



THE PRICE OF FREEDOM

A dungeon crawl involving bandits, goddesses, and a mysterious new crystal that could change the balance of power in Faerûn.

THE PRICE OF FREEDOM

AN ADVENTURE FOR 4-6 PLAYERS OF LEVEL 6-8.

THIS ADVENTURE IS BUILT AS A SINGLE-SESSION DUNGEON CRAWL AND POSSIBLE STARTING POINT FOR A CAMPAIGN OR ADVENTURE PATH. BE AWARE THAT THIS ADVENTURE USES ANTI-MAGICAL MATERIALS THAT MAY MAKE ENCOUNTERS MORE DIFFICULT DEPENDING ON THE PARTY'S COMPOSITION.

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BACKGROUND

An age ago, a Dark Elf named **Obza Pairedre**, a follower of Eilistraee, sought freedom from their cruel kin in the underground city of Menzobarranzan. They explored the Underdark until they stumbled across an interesting discovery: **Moonstone**, a curious unknown crystal element with anti-magical properties and a distinctive low blue glow. Believing this to be the key to their freedom, Obza returned to Menzobarranzan and staged a small uprising. Obza and their small sect of followers of Eilistraee broke away from Menzobarranzan, freeing many slaves that they brought with them towards the surface. This group began a new city, **Moonshadow**, near The Spine of the World. They intended to harness Moonstone, found in abundance near Moonshadow, to establish themselves as a formidable force amid the myriad Dwarf, Human, and Drow cities nearby. They ground up the crystalline Moonstone, creating **Moondust**. This powder maintained its distinctive blue glow, and immediately became a fixture in the art and architecture of the fledgling Moonshadow.

But it was all a trap. Lolth, the demon queen of chaos, created the Moonstone herself. Prolonged exposure to Moonstone causes madness, and before it had even truly gotten off the ground Moonshadow crumbled. Menzobarranzan struck the record clear of those who left, and the surface world never truly knew that Moonshadow had ever existed. Years passed.

A few weeks ago, a low-level human smuggler named **Teruin Omana** was searching for a new bolt-hole when she stumbled across the entrance to Moonshadow and the Moondust within. Stumbling through the darkness, she disturbed a pile of Moondust, inhaling the particles. She learned the second use of Moondust: a powerful mind-altering drug.

The smuggling operation became a drug-running operation, marketing the Moondust as **Rapture**. Rapture is spreading through local towns, but has not yet truly hit the big time. See Appendix A for Rapture effect guidelines.

EILISTRAEE & LOLTH

Most Drow are evil and bound to the service of Lolth, goddess of chaos. But some follow Eilistraee, the goddess of beauty, art, and goodness. Eilistraee serves as a patron to those Drow who would flee Lolth and make a peaceful life on the surface. Of course, this makes the two goddesses natural enemies - even though Lolth is Eilistraee's mother.

Eilistraee is depicted as a beautiful nude Drow female with long, wild-flowing hair. Lolth is typically depicted as a large black widow spider with the head and torso of a beautiful Drow female.

HOOKS

In a one-shot game, it is recommended that play begin as players approach the bandit hideout (see Part 1: Outside Moonshadow). What follows are suggested plot hooks to give them a reason to venture forth, which can be expanded upon in roleplay at your discretion.

- The local guard is offering a gold reward (800 gp) to anyone who can successfully clear out the drug-running bandits in the nearby caves. They know where the source of the drug is, so many people in town hooked on the drug, the guards don't have the manpower to go after the source.
- People in a nearby town have been acting strangely - bouts of short-term madness that they don't remember the next day. (this leads to the constabulary hook above)
- **(Optional)** A younger human girl from a nearby town, **Verha Hulun**, has joined the bandits and her parents, **Cilliwa and Kusra Hulun**, seek her safe return for an additional reward for 350 gp.
- Players hear of this new drug on the market with a poorly-guarded source - easy enough to shut down or, if they are so inclined, to take for themselves.

THE PRICE OF FREEDOM

PART 1: OUTSIDE MOONSHADOW

Players traverse through a wooded area towards the mountains. The terrain is hilly and rocky, and would be easy to get lost in if they didn't need to simply keep heading towards the mountain. Once the mountain is in view, the bandit camp becomes clear: a small encampment with a few stakes that form a light perimeter. A cave entrance is visible in the mountain. Three bandits work the camp during the day, with five additional sleeping bandits camping out at night. These bandits work the mines, extracting Moondust. They are all experiencing symptoms of exposure to Moondust. They will be hard to dissuade from their work (see Appendix A for details of Moondust use). Players will need to deal with the bandits (or sneak by) to advance.

Upon looting the area, players may find:

- 3d10 gold pieces
- A variety of basic nonmagical weapons and armor
- Two small boxes of Moondust, beneath a covered lean-to (**DC 12 Perception or Investigation**)

PART 2: THE MOONSHADOW ENTRANCE

Within the cave is very rocky, but a path has been cleared. Large boulders block the actual entrance to Moonshadow, but have been excavated enough to allow easy passage. Beyond the boulders lies a massive stone door that was once open to the sky but has long since become buried by this mountain exterior. The door is open, pushed inwards. Any investigation of the front of the door notices that the door has deep grooves that once held Moondust, but it has all been stripped out.

Inside the door, a fifteen foot wide staircase leads down to a landing where torches and excavation equipment can be found. This is the main bandit work camp. The architecture inside is clearly Elven in nature, much smoother and more beautiful than traditional Dwarven design. The same grooves that were in the door continue throughout this architecture; almost everything was once imbued with the beautiful glowing Moondust, but the bandits have stripped it away. Like the door, all the grooves here are empty. Basic work equipment can be found here, as well as basic alchemical supplies used to grind up the Moondust. One table includes some alembics and other alchemical materials where the bandits are beginning to experiment with refining the Moondust to be more potent.

Beyond the work area, more wide staircases wind downwards but not farther into the mountain. There are four landings breaking up the staircases, each lower than the last. Progressing forward down these stairs, more and more Moondust becomes obvious in the walls. Anywhere near the entrance is completely stripped, but the walls further down are still being mined. The architecture is beautiful, and was designed with the glow of the Moondust in mind. It was artfully used to create different glowing, grooved designs that once upon a time would have welcomed guests to Moonshadow. Now, the designs are marred by chisels, moss, and dust.

Five bandits are working on the landings during daylight hours (asleep outside at night). They are most usually up on ladders with chisels, chipping Moondust out of the high parts of the walls. They will react to any significant sound made progressing along these staircases, likely resulting in a conflict with players. All the workers are showing slight early signs of madness: they will be difficult to convince away from their work, and are motivated by access to Moondust.

The second landing holds a **Bandit Foreman**, who is clean of Moondust and is employed to keep the other workers in line. He is more a mercenary than a common helper, and serves as a miniboss fight (Appendix B holds stat blocks).

The last landing holds the true entrance to Moonshadow. It is another large door, as large as the buried external door. Most of the space on this landing is overtaken by the battering ram recently used to break through. Teruin and her bandits have already advanced forward. If players investigate the current area, they will find that the door's impact zone was mined clean of Moondust before smashing it, but the Moondust has not been fully stripped from these walls.

PART 3: WITHIN MOONSHADOW

THE DESCENDING HALL

Past the entrance door is the true entrance hall to Moonshadow. It is massive; the several staircases previous have brought the players nearly a hundred feet below ground and the hall takes up all of that height and more. It is beautiful and ornate, with spiraling columns that hold up a massive arched ceiling. The walkway and columns are lined with Moondust; the entire area has a pleasant blue glow. On either side of the door, several Elven skeletons have been pushed aside. Their clothing and anything of value on them has long faded away.

When investigating this area, several things can be noticed:

- **DC 12 Investigation or Perception:** Some remnants of paint remain on what were once murals lining the hall. The walls themselves are dirty and stained with unknown remnants and a thick layer of dust. In the artwork, a beautiful nude female Drow lifts up other Elves. Recognizable images of other races such as gnolls and kobolds are also shown.
- **DC 18 Religion or History** (after successfully noticing the artwork): The murals depict Eilistraee lifting her chosen Drow up from the darkness. They, in turn, are lifting up those behind them - gnolls, kobolds, duergar, even other Drow. This is the players' first indication that this is a Drow city. The walls are dirty and stained.
- **DC 15 Investigation** (specifically on the back of the door): There are gouges in the back of this door. They appear to have been made by hands and claws; the Elves trying to escape as madness overtook them.

AREA 1: THE GRAND HALL

This is the large greeting hall designed to make an impression on the visiting dignitaries from across Faerûn. The room is tall, with intricate columns supporting a beautiful vaulted ceiling decorated with cracking paint. Moondust-inlaid carvings travel up the columns and ceiling, but also across the floor to meet in the center near a large, forty-foot statue of Eilistraee carved of pure crystalline Moonstone. The whole statue glows intensely with blue energy, and a 10ft radius around the statue is anti-magical. The statue is defaced and cracked, but still intact and recognizable by any who would recognize Eilistraee, or succeeded earlier History or Religion checks. Two waterfalls, backlit by Moondust, descend from the ceiling across from the entrance, framing the statue on either side. Beyond the waterfalls, the room continues into a barely-visible raised area (see Area 4: The Throne Room).

The room is in shambles. It is dirty, and stone is broken and cracked throughout. Mysterious stains of brown and red coat the floor and most walls. Flora has moved in, spreading from the now-overgrown waterfalls. Vines and weeds and roots sprout from walls and ceilings, all faintly glowing the same blue (they have begun picking up some of Moonstone's properties over centuries of exposure).

MOONSTONE EFFECTS

Appendix A details the effects of Moonstone and Moondust. These may come into play significantly going forward, so take a moment to review the details.

There are four exits from this room: behind to the Descending Hall, the left, the right, and two ascending staircases near the waterfalls lead up into the Throne Room.

A bandit mage stands besides the statue. If players approach stealthily, they see him conducting small experiments with the statue's anti-magical aura. He is attempting to investigate these properties, as well as map out a radius of the anti-magic field. If players are noisy, the bandit mage will attempt to hide and either ambush or run from the players. If the bandit gets away, he is able to warn upcoming bandits. If it comes to battle, the bandit is not a strong caster and will not offer much more challenge than a typical bandit. This may be an opportunity for players to get a bit of information on Teruin and the bandit activities.

DC 16 Investigation reveals that the dust built up along the floor is not as undisturbed as it should be - other creatures have moved through here besides the recent bandits, but the patterns are too erratic to make any clear definition. Additionally, some of the blood splatter is recent - within the week.

AREA 2: LEFT GUARD ROOM

This was at one point a guard room, but it is now in shambles. Dented shields of Elven make still remain, and what looks like a few remnants of broken armor. Blood splatters stain anything identifiable.

AREA 3: RIGHT GUARD ROOM

This was also a guard room, and it holds what may have once been barricades. A large dented sheet of metal is present, and a **DC 18 Investigation** check reveals remnants of the crystalline Moonstone around the edges - this was a large anti-magic barricade, once upon a time.

AREA 4: THE THRONE ROOM

A large throne carved from Moonstone sits in the rear of this inclined chamber, looking out through the waterfalls into the Grand Hall. The throne is cracked, with sections broken away. The throne emanates a 5 foot radius anti-magic field. Poles hang above the sides of the throne, where heraldry once flew. Behind the throne is a mosaic of Moondust-inlaid carvings, creating a stylized image of Eilistraee. Near the throne, a small table has been set up by the bandits. It holds a few candles, as well as a ledger and a small purse containing 10 gp.

The ledger is Teruin's, and contains notes on how much Moonstone and Moondust is being mined in and out. It is not very old, only going back a few weeks, and as it progresses forward in time the handwriting becomes less legible. The margins become filled with odd scribbles and notes including phrases such as "it sang to me", "I can hear it", and "we must progress further". A few pages have idle doodles of spiders.

There are four exits from this room: one left, one right, and two behind the throne. The left tunnel is collapsed and impassable. As players approach the throne, a **DC 12 Investigation or Perception** check reveals that bandit footprints have touched every path in this area, but a **DC 16 Investigation** finds that the most recent footsteps are heading towards the room from the right tunnel. Two more bandits approach from the right tunnel, and depending on the players' actions they may be aggressive or having a simple conversation.

A SAMPLE CONVERSATION

Bandit 1: "Teruin's really pushing hard in here, isn't she? I mean, just this room has enough 'dust to last us for six months."

Bandit 2: "You ask me, she's been hitting her own supply a bit too much. Don't tell her I said that, though."

Bandit 1: "'Course not. Can't really blame her though, the rush you get on this stuff..."

Bandit 2: "I wouldn't know."

Bandit 1: "What? you haven't even tried it?"

Bandit 2: "I've seen what people are like on it. I like to keep my focus up."

At any point, the players may interrupt the bandits or be spotted. If uninterrupted, one of the bandits will take a seat on the throne and begin idly carving into the crystal with a dagger while the other inspects the Moondust in the grooves throughout the room.

AREA 5: THE ROYAL CHAMBERS

Behind the throne, both passages link to a single locked double door. The door is heavy and regally decorated with Moondust. An Elven skeleton lies to the left of the door. The skull is broken. A **DC 16 Medicine or Nature** check reveals that the bones have slight malformation, as if they were used incorrectly for years.

TRAP!

Part of the wall above and to the right of the door is designed to swing out like a pendulum, clubbing anyone near the door with extreme force. This is what killed the nearby Elven skeleton. A smear of dried blood stains the movable section of wall. **DC 15 Investigation** finds the trap, **DC 19 Sleight of Hand** disarms it. On a failed disarm trap, or upon opening or unlocking the door without disarming the trap, the trap will spring and any players immediately in front of the door will take **3d6 damage**.

Beyond the door, The Royal Chambers are completely ruined. A decadent chandelier sits destroyed on the floor, broken fragments of Moonstone scattered beneath and around it. The once-beautiful walls are marred with scratches and cracks; every piece of furniture sits in long-dusty shambles. The interior of the door is deeply scratched, and opening the door will disturb a skeleton slumped against it. This skeleton was once Obza Pairedre, the ruler and founder of Moonshadow. They are dressed in fine, but very old and fragile, robes. Obza was attempting to claw their way out after becoming trapped within these chambers. In Obza's mouth is the remnants of their crown, itself carved of Moonstone. Several teeth are broken along with the crystal: Obza was attempting to eat the crown before they died. Anyone wearing the remains of the crown cannot cast magical spells.

With a **DC 12 Investigation or Perception** check, players may find the few remaining notes of Obza Pairedre. Written in Elven, the notes read: *Already, Moonshadow is falling. More and more of our people flee into the Underdark by the day, clutching handfuls of Moonstone. We believed the stone was a gift from Eilistraee. Many have abandoned that idea with their faith and reason, but I must believe that our Lady would not forsake us so...*

With a **DC 18 Investigation**, players find that some of the scratchings on the walls, buried beneath years of grime and filth, are still-legible Elven: "We never escaped the spider's web..."

Scattered among the ruins of the room, there is some loot to find:

- 3d6 x 10 gp
- 3d4 gemstones, worth 50gp each
- 2 handheld chunks of Moonstone (see Moonstone's Anti-Magical Properties on Page 4)

AREAS 6 & 7: LIVING QUARTERS

The right passageway out of the Throne Room leads down another staircase. Here, the walls become less refined - clearly, most of the beautification so far had taken place in the introductory halls. The walls are no longer inlaid with Moondust throughout, so the hallways become dark. A brazier has been lit by the bandits at each end of this hallway. The walls and ceilings are less carved and refined; looking much more utilitarian.

Areas 6 and 7 are living chambers, each with six rooms. The rooms once had doors that are now destroyed and torn apart. The bedchambers themselves are ruined.

Investigating the area reveals:

- **DC 12 Investigation** reveals that something has still been living in the area - many somethings. Waste is piled up in corners and fabrics are piled into rough, nasty nests. There are still Elves alive down here.
- **DC 18 Investigation** reveals the following loot, scattered throughout both sections:
 - 3d6 x10 gp
 - A soiled, but functional, Robe of Useful Items

AREA 8: THE FORGE

This room was used by the Elves to collect and refine Moonstone. Any free Moonstone has long since been scavenged by what remains of the Elves and the bandits. The forge here is likely still functional, just dirty and disused. This room is taller than the living quarters, with carved vents in the ceiling to ventilate the smoke and ash from smelting. Any investigation will reveal scattered remnants of Moonstone and Moondust on the equipment and tools. There is little remaining of use; if players want to take them there are a few Elven-made forge tools that would be collectively worth approximately 35 gp.

As players reach this end of the hallway, a **DC 12 Perception** check reveals the sounds of fighting coming from up ahead (Area 9).

AREA 9: THE SHRINE FOYER

This is a large, square room that serves as an entryway to a larger area beyond (Area 10). The evidence of the remaining Elves is even more present here. Filth stains the walls, overwriting once-beautiful murals of Eilistraee. The filth seems to have a bit of purpose to it; much of it is just grime and dirt but some of it seems to have a pattern. **DC 12 Investigation** check reveals that the depictions of Eilistraee have been modified to imply additional, spider-like appendages. **DC 12 Religion or History** check informs players of the Drow goddess Lolth, the Spider-Queen, and that she is a natural enemy of Eilistraee.

In this area, two bandits are fighting three **Fallen Elves**, what remains of the Eilistraee Elves that lived here. Players may choose to intervene, or choose to allow the fight to continue (assuming they have gone unnoticed - **DC 13 Stealth** to go unnoticed). Either way, the bandits are loudly frightened and angry that their leader, Teruin, went ahead without them.

If players intervene: The bandits will plead for assistance. One of the bandits is **Verha Hulun**, the human woman players can save for an additional reward. The bandits will work with players to defeat the Elves and will be nonviolent once the Elves are defeated. If the bandits are rescued, they may be talked into aiding the players in the next chamber with a **DC 18 Persuasion** check, or they will attempt to leave the mines and their bandit ways altogether (qualifies as saving Verha). Players may also deal with them in their own way, such as tying them up - the bandits will offer little resistance. Regardless, they will reiterate that Teruin, mad out of her mind on Moondust, went charging ahead without them.

If players do not intervene: The bandits fall to the Elves, including Verha Hulun (players will get no reward for not saving her). Two Elves survive and will be an obstacle for the players.

If players are noticed: The bandits will plead for assistance. One of the bandits (not Verha Hulun) will die from distraction caused by the players' entrance. Players must then make a choice as listed above.

Depending on how this encounter goes, players may want to take a moment to catch their breath. Give them a moment to briefly speak to the surviving bandits (if any) and inspect the defaced statue, but keep up a good sense of urgency in pursuing Teruin. Perhaps a bandit still wants to save her - or to take their own revenge on her. Perhaps the players hear a monstrous sound as Teruin encounters the Crystal Guardian ahead.

AREA 10: THE CRYSTAL SHRINE

This room is more a cavern than a carved tunnel. Players have reached the end of where the Elves managed to formally construct anything. If closely inspected, there is evidence that construction had begun, but quickly devolved into scratching and clawing more than any logical planning.

The Crystal Shrine is brightly lit by a large concentration of Moonstone. Large piles of it fill the room and permeate the walls, organically growing in the stone. The edges of the room are broken rock that close off any access in and out of the Shrine, but small holes and crevasses pock the walls that theoretically someone could slip through. If players make a concentrated effort to move the rocks, or roll a **DC 18 Investigation** check in the right areas, it is possible to find tunnels that continue on into the Underdark. Players should not enter these areas, but they provide a possible access point for future adventures or the implication that some Fallen Elves escaped with Moonstone to spread their madness.

The most obvious structure in the room is a Moonstone statue hung - or built out of - the ceiling. This is a statue of Eilistraee, but inverted on the ceiling. It is carved roughly, which is visible from a distance, and any close inspection reveals that it was carved roughly with rock tools or, possibly, hands and claws. This statue has additional spider-like appendages - implied in the last room's murals, but on full display here. The statue clearly depicts an inverted Eilistraee as a function of Lolth.

The statue and any significant piles of Moonstone have small radii of anti-magic properties. Within the Shrine are two-five more Fallen Elves (to be determined by remaining party strength) and the **Crystal Guardian**. All will defend the crystal with their lives. The Crystal Guardian is a behemoth; a large deformed creature that may have once been an Elf, but whose body now stands over ten feet tall and glows with the blue energy of Moonstone. The Crystal Guardian has a 5-foot radius anti-magical aura, and may throw chunks of the crystal growing on itself at players, which function as anti-magical grenades.

Teruin is attempting to reach the statue of Eilistraee/Lolth. As noted in her ledger, she believes the stone is "singing" to her and she frequently babbles half-crazed ramblings that should give players occasional hints towards Lolth. You may wish to play her as attempting to stealthily climb up the rock towards the statue, but unless the players took a significant break before entering the Shrine she has not yet reached it. If players wait too long to follow her inside, she will die. In an encounter, Teruin may function as a temporary ally to players. If she survives the fight with the Elves and the Guardian, she will turn on the players since she sees them as competitors to the crystal.

PART 4: WRAP-UP

After the battle with the Crystal Guardian ends, observant players will notice a small stream of spiders flooding into the chamber from multiple cracks in the walls. The spiders come together in the center of the room and combine to form an extremely beautiful Drow female. The body seems real and solid, not like it is made out of spiders. This is a **yochol**, a handmaiden of Lolth, in its Drow form. She will attempt to speak to the players as detailed below; players may attempt to fight to yochol but this would be a very difficult encounter - especially since the yochol ignores the anti-magical effects of the Moonstone (since Lolth is the source of the effect). A **DC 18 Religion** check understands that this is a yochol and that they speak directly for Lolth, a **DC 10 Religion** check simply understands that spiders and Drow seem to relate to Lolth.

THE YOCHOL SAYS:

And now the failure of Eilistraee is complete. Her worshippers are scattered and ground into the dirt, with nothing left of belief in their minds. The question now is what to do with you. My lady Lolth has decreed: nothing. You are to be given the freedom that these Elves sought once, so long ago. Around you is a ruin filled with crystal that can counter magic and alter minds, and what you do with it... shall be of great interest to my Lady. Fare well, Champions. We will be watching.

Once the yochol has completed speaking, she collapses again into spiders that quickly scurry through cracks as they appeared. This may lead players to one of the many exits to the Underdark, but at this point the game is complete.

Looting the Crystal Shrine, players find:

- 1,000 gp worth of gold and other items of value such as gems, statues, and art that have been stashed in this nest by the elves. They're all fairly grimy and gross, but have value once cleaned up. There is likely more than players can take in one trip.
- All the Moondust and Moonstone they could want. They are free to take it if they so choose, but future games should address the mind-altering properties. The longer players spend around Moonstone, especially in any significant quantity, the greater the chance that they will succumb to madness. Ingesting Moondust quickens the process significantly, eventually leading to the state Teruin was in. But it does have neat anti-magical properties that could come in handy!

Looting Teruin, players find:

- 3 pouches of Moondust
- a +1 Longsword
- 100 gp

Other minor wrap-ups may include returning to town for their reward(s) and speaking to Verha/returning her home.

APPENDIX A: MOONDUST EFFECTS

A typical dose of Moondust is about the size of a dime, ingested orally. If players ingest Moondust in approximately that quantity, they must make a **Constitution saving throw** as detailed below. With any multiple of dose size, the DCs are multiplied accordingly:

- **20+:** no effects.
- **15-19:** Feeling of euphoria and mania that lasts 1d4 minutes, followed by a lasting "happy numbness" (approx. 10-15 minutes) similar to being lightly drunk on alcohol.
- **9-14:** Extreme euphoria and mania that lasts 2d4 minutes, followed by a lasting "happy numbness" (approx. 30 minutes) similar to being moderately drunk on alcohol. This numbness provides resistance to slashing and bludgeoning damage, but causes vulnerability to psionics.
- **8 or lower:** The player experiences rising mania and blacks out for 2d4 minutes. Other players see the affected person acting strangely, shouting and running around enacting hijinks. They regain control over themselves after the 2d4 minutes, but are considered Poisoned for 1 hour, or until they make a **DC 15 Constitution** saving throw (available to roll once every two in-game minutes). They also experience "happy numbness" for approx. 30 minutes, similar to being moderately drunk on alcohol. This numbness provides resistance to slashing and bludgeoning damage, but causes vulnerability to psionics.

If a player ever ingests an extreme amount of Moondust (three or more doses), they automatically experience the severe symptoms listed above and, when they recover, will suffer one level of exhaustion.

MOONSTONE'S ANTI-MAGICAL PROPERTIES

Significant quantities of Moonstone emit an anti-magic field of a proportional radius. No spells may be cast within the radius, though spells cast outside of it may pass through. Any ongoing magical effects are immediately lost upon entering the radius, though they return upon exiting the radius. This includes things such as magical weapons or armor. Spells may not directly affect things within the anti-magical radius. For example, if a player casts Fireball from outside of the radius at a target within the radius, the target would still be affected by the blast. But if a player attempted to cast Hold Person from outside the radius on a person within the radius, the spell would not take effect. If you need guidance, assume that the anti-magical field takes a few seconds to block magic so anything that quickly moves in and out of the radius is unaffected but anything that stays in the radius is blocked.

Clever players may use Moonstone as portable anti-magical material, and this is certainly possible. The anti-magical aura is only present in a large quantity of Moonstone, but handheld chunks of Moonstone may function as anti-magic "grenades". When thrown, they shatter and anyone hit by the shattered Moonstone cannot cast spells for one round. However, any ongoing magical effects are not lost.

Keep in mind that prolonged exposure to Moonstone has mind-altering effects. Players carrying Moonstone should start to feel effects as the game progresses.

Moondust has no anti-magical properties. It does have mind-altering properties - heavily when ingested, and very slowly otherwise. Players carrying Moondust likely would not experience effects in one session, but if the game continues be sure to remember that!

APPENDIX B: STAT BLOCKS

BANDITS

Medium Humanoid, Any Non-Lawful Alignment

Armor Class 14

Hit Points 18

Speed 30 ft.

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

Damage Vulnerabilities Psionic

Damage Resistances Bludgeoning, Slashing

Senses Passive Perception 10

Languages Any one language (usually Common)

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80 ft./320 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Moonmind. These Bandits are high on Moondust, and are experiencing a comfortable numbness. They functionally have resistance to bludgeoning and slashing damage, but are vulnerable to psionic damage.

BANDIT FOREMAN

Medium Humanoid, Any Non-Lawful Alignment

Armor Class 16

Hit Points 45

Speed 30 ft.

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

Saving Throws STR +4, DEX +5, WIS +2

Skills Athletics +4, Deception +4

Senses Passive Perception 12

Languages Any two languages

Actions

Multiattack. The Foreman makes three melee attacks: two with its scimitar and one with its dagger. Or the Foreman makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

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

TERUIN OMANA

Medium humanoid, chaotic neutral

Armor Class 17

Hit Points 70

Speed 30 ft.

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

Saving Throws STR +4, DEX +5, WIS +2

Skills Athletics +4, Deception +4

Damage Vulnerabilities Psionic

Damage Resistances Slashing, Bludgeoning, Piercing

Senses Passive Perception 10

Languages Common

Actions

Multiattack. Teruin makes three melee attacks: two with her longsword and one with her dagger. Or Teruin makes two ranged attacks with her daggers.

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

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Advanced Moonmind. Teruin lives in a permanent state of Moondust high. She functionally has resistance to slashing, bludgeoning, and piercing damage, but is vulnerable to psionic damage.

FALLEN ELVES

Medium humanoid, chaotic neutral

These Elves were once the Drow followers of Eilistraee. They have devolved over centuries of exposure to Moonstone. They scramble around on all fours, scraps of filthy clothing the only indication that they were once civilized. They are bestial and will protect their Moonstone with their lives.

Armor Class 12

Hit Points 19

Speed 30 ft.

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

Damage Vulnerabilities Psionic

Damage Resistances Slashing, Bludgeoning, Piercing

Senses Darkvision 60 ft.

Languages None

Actions

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

Advanced Moonmind. The Fallen Elves live in a permanent state of Moondust high. They functionally have resistance to slashing, bludgeoning, and piercing damage, but are vulnerable to psionic damage.



CRYSTAL GUARDIAN

Large aberration, chaotic neutral

This looming monstrosity was once a Drow Elf. Centuries of ingesting Moonstone has mutated it; the crystal seems to be growing out of its very skin. It is large and malformed, with muscles, bone, and crystal jutting out at strange and unnerving angles. There is no intelligence left within it; all it knows is to defend its Moonstone.

Armor Class 14

Hit Points 100

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (-2)	7 (-2)	9 (-1)

Skills Perception +1

Damage Vulnerabilities Psionic

Damage Resistances Magic (all)

Senses Darkvision 60 ft.

Languages None

Magic Resistance The Crystal Guardian has resistance to all magical attacks, and has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Crystal Guardian makes two attacks in any combination of Slam or Crystal Throw.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. Target must make a DC 15 Dexterity saving throw or be affected by the crystal's anti-magical properties. On a failed save, target is unable to cast magic for 1 turn.

Crystal Throw. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. Hit: 7 (1d8 + 3) piercing damage). On hit, target may not cast magic for 1 turn.

APPENDIX C: MAPS

MOONSHADOW

