emblem replays past adventures in the character's dreams. The hero must make a Wisdom save DC 10 or wake up with one level of exhaustion (PH page 291). This level can be removed by a short rest.
- The emblem has a special hatred for the drow and will give the wearer a hard time if they associate with one. It will not give a drow advantage under any circumstance. The Emblem will refuse to attune to a drow.

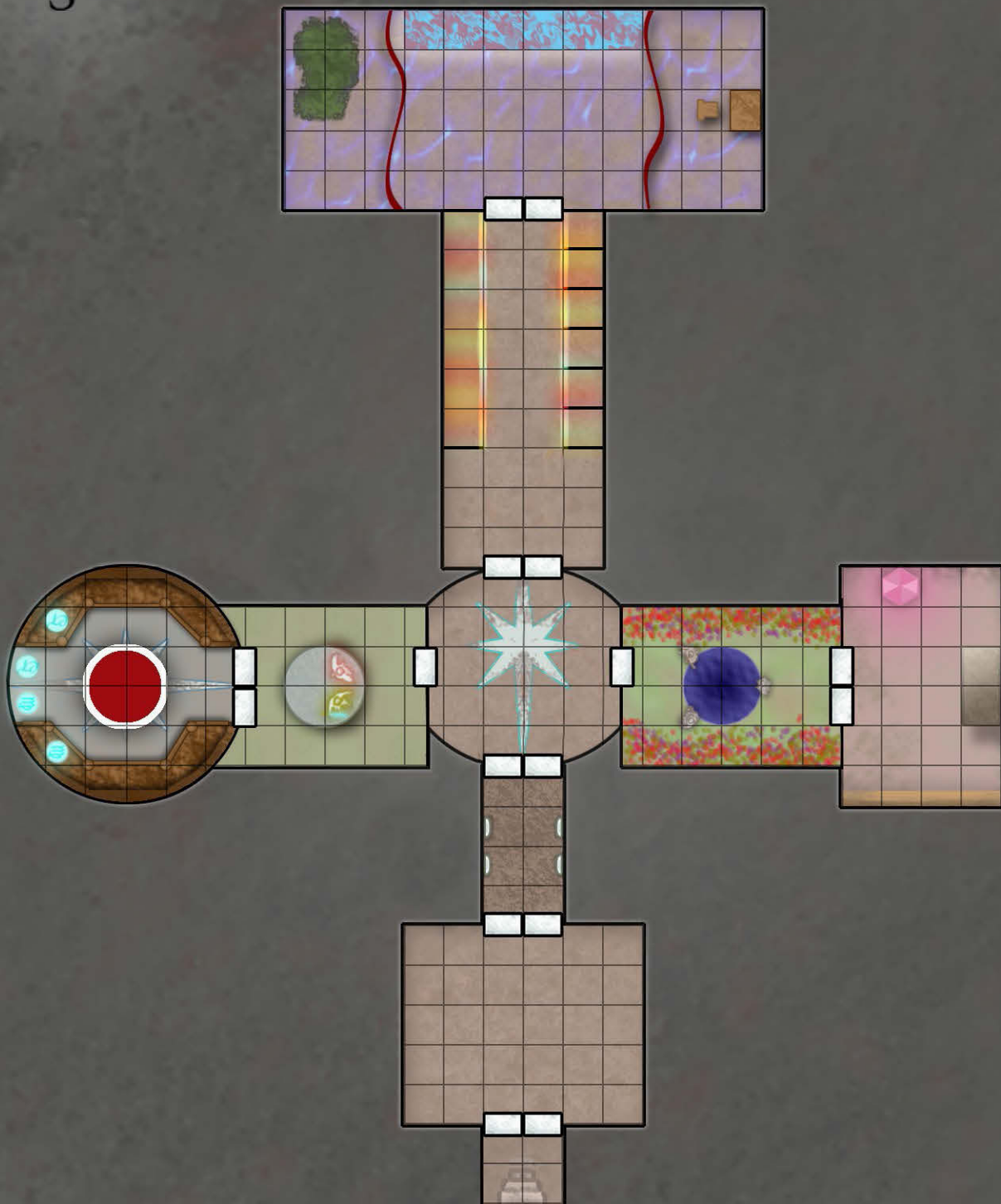
Destroying the Emblem. A tentacle rod (DMG page 208) wielded by a yochlol (MM page 65) servant of Lolth can tear the emblem apart in d4 rounds.

CASTLE OF CORELLON

PLAYER'S MAP



□ = 5 FEET

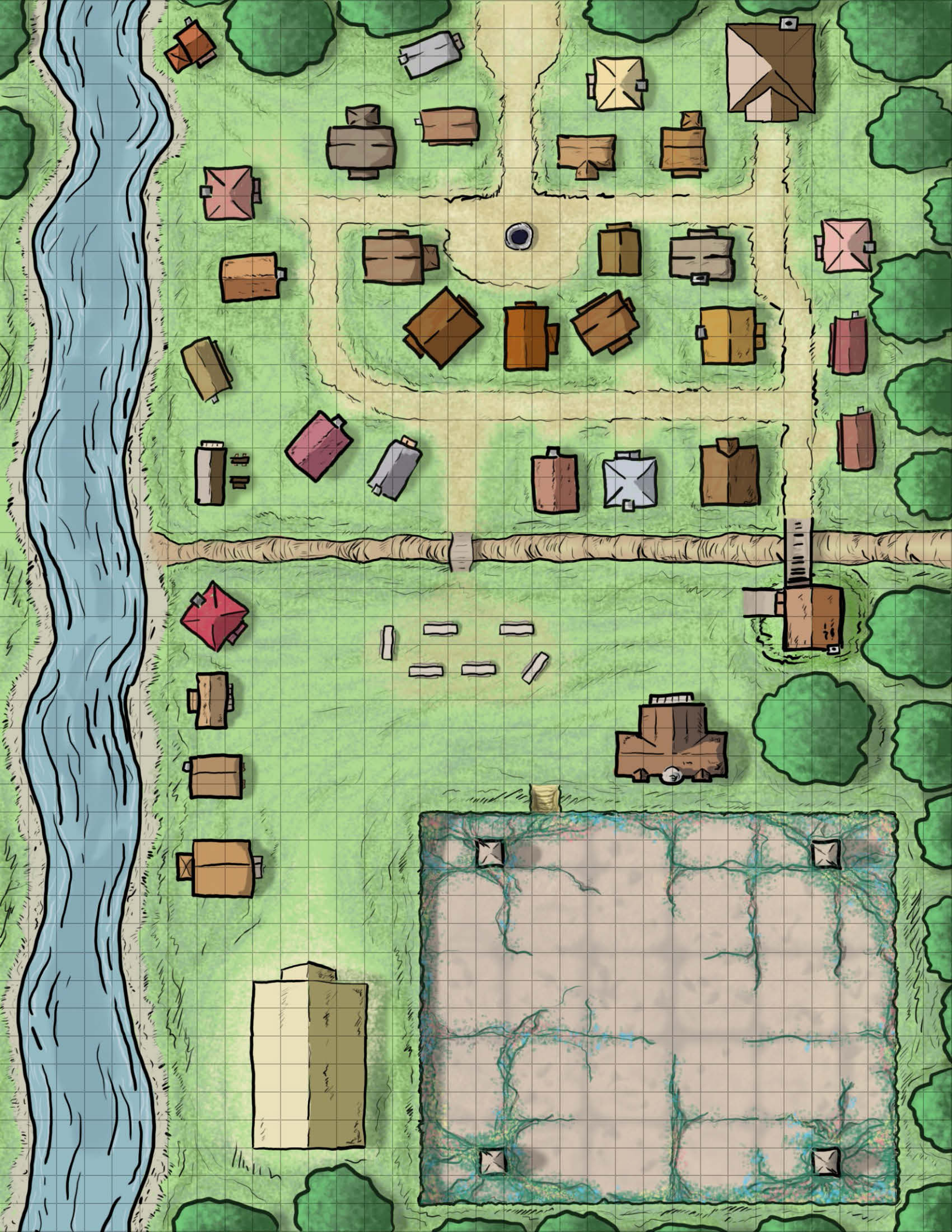


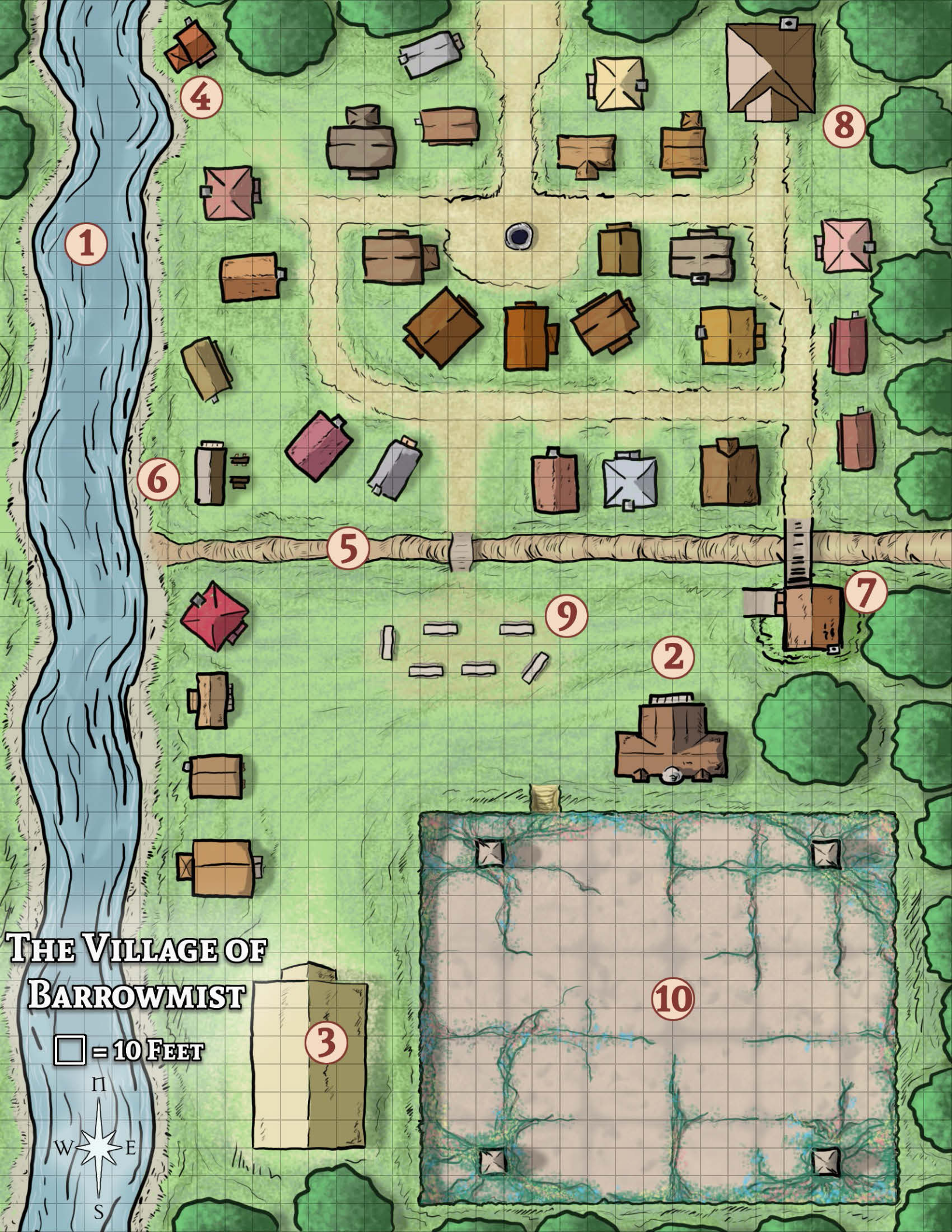
CASTLE OF CORELLON

DM MAP

□ = 5 FEET

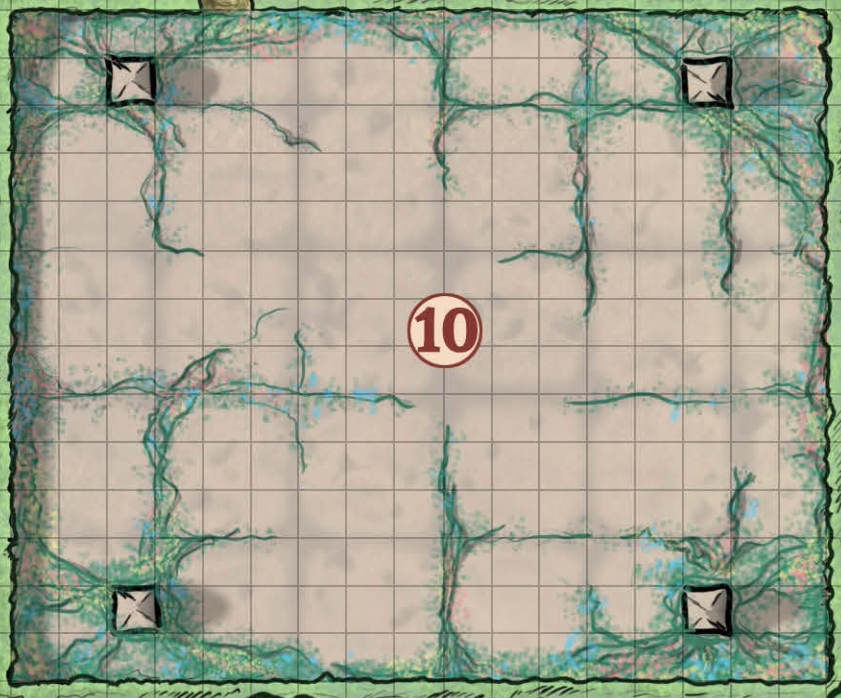






THE VILLAGE OF BARROWMIST

□ = 10 FEET



LITANY OF ARROWS

ADVENTURE PATH

Part 2 of the Litany of Arrows Adventure Path is [available on the DMs Guild!](#) **WARPATH OF GRUUMSH** picks up where **THE CASTLE OF CORELLON** left off. The group meets orcs who live on a pool of their god's blood.

The mission of the heroes: blow it up. This can be played as part of the path or as a standalone adventure.

It's got full color maps, original artwork, magic items, new monsters, and a whole section of downtime scenarios, including three different carousing events that allow your players to truly roleplay what it's like to make poor life decisions.

Here's the plan for the Litany of Arrows path right now:

- 3. THE OOZE CHAMBERS OF EMIRIKOL:** A dungeon created by the legendary wild mage, Emirikol. This one is full of oozes.
- 4. THE WEEPING SKULL:** The group ends up in a city called Thunderhaven, where orc slavers linked to a huge, weird magic skull are causing problems.
- 5. THE ORC GODDESS:** The heroes remain in Thunderhaven and seek out an obscure, good-aligned orcish deity.
- 6. MONSTER LORE ADVENTURE:** The heroes end up in elven ruins where two groups of iconic D&D monsters are at war.
- 7. EMIRIKOL'S SECOND DUNGEON:** I really want to do a "random chart" wild magic dungeon, so that might be what this is.
- 8. SURVIVAL:** I am really excited about this one and don't want to say much. The heroes will have to survive in a city that is being destroyed.
- 9. QUEEN OF THE HARPIES:** The group will meet the first harpy to ever exist and get into some trouble in her harpy-infested city.
- 10. THE POLYCHROMATIC DRAGON:** The heroes must kill a polychromatic dragon. The dragon is half-blue, half-red.
- 11. EMIRIKOL'S THIRD DUNGEON:** Right now I am thinking that this will be a dungeon that is just one room.
- 12. THE VALE OF BLOOD:** Giant-sized spirit echoes of Corellon (god of elves) and Gruumsh (god of orcs) cause all sorts of problems for the adventurers.
- 13. LAND OF THE ELDER ELVES:** This island of elves was stolen long ago by the god of orcs and the god of kobolds. The group has to steal it back.
- 14. THE BANISHED DARKNESS:** This cave is apparently where Lolth betrayed Corellon. The group learns something about the god of elves that makes everything much more complicated.
- 15. THE MAZE OF EMIRIKOL:** I like to call this a "meta-maze". It will use a lot of official D&D NPCs and locations.
- 16. THE DRAGON BONEYARD:** The group has to obtain the legendary eye of Gruumsh from a dragon's lair that is full of dragon corpses.
- 17. HE WHO NEVER SLEEPS:** The group has to destroy the Eye of Gruumsh before an avatar of the god of orcs kills them!

