

RISEING SHADOWS

planar convergence

D&D
**ADVENTURERS
LEAGUE**

CCC-BMG-moon6-3

emily harmon

BMG
BALDMAN GAMES



PLANAR CONVERGENCE



After a moonwell portal is permanently opened to the Feywild, fey and humans have begun to live together in harmony. But when a new threat forms on the horizon, darkness threatens to overwhelm the moonwell and consume the Moonshae Isles. As the fey and human denizens rush to mount defenses, will their alliance be enough to defeat the coming army?

Part 3 of the *Earthmother's Eye* Trilogy. A Two/Four-Hour Adventure for Tier 2 Characters.

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Adventure Primer

“The greatest illusion of this world is the illusion of separation. Things you think are separate and different are actually one and the same. We are all one people, but we live as if divided.”

—Guru Pathik,

Avatar the Last Airbender, Episode 2.19

Background

A **MOONWELL** in **RUSHDOWN WOOD** underwent a ritual, causing it to open as a permanent portal to the **FEYWILD** (**CCC-BMG-MOON6-1 A Reopened Eye**). After experiencing planar instability, several rifts appeared around the Moonwell, leading to various planes. A group of adventurers was able to stabilize the Moonwell and seal the rifts, leaving the Moonwell portal open and allowing travel of humans and fey to and from the Feywild (**CCC-BMG-MOON6-2 Troubled Visions**).

Over the next month, **DORSET**, a farming village near Rushdown Wood, has transformed into a travel destination attracting commoners and adventurers alike who have an interest in the fey and the Feywild. While the Moonwell portal is guarded by sentries from Caer Callidyr meant to prevent unwanted passage in and out of the portal, wild fey magic continues to leak into the surrounding area. Visitors travel from far and wide to experience the magical permutations caused by the portal (which affect creatures and the environment within a 10-mile radius) and experience the recently-opened **FAERIE CARNIVAL** in Dorset. Dissent has formed within the village as it experiences growing pains: while many welcome the booming business and unique magic the Moonwell portal brings, not all are eager for their way of life to change.

Unfortunately, **THE GREAT GARK**, the Goblin King of the Feywild, has been searching for an opportunity to seize the **MOONSHAE ISLES** as his new domain. During the previous month’s planar instability, before the portal was stabilized, he was able to pass through a rift to the Shadowfell and contact **GLOOMSHADE**, a powerful shadow dragon. They brokered a deal: Gark promised Gloomshade safe passage through the Feywild and a future foothold within the Feywild, if Gloomshade and his shadowy forces would travel through the Moonwell Portal and seize control of the Moonshae Isles. A subset of Gark’s forces remain in the Feywild, protecting an open rift to the Shadowfell, which Gloomshade’s forces plan to pass through.

Episodes

The adventure’s story is spread over three **story episodes** that take approximately two hours to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits.

If you’re planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you’ll want to revisit the **Call to Action** each time you play.

- **Episode 1: Welcome to Dorset.** The adventurers arrive in Dorset, where they visit the Faerie Carnival. This is the **Call to Action**.
- **Episode 2: The Faerie Carnival.** As the adventurers explore Dorset’s Faerie Carnival, they see the effects of fey magic on the area and its citizens, discover differing viewpoints on the fey, and investigate unsavory fey-human interactions. This is **Story Objective A**.
- **Episode 3: War is Hell.** A demonic army streams forth from the Moonwell Portal. The adventurers and their allies work together to defeat this seemingly insurmountable force. Then, the adventurers must decide whether to leave the Moonwell portal open or seal it forever. This is **Story Objective B**.

Bonus Objectives

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

- **Bonus Objective A: Into the Mists.** After travelling to the Moonwell portal, the adventurers face their own nightmares and rescue the Lady of the Mist. If they are able to complete her requests, she will be a valuable ally in the coming battle. This bonus objective is found in **Appendix 4**.
- **Bonus Objective B: Defenses Mount.** A seer portends the coming invasion. The adventurers must rush to gather their allies and prepare the village for battle. This bonus objective is found in **Appendix 5**.

Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes approximately two-to-four hours to play.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **two hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

Story Objectives Only

To complete both of the adventure's story objectives, the adventurers play in Episodes 1 through 3 in order.

Bonus Objectives

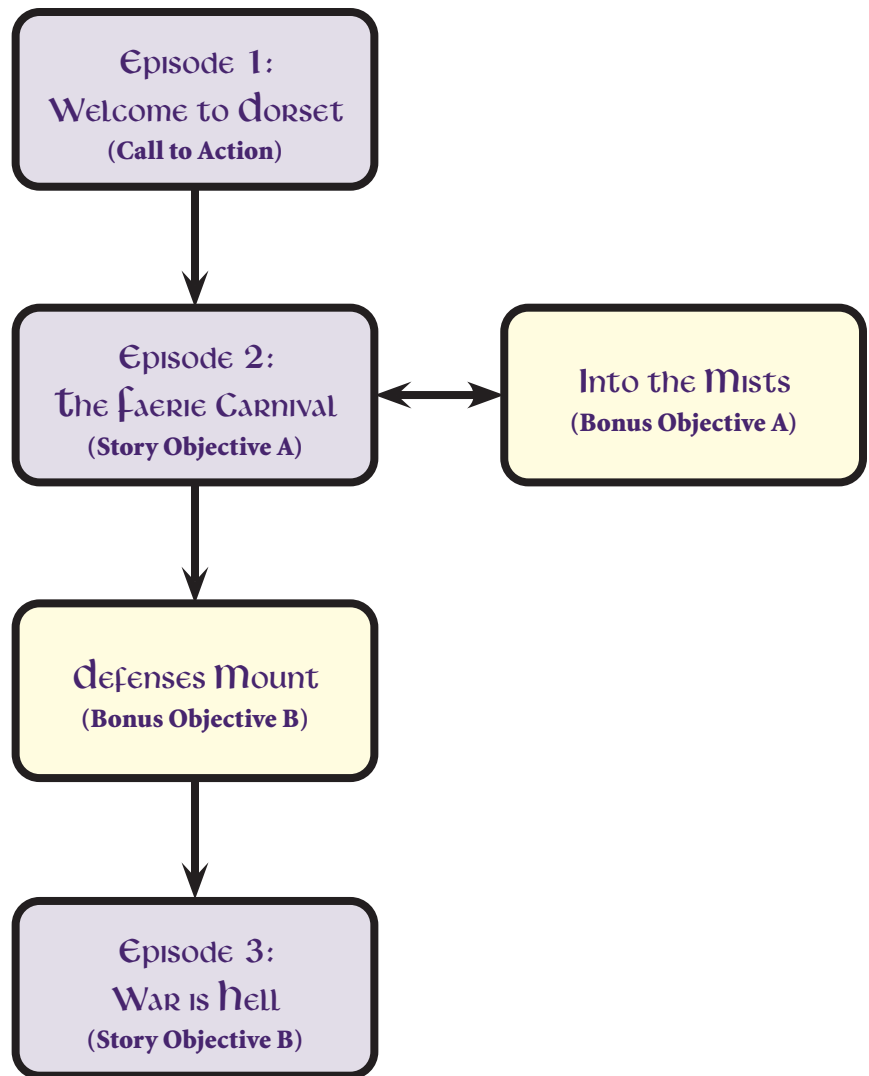
You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. These objectives occur before Episode 2—they set the scene for the final episode and may even have an impact on the events that transpire.

At the beginning of the session, have each player write their character's greatest nightmares/fears on a notecard. Collect these notecards and use them to provide additional flavor to **Bonus Objective A** and the final combat in **Episode 3**.



Episode flowchart

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



Episode 1: Welcome to Dorset

[Call to Action]

Estimated Time: 15 minutes

Scene A. Welcome Booth

In this section, characters arrive in Dorset, a small farming village in southern Alaron. After a Moonwell portal leading to the Feywild was opened in nearby Rushdown Wood, fey magic has permeated the area. Denizens of the Feywild, primarily animal-like fey spirits and flora, have migrated to the area, transforming the landscape from temperate fields and forests into a tropical paradise. This has drawn the attention of visitors, who are flocking to the area by the dozens. In response, the villagers opened a Faerie Carnival, designed to draw more visitors and boost the local economy. The village is quickly expanding into a visitor destination, though not all the villagers are happy about the new developments.

When characters arrive, they are greeted by **Verna Flaxmere**, a retired adventurer (human Cleric of Selûne) and Harper informant who runs the Welcome Booth near the entrance of town.

Area Information

This area features:

Dimensions & Terrain. A large, hastily erected banner hangs over the entrance to a small farming village, with the words “The Faerie Carnival” painted in bright, cursive letters. Give the players **Appendix 7A** for a map of the carnival.

Welcome Booth. A small booth (5-by-10 feet) sits near the entrance: a freshly painted sign with the words “Welcome” hanging from the front. **Verna Flaxmere** stands behind the booth and waves the adventurers over. The booth is covered in signs and pamphlets advertising activities to be had at the Faerie Carnival. Provide players with **Appendix 7B**.

Lighting. Bright light is provided by the sun.

Other Features. Visitors (**commoners**) are milling about the area, walking into the town and visiting the Welcome Booth. A DC 16 passive Wisdom (Perception) notices a small purple rabbit (fey critter), with wool instead of fur, sitting beneath a nearby fern. Though it is initially skittish, a DC 13 Wisdom (Animal Handling) check allows a character to pet or hold the rabbit. A DC 11 Intelligence (Nature) check reveals this is a fey creature native to the Feywild.

Creatures/npcs

Characters are quickly noticed and greeted by **Verna Flaxmere** (NG female [she] Ffolk human greeter). Verna is a human female, with long black hair streaked with silver, wrapped into a loose bun and held together with carved wooden chopsticks. She wears a silver crescent-moon amulet around her neck. Despite her age (~65 years old), she is quite beautiful, with deep amber-brown eyes and a restful smile. Silver feathers sprout from the bridge of her nose and forehead, the edges of which are carefully combed upwards and intertwine with her hair. These feathers sprouted four tenday ago, when the Moonwell portal was opened. They are a side effect of the fey magic that permeates the area and affects all permanent residents of Dorset. For more information, see **Appendix 6**.

Objectives/Goals. Verna is interested in gathering information about the Feywild creatures and the Moonwell portal itself to report back to the Harpers, who are keeping a close eye on the situation as they fear future diplomatic issues with the fey. She has heard rumors of negative interactions between the fey fauna/flora and some residents, and fears this may lead to negative consequences. She encourages characters to investigate the village further and correct (or smooth over) any negative fey-human relations they may encounter.

What Does She Know? Verna was enjoying her retirement in Dorset before the Moonwell portal opened. She can relay the following:

- The Moonwell portal was opened a month ago by a group of adventurers (**MOON6-1**). There were planar instabilities, resulting in rifts opening into other worlds like “swiss cheese in reality”, which were sealed shortly after (**MOON6-2**).
- The Moonwell portal is a few miles away, inside of Rushdown Wood. Soldiers from Caer Callidyrr are guarding it until an official accord can be made between the High King Derid of Alaron and the Fey of Temerity Bay, who control the other side of the portal which resides in the Feywild.
- With the portal open fey magic has seeped into the surrounding area, limited to Rushdown Wood and a few miles beyond its borders, including Dorset. This magic affects everyone differently, primarily causing cosmetic changes of unknown permanence.
- Fey flora and fauna have passed through the portal. Though they seem harmless, not everyone is happy; Arlo Hillwell, a local farmer, has taken an especial dislike to the situation and has been causing an uproar all around town. He is campaigning to have the portal closed, though no one knows if or how it could be done.

- Verna suspects humans and fey alike see this as an experiment, to determine if the two groups can coexist. If fey or humans are harmed or disparaged, Verna worries the situation may escalate, resulting in diplomatic issues with the fey or even war.

Call to Action

The objective of this adventure is to visit the Faerie Carnival in Dorset, investigate human-fey interactions, and ultimately form an opinion about whether the portal to the Feywild is a good thing or not.



Episode 2: The Faerie Carnival

[Story Objective A]

Estimated Duration: 45 minutes

“A traveler enters the world into which he travels, but a visitor brings his own world with him and never sees the one he's in.”

—Thomas H. Cook, *The Crime of Julian Wells*

Setting Description

In this episode, the adventurers explore Dorset and the Faerie Carnival. This small farming community has transformed into a visitor hotspot over the last month. The area is permeated with fey magic, with residents sporting magical cosmetic effects, large fey ferns sprouting everywhere, and small fey animals making brief appearances in the ferny underbrush.

The goal of this episode is for characters to meet the citizens of Dorset, see the effects the fey portal is having on the community, and understand the division in the community (on whether the fey are a good or a bad thing). These interactions will inform their decision on whether to leave the Moonwell portal open or close it, which occurs at the end of the module.

If players are struggling to decide what to do, Humans for Harmony (Scene B) may approach them and offer pamphlets, the party may come across Arlo's protest (Scene I), or the party may walk by the one of the attractions. It is not necessary for characters to experience every scene in this section.

Prerequisites

Characters should complete the **Call to Action**.

Story Objective A

Exploring Dorset, meeting Arlo, and visiting the Faerie Petting Zoo is **Story Objective A**.

Scene A. Town Square

Area Information

This area features:

Dimensions & Terrain. The town square is a bustling 60 foot packed-earth square at the heart of town, overflowing with visitors. Multiple sideshows and visitor attractions line the square. The attractions are brightly colored, with freshly painted signs and murals decorating the surrounding buildings. Enormous curling ferns of all shapes and types sprout between the buildings.

Senses. The smell of sweat, the noise of bustling crowds, vendors shouting greetings and slogans, the sound of children's noisemakers.

Lighting. The area is brightly lit by the sun.

The Residents

The permanent residents of Dorset are cosmetically marked with the effects of fey magic. For more information on fey magic effects, see **Appendix 6**.

Scene B. Humans for Harmony

Two human residents of Dorset, Dora and Mark, walk around the square in matching green tunics, carrying scrolls and smiling brightly at residents and visitors alike. While characters are exploring the square, Dora and Mark approach them.

Creatures/npcs

Dora (LG female [she/they] Ffolk human activist) and **Mark** (LG male [he] Ffolk human activist) are members of the newly created group, Humans for Harmony. It is a small organization that encourages human and fey cooperation. They create petitions to protect human and fey areas and promote harmonious living. Currently, the two are seeking signatures for a petition that would create a protected area around the Moonwell portal, to preserve the native flora and fauna and discourage human interference.

Objectives/Goals. Dora and Mark are seeking signatures for their petitions.

What Do They Know? Dora and Mark believe in peaceful coexistence between humans and fey. Protecting the unique area where the Feywild and Material Plane overlap is vital and could lead to valuable discoveries. They know the following:

- **Faerie Petting Zoo.** This establishment uses fey critters for sideshow entertainment. Dora suspects they are keeping the critters against their will (and possibly hurting them in doing so) but has no proof. She circulated a petition to have them released but did not get enough signatures.
- **Faerie Ferns.** This establishment harvests ferns from the area surrounding the Moonwell Portal.
- **Arlo Hillwell.** Arlo is a local farmer who has been organizing an anti-fey resistance, known as the **Alliance of Concerned Citizens**. Most residents are not interested, as they are making good money from the carnival, but Arlo has gathered a small group of followers.

Scene C. Faerie Petting Zoo

The Faerie Petting Zoo is a sideshow featuring captured fey creatures, who are held against their will. Admission is free.

Area Information

This area features:

Dimensions & Terrain. The Faerie Petting Zoo is in a small 30-by-40-foot building in the Town Square. The exterior features brightly colored murals: a teal rabbit with a unicorn horn, a small black cat with a pair of bat wings, a fox with stegosaurus plates, and a small multicolored jellyfish are among the animals pictured. A red curtain covers the entrance to the building.

Inside, the area is partitioned into three small sections. Iron cages fill the area, each with a small circular depression in the center filled with earth. Within each cage is a single fey critter, similar to the paintings on the building, curled up on top of the earthen circle. In the far section a small, flying fey jellyfish is chained to the wall. As visitors walk up, they pose next to the jellyfish and an artist sketches their portrait, for the cost of 3 sp each.

Senses. The air smells dank, the sound of chains rattling, the soft sound of labored breathing.

Lighting. The area is dimly lit by a handful of candles placed near the cages.

Creatures/npcs

The proprietor, **Harold Humphrey** (NE male [he] Ffolk human critter keeper) beckons visitors to enter the establishment. He wears a tattered sportscoat, recently bedazzled with shimmering costume gems to resemble a large cockatiel. Half of his face is covered in cloudy green scales, which shimmer in the sunlight.

Objectives/Goals. Harold wants to make money off of the establishment and does not care about the wellbeing of the critters.

What Does He Know? Several of the critters are in failing health. A handful have died, which he buried in the backyard of his home. The latched cages are made of iron, which the critters have a negative reaction to. The critters he chains up for photos die rather quickly, likely due to the direct exposure to the iron chains. Luckily, he had the brilliant idea of placing earth in the center of the cages, which prolongs the lifespan of the critters, though it does not stop their eventual death from iron exposure.

Encounter. As Harold shows visitors around the establishment, he pokes at critters that are lying limply in the cages with a small iron wand, which causes them to flinch in pain. Visitors “ooh” and “ahh” as the animals move. A DC 13 Intelligence (Nature) check reveals that

fey creatures are injured by iron, while a DC 13 Wisdom (Animal Handling) check allows a character to soothe one of the creatures. Each cage is locked. The lock can be picked with a DC 12 Dexterity check.

When Harold reaches the final section of the building, he yanks on the chain of the jellyfish to make it move into position for a picture as it shakes in pain. He heartlessly stabs it with the iron wand as it lets out a pained moan, transforming into the form of a dark inky jellyfish (**cloaker**). It strikes out at Harold in self-defense as he continues jabbing at it.

If characters intervene, have them roll initiative and resolve the combat. The jellyfish attacks only in self-defense, or uses its action to dodge or disengage. If characters do not intervene, the jellyfish knocks Harold out, turns back into its previous form, and collapses to the ground, dead.

If characters intervene in the jellyfish’s defense and release it, it turns back into its healthy, multicolored form. It begins to follow the character who helped it around, glomming onto their head like a hat or floating by their side. That one character receives the Story Award **Critter Keeper**. For more information, see **Appendix 8**.

A DC 15 Charisma (Persuasion or Intimidation) check is required to make Harold change his ways and shut down the establishment. Characters may also work with the Humans for Harmony group to petition for the establishment to be closed.

Scene D. Fun with Faeries

A brightly covered wagon sits near the exit of the Town Square. A young female human with blue, purple, and pink hair stands beside it. A banner that says “Fun with Faeries” hangs on the wagon.

Area Information

This area features:

Dimensions & Terrain. This sturdy farm wagon has been repurposed, with fresh benches inside to seat visitors. The floor is covered with fresh hay, which glimmers with a colorful sheen. Colorful ribbons hang from the sides of the wagon, with various names scrawled on them. A DC 15 Intelligence (Investigation) check reveals the writing on most ribbons is identical, handwritten by Delilah when the business first started to encourage more visitors to purchase ribbons.

Lighting. Bright light is provided by the sun.

Creatures/npcs

Delilah (N female [she] Ffolk human wagoneer) is a human female who runs wagon rides to the Moonwell

portal, which depart every hour. She also sells small colored ribbons (1 sp), which visitors can write their names on and tie to a tree in the sacred grove surrounding the portal. If characters take the tour, proceed to **Bonus Objective A**.

Objectives/Goals. Delilah is interested in recruiting visitors to take the Moonwell portal tour.

What Does She Know? Delilah has seen unusual happenings in the grove, though she will not tell visitors these stories. She can be convinced to open up with a DC 14 Charisma (Persuasion) check.

- Strange mists have been seen near the portal. Though nothing “bad” has ever happened, the tours end quickly when the mists roll in. She swears that she has seen shapes moving within the mists, usually in the shape of monsters, but humanoid on one occasion.
- The idea for the ribbons came from an old story told by Kerma Hillwell. She said that villagers used to hang ribbons in spiritual groves in Rushdown Wood, though Delilah does not remember why.
- Guards from Caer Callidyr patrol the area around the Moonwell portal. Visitors cannot access it.

Scene E. The Foxy Faerie

Area Information

This area features:

Dimensions & Terrain. A boutique store, the Foxy Faerie is a 20-by-30-foot building with circular windows lined with red velvet curtains. The room is dotted with display stands, featuring flimsy, flouncy garments made of velvet, lace, and silk. Displayed are sets of gossamer wings, crowns, pointed ear extensions, and other “faerie” costumes. Each piece costs between 5 sp and 5 gp.

Swords. A pair of ornate shortwords are on display, which have been altered by fey magic, causing them to turn multihued and glow slightly. A DC 12 Intelligence (Arcana) check reveals these weapons are touched by fey magic and are considered magical for the purpose of bypassing resistances.

Senses. The scent of rich rosewater perfume, silver incense, and smoke permeates the building.

Lighting. The area is dimly lit by candelabras.

Creatures/npcs

Zeer (N male [he] tiefling tailor), a sarcastic, charming teenage tiefling with curling red horns and pale purple skin, runs the store. He has a small tongue piercing and his fingernails are emerald green, affected by fey magic. The

store is owned by his parents, who are well-known master tailors in Waterdeep. Zeer is a talented tailor and offers alterations at a fee (2 sp).

Objectives/Goals. Zeer is interested in selling his wares and hearing any interesting gossip.

What Does He Know? Zeer travelled to Alaron two weeks after the opening of the Moonwell portal, to set up shop and profit from the incoming tourism in the area. Zeer wants the portal to be kept open, as it is good for business.

Arlo Hillwell has been causing trouble for business lately, as he has been holding anti-fey protests in the town square.

Scene F. Faerie Ferns

A small stand displaying ferns sits in Town Square.

Area Information

This area features:

Dimensions & Terrain. This stand displays a sign carved in the shape of a fern, with the words “Faerie Ferns” painted on it. Potted ferns, each with different textures, colors, shapes, and sizes, are displayed. Ferns cost between 1 sp and 1 gp.

Each fern is claims to have different properties, including healing, flavor, and cosmetic effects. The accuracy of these claims is dubious.

Those who eat ferns experience an additional cosmetic change. For cosmetic effects, see **Appendix 6**.

Lighting. The sun provides bright light.

Creatures/npcs

Kaern Glimwire (N male [he] Ffolk human restaurateur), a male human in his mid-thirties, runs Faerie Ferns. He has brown hair, freckles, and fair features. His fingertips are black and he has pink feathers in his hair: both effects of fey magic. Kaern has an outwardly sunny demeanor.

Objectives/Goals. Kaern is interested in making money by selling the fey ferns. His brother Arnet has a chronic illness similar to Crohn’s Disease, which requires expensive medicine. This business has been especially profitable and has been the only income large enough to cover his medical expenses.

What Does He Know? Kaern has been collecting ferns from Rushdown Wood. Originally, he collected them close to the Moonwell portal, but he started harvesting farther away after being frightened by mist monsters. He worries he should not take ferns from the forest, but the ferns closest to the portal are especially potent and sell very well. Kaern will initially admit to no wrongdoing

but will open up with a DC 13 Charisma (Persuasion) check. To convince him to close Faerie Ferns permanently requires a DC 17 Charisma (Persuasion or Intimidation) check. If the adventurers make a sufficiently strong argument, they may make the roll with advantage.

Scene G. Faerie Croquet

Faerie Croquet is on the east side of Town Square, host to two games that visitors may engage in.

Area Information

This area features:

Dimensions & Terrain. Faerie Croquet is a series of nine manicured green lawns dotted with hoops and surrounded by ferns.

Lighting. The sun provides bright light.

Croquet. There is a leaderboard for the croquet course, where the three highest scorers are listed. Characters can attempt three DC 15 Dexterity (Acrobatics) checks to beat the top score. If multiple characters compete, sum the checks of each character to determine who has the highest score. The prize for coming in 1st place is a large purple owlbear plush.

Driving Range. There is a driving range at the edge of the course. A current leaderboard lists the 3 highest scorers. The ball which goes the farthest is the winner. A DC 15 Strength (Athletics) check is needed to beat the current 1st place leader. The prize is pair of gossamer costume fairy wings.

Clubs. Three of the mallets have been altered by fey magic, causing them to turn multihued and glow slightly. A DC 12 Intelligence (Arcana) check reveals these weapons are touched by fey magic and are considered magical for the purpose of bypassing resistances. They can be used as warhammers.

Creatures/npcs

A very bored, disinterested teenage human named **Molly** (N female [she] Ffolk human teenager) works at Faerie Croquet. Molly has shoulder-length, straight blond hair and dull grey eyes. The skin on her forehead is turning a pale shade of blue.

Objectives/Goals. Molly works as little as possible. She takes extended breaks, poorly concealed behind tall ferns near the entrance. Molly knows the portal is good for business, but she is not invested in the business and doesn't care one way or the other if the portal stays open.

Customers have been complaining that fey critters have been roaming the greens, knocking their balls off-course. Arlo Hillwell has been advocating to close the portal and get rid of the fey critters—maybe it's not such a bad idea.

Scene H. Fiery Faerie

As pub occupies one corner of the town square. A fairy-shaped oak sign hangs above the door.

Area Information

This area features:

Dimensions & Terrain. This pub is the only restaurant in town, constantly packed with visitors and locals. Its menu features fern-based dishes, with ferns purchased from Faerie Ferns. The interior is much like a classic pub, with dark wood countertops, tables and chairs.

Menu. Fern stew (3 sp), pot roast (7 sp), grilled fern and fig salad (4 sp), dark ale (2 sp).

Senses. The sounds of clinking glasses, laughter, chatting; the smell of ale, stew, and old wood.

Lighting. Bright light streaming through open windows. A fire crackles in the fireplace.

Creatures/npcs

The establishment is managed by **Nor Groundspur**, (NG male [he] lightfoot halfling pub owner) a halfling male with red hair and a crooked smile.

Objectives/Goals. Nor is interested in running his pub: nothing more, nothing less. His business has boomed since the Moonwell portal opened.

What Does He Know? Nor purchases ferns from Faerie Ferns, as they draw in more business from visitors. Ferns taste different to each person; flavors include rosemary, umami, nutmeg, garlic, fish sauce, and butter. Those who eat ferns immediately experience a cosmetic change (see **Appendix 6**).

Mystery. Over the last 3 days, the Fiery Faerie has been experiencing strange occurrences. Cuts of meat and cutlery go missing, dishes fall and break, and pranks have been played on guests (i.e. shoelaces being tied together). Nor asks characters to find the culprit, offering a reward of two multihued daggers. These daggers have been altered by fey magic, causing them to turn multihued and glow slightly. A DC 12 Intelligence (Arcana) check reveals that these weapons are touched by fey magic and are considered magical for the purpose of bypassing resistances.

A **quasit** named **Xral** was sent by Gloomshade to spy on the village and report useful information, which can be used in the invasion. Xral is currently asleep on a sack of flour in the pantry. A DC 12 Wisdom (Perception) check notices the sound of his snoring, and a DC 12 Intelligence (Investigation) check locates several tiny flour-coated claw prints on the bar.

If confronted, a DC 13 Charisma (Intimidation) check or a DC 17 Charisma (Persuasion) check will convince Xral to tell characters about Gloomshade, his army, the accord with the Great Gark, and their plan to invade the town. Xral does not know when the invasion will occur.

Scene I. Farmer's Market / Arlo Hillwell

Arlo Hillwell, a local farmer, has gathered a crowd in the Farmer's Market, where he is preaching anti-fey sentiments and rallying support.

Area Information

This area features:

Dimensions & Terrain. The Farmer's Market consists of several wooden stalls set beneath an awning. A dozen farmers display their wares, which are altered by fey magic permeating the area. They sell watermelons with blue flesh, tiny pumpkins, floating strawberries, enormous cashews, corn that tastes like strawberries and cream, pink cheese, and other similar items.

Those who eat this produce immediately experience a cosmetic change (see [Appendix 6](#)).

Senses. The scent of flowers, freshly baked blueberry bread, buttered corn, roasted chicken legs; the taste of honey mead, crisp apples, fresh garlic.

Lighting. The sun provides bright light.

Creatures/npcs

Arlo (NE male [he] Ffolk human farmer) is xenophobic and does not trust the fey. He worries fey magic will negatively affect the humans of Dorset and that fey magic will corrupt the crops and plants, making them unsellable and ultimately destroying farming in the area.

Objectives/Goals. Arlo wants to close the Moonwell portal and for the fey to be driven out. He is recruiting citizens to his Alliance of Concerned Citizens, which he plans to use as a military/guerilla resistance force if need be.

What Does He Know? Arlo is generally ignorant about the fey and the Moonwell portal. He does not know how the portal could be closed. While ranting about the fey, he may mention his mother, Kerma, distastefully. He finds her affinity towards the fey disgusting and says that she has always been "off."

Scene J. Hillwell House

Hillwell house is home to Arlo Hillwell, his mother Kerma Hillwell, and his daughter Suzie (age 5). The house is not visible from the town square, but any resident can provide directions to the farm.

Area Information

This area features:

Dimensions & Terrain. Hillwell House is a small, whitewashed farmhouse on the Northern edge of town, surrounded by twenty acres of potato crops, a barn with a dozen cows, and a chicken coop.

A small grove of apple trees surrounds the house, with a small, shallow porcelain dish placed at the base of each tree. Beneath one of the trees sits a small table topped with a miniature tea set.

Senses. The sound of wind rustling through dry leaves; the warmth of the sun; the fresh scent of crisp apple tea; the giggling of a young girl.

Lighting. The area is brightly lit by the sun.

Creatures/npcs

Kerma Hillwell (CG female [she] Ffolk human) is visible in the backyard, walking around and collecting several shallow dishes from the ground. She has stark white hair kept in a long, fishtail braid and kind, sea-blue eyes. Her skin is tanned and wrinkled, with rough calluses from years of farming.

Objectives/Goals. Kerma is keeping an eye on her granddaughter, Suzie, who is having a tea party with several fey critters (a pink puffball with no apparent face, a tiny owl with purple feathers, and a raccoon with gossamer silver wings).

What Does She Know? Kerma is known as the village storyteller and has always believed the old Faerie tales were real. She has always followed the old ways, which appease the fey. She tells characters the following:

- Kerma has felt ill at ease lately, as if a great storm looms on the horizon. At night, she dreams she is staring into a deep, black Shadowfell, filled with the cackling of hundreds of unseen creatures. A DC 14 Intelligence (Arcana or History) check verifies this is the Shadowfell, the native realm of demons. A DC 12 Intelligence (Nature, History, or Arcana) check reveals that demons are resistant to attacks from nonmagical weapons.
- Placing a bowl of milk outside each night is an old custom meant to appease Faeries. Since the portal opened, she has seen many fey critters in her yard enjoying the milk.

- Humans lived alongside fey long ago. We know this is true because stories were passed down.
- Kerma hopes the Moonwell portal will remain open. Humans and fey are meant to live alongside one another. Their skills and temperaments complement each other to create a more harmonious world.
- Her son, Arlo, is a bit of a hothead who has never had interest in the fey. Suzie, on the other hand, has a natural affinity for the fey. Kerma hopes she will be a great emissary for the Ffolk and the fey one day.
- If asked, Kerma can tell characters the lore behind hanging ribbons on trees. The ribbons alert Ffolk to danger so that they do not enter haunted or spiritually active areas. If the ribbons stir, it signals the presence of spirits.

If characters listen to Kerma's stories, she gives them a smooth, "lucky" river stone.

The Stone.

This stone has an aura of abjuration magic. A DC 12 Intelligence (Arcana) check reveals any demon attacking the bearer of the stone has disadvantage on its attack rolls. The stone's magic fades at the end of this adventure.

Scene K. The Battle Looms

Use this scene when you are ready to advance to the next episode (either **Bonus Objective B** or **Story Objective B**).

Creatures/npcs

Olivia Eriniur (LN female [she] human **archmage**) is a young adult human and powerful diviner, who originally appeared in *MOON6-1* to portend the opening of the Moonwell portal.

Recently, she has set up a small Fortune Teller stand in the Town Square, where she hands out ironic and sarcastic fortunes to oblivious visitors. She offers the characters a free reading.

What Does She Know? When Olivia grips a character's hand, she experiences a powerful vision. Olivia sees hundreds of shadows pouring forth from the Moonwell portal, portending the arrival of a nightmarish **shadow dragon**. The invasion occurred as the sun was setting and she (correctly) believes this invasion will happen today at sunset. After experiencing the vision, Olivia informs the characters of what she saw.

If you are using **Bonus Objective B**, there are two hours until sunset, leaving the town with a short time to prepare for the oncoming war. Olivia invites characters to attend an emergency town council meeting and then departs to gather meeting attendees.

If you are not using **Bonus Objective B**, the sun is setting as the characters receive the news. The shadows will arrive at the town within 10 minutes. Proceed to **Story Objective B**.

Episode 3: War is Hell

[Story Objective B]

Estimated Duration: 60 minutes

“No matter how hard you fight the darkness, every light casts a shadow, and the closer you get to the light, the darker that shadow becomes.”

—Plato, *Critias*

Scene A. The Drums of War

In this episode, characters face the shadowy invasion led by **Gloomshade**, a **young red shadow dragon**.

Prerequisites

Characters must complete **Story Objective A** before beginning this episode.

Story Objective B

Characters must defeat Gloomshade and his army from the Shadowfell. Then, they must decide whether to leave the Moonwell portal open, or close it forever.

Area Information

This area features:

Dimensions & Terrain. There are two setting options: The Village and The Forest. If **Bonus Objective B** has been played the characters' decision will determine which setting is used. If not, use the village setting, as there is no time to prepare before the attack.

- **The Village.** The village is roughly a circle with a 150-foot radius. The houses are loosely packed, with alleyways and back streets accessing the buildings. If **Bonus Objective B** has been played the village contains any defenses that the adventurers have erected during their preparations. For a map of the area, see **Appendix 3B**.
- **The Forest.** Old-growth trees soar 50 feet overhead to create a thick canopy. Low-hanging branches begin 7 feet off the ground. Trees are spread throughout the area, stretching beyond sight in each direction, spaced roughly 15 feet apart. The portal sits in the distance, glowing with a pale orange light, at the top of a 10-foot tall mound. If **Bonus Objective B** has been played the forest contains any defenses that the adventurers have erected during their preparations. For a map of the area, see **Appendix 3C**.

Lighting. The area is dimly lit by the setting sun.

Sounds/Smells. The drums of war beat in the distance. The smell of turned, wet earth hangs in the air. The feeling of thick mist creates a smothering atmosphere.

Creatures/npcs

Gloomshade. Gloomshade is an intelligent, wrathful dragon. He “leads” his army through the Moonwell, forcing waves of creatures to travel through first.

Objectives/Goals. His goal is to kill everyone in his path and take control of Dorset as a stronghold. Ultimately, he plans to move to Caer Callidyr and seize control of the kingdom, using the shadowy vestiges of creatures he kills with his breath weapon to form an army of nightmares.

What Does He Know? Gloomshade forged a deal with The Great Gark, goblin king of the Feywild. He was promised a foothold in the Feywild in exchange for conquering Alaron.

Flavoring the Battle

Gloomshade leads an army that is the physical embodiment of nightmares, fear, and terror. Each of the creatures is made of amorphous shadow, which change shape to match their enemy's greatest fears and terrorize their opponents. You are encouraged to reskin the enemies in this combat to match the characters' worst nightmares, or other great horrors.

Waves

This battle is comprised of waves. Once a majority (>50%) of monsters from the previous wave have been defeated, the next wave of monsters emerges at their initiative count to engage the characters.

If necessary, you may alter the difficulty of the battle by changing the strength of each wave.

This battle should be difficult and epic, with various NPCs battling monsters in addition to the monsters the characters are battling. Describe allied NPCs battling monsters in the distance, fey critters falling beneath demonic swords, the mists wrapping around enemies and choking the life force out of them, etc. to make this battle feel larger.

If you are running short on time, feel free to eliminate any of the waves, except for the final wave (Wave 4).

Adjusting Difficulty: Creature HP

To allow for quicker turnover of the waves, it is recommended that you reduce the average hit points of each monster involved in this battle.

Fey-magic Weapons. If characters use any of the weapons touched by fey magic, which can be found around the village, these bypass any monster's resistance to nonmagical damage. This effect is only active while the weapons are within 10 miles of the Moonwell portal and these weapons cannot be taken out of this adventure.

Kerma's Lucky Stone. Any creature attacking the bearer of the stone has disadvantage on its attack rolls. The stone's magic fades at the end of this adventure.

Wave 1

Three **vrocks** emerge to engage the characters. One of the vrocks wields a *javelin of lightning* (see **Appendix 8**).

Flavor Suggestion: The vrocks appear as fallen angels composed of shadow, ichor, and viscera, that screech in unending agony.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two vrocks.
- **Weak:** Remove one vrock.
- **Strong:** Add one vrock.
- **Very Strong:** Add two vrocks.

Wave 2

Two **hezrou** emerge to engage the characters.

Flavor Suggestion: The hezrou appear as enormous shadow dogs, driven to madness with rage and hunger, their eyes glowing blood red.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak or Weak:** Remove one hezrou.
- **Strong:** Add one hezrou.
- **Very Strong:** Add two hezrou.

Wave 3

Five **shadow demons** emerge to engage the characters.

Flavor Suggestion: The shadow demons appear as the characters' own nightmares, mirroring their encounter in **Bonus Objective A**.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove three shadow demons.
- **Weak:** Remove two shadow demons.
- **Strong:** Add one shadow demon.
- **Very Strong:** Add two shadow demons.

Wave 4: Final Wave

Gloomshade, a **young red shadow dragon**, emerges to engage the characters.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak or Weak:** Gloomshade is vulnerable to damage from the fey-touched weapons.
- **Strong:** Increase Gloomshade's hit points to 210.
- **Very Strong:** Gloomshade has maximum hit points (255).

Treasure & Rewards

Javelin of Lightning. This *javelin of lightning* crackles with energy, which changes color to match the mood of the wielder. In lightning bolt form, it transforms into an electrical streak of rainbow lights as it streaks through the air. This item can be found in **Appendix 8**.

Wrap-Up: Concluding the Adventure

After the battle is complete, the NPCs convene another Town Hall to make a final decision about the Moonwell portal. Each NPC takes the time to express their opinions, as to what should be done.

Ashoral describes a legendary stone that, should the need arise, could be used in a ritual to close the moonwell portal. This stone has been lost for hundreds of years. In actuality, this is the stone possessed by Kerma Hillwell (which she may have gifted to the characters). If Kerma didn't give characters the stone, she presents it to the council.

While Ashoral does not necessarily believe the portal should be closed, she believes it is her duty to present the option to the council, as it is clear now that the Moonwell portal affects the fate of all those living on Alaron, as well as those in the Feywild.

While NPCs debate what decision should be made, they ultimately look to the characters to make the decision. Should the portal be closed, it is clear that this can only be done once; as such, this is a final decision that will greatly affect the future of this region.

There are many reasons to leave the portal open, as well as many reasons to close it. This decision should be debated. If characters come too quickly to a decision, have the NPCs contribute reasons to support the opposite side, making the decision difficult and morally ambiguous.

Once the characters have reached a decision, the council nods their heads in agreement, and begin to plan the next steps. The characters are thanked for their service and dismissed from the council's meeting.



Rewards

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

Character Rewards

The characters earn the following rewards:

Advancement

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

Gold

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

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

Magic Items

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

- *Javelin of Lightning*
- *Horn of Silent Alarm*

Story Awards

Characters playing the adventure may earn the following Story Awards. These are described in **Appendix 8**:

- **Critter Keeper**
- **Asper the Jellyflumph**

Moonshae Organizations

If a character is a member of the **Sarifal Faithful** organization and completed the **MOON6** trilogy, they are considered to have completed a Major Objective for advancement in that group.

Dungeon Master Rewards

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

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

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

Appendix 1: npcs

The following NPCs and locations feature prominently in this adventure.

Arlo Hillwell

[AR-low HILL-well] (NE male [he] Ffolk human farmer)

Arlo is a xenophobic, anti-fey farmer and long-time resident of Dorset. He leads the Alliance of Concerned Citizens, a group bent on closing the Moonwell portal. Arlo became bitter after his wife died in childbirth with their daughter, Suzie, several years ago.

Personality: I am intolerant of other faiths, groups, and cultures.

Ideal: Nation. My city, nation, or people are all that matter.

Bond: Someone I loved died and their death was out of my control. I will never lack control again.

Flaw: I am inflexible in my thinking.

Ashoral

[ASH-o-rah] (LN female [she] Ffolk human **archdruid**)

Ashoral is a member of a community of druids in Rushdown Wood that maintains the balance of nature within the woods, by the will of Alaron's Great Druid, Antola Pilark. Ashoral has been guarding the Rushdown moonwell for almost twenty years and is committed to her duty to defend the moonwell from those who would seek to defile or desecrate it.

Personality: I judge people by their actions, not their words.

Ideal: The natural world is more important than all the constructs of civilization.

Bond: This moonwell is my charge, and nothing ill will befall it on my watch.

Flaw: I'm ashamed that I want to leave my station for a more exciting life.

Quote: "Who are you to claim the right to change this land?"



Dora and Mark

[DOR-ah; MARK] (LG female [she/they] Ffolk human activist; LG male [he] Ffolk human activist)

Dora and Mark are young members of the newly created group, Humans for Harmony. It's a relatively small organization that encourages human and fey cooperation. They create petitions to protect human and fey areas and promote harmonious living. They want to preserve the native flora and fauna and discourage human interference.

Personality: I am the embodiment of positivity.

Ideal: Preservation. The environment must be preserved for future generations.

Bond: It is up to me to preserve the environment and its many gifts.

Flaw: I can be single-minded in my goals, failing to see the struggles of others.

Firefly

(CG female [she/they] eladrin emissary)

Firefly is an eladrin emissary of the Temerity Bay. She is withdrawn and quiet, contributing only to arguments that she is well versed in.

Personality: I believe that everything worth doing is worth doing right. I can't help it--I'm a perfectionist.

Ideal: People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care.

Bond: Nothing is more important than the other members of the Court.

Flaw: I am inflexible in my thinking.

Kerma Hillwell

[KER-ma HILL-well] (CG female [she] Ffolk human farmer)

Kerma is known as the village storyteller and has always believed in the old Faerie tales. She has followed the old ways, including practices to appease faeries, for years- long before the Moonwell portal was opened. She is the mother of Arlo and grandmother of Suzie.

Personality: I see omens in every event and action. The gods try to speak to us, we just need to listen.

Ideal: Tradition. The stories, legends, and songs of the past must never be forgotten.

Bond: It is up to me to preserve the traditions of the past and pass them on to the next generation

Flaw: The people who knew me when I was young know my shameful secret.

Mairin Saliquelin

[MARE-in SAL-ee-quel-in]
(NG female [she] half-elf herald)

A little over five foot four with brown-and-gold braids wrapped tightly around her head, Mairin looks far more serious than she actually is. Brown eyes belie an elven shape; without her ears she might be confused for a traveler from Kara-Tur than a half-elf. She seems almost mundane, until you notice her skin tone changes with the weather. Pale, almost high-elf white in clear skies, oak-brown during rain and almost black when it snows. To handle the inevitable color clash, Mairin wears a cape of many fashions, which she typically has in the form of a relatively plain dress and tabard combination. The tabard always displays the herald of the Sarifal Faithful. She wears a necklace, featuring maple leaves set in amber within a ring of strange wood.

Personality: There's more to life than this.

Ideal: I will find my own place in this world.

Bond: I will not let the lonely suffer.

Flaw: I am more important than other people. I must be.



Olivia Eriniur

[er-EEN-ee-ur] (LN female
[she] human **archmage**)

Born of two powerful spellcasters, Olivia Eriniur is truly her mother's daughter, trained from birth to be a formidable diviner. Her education was accelerated, and she began digging into the laws governing reality, using her intellect and glimpses of the future to help her experiments to uncover the way the multiverse works, as well as for cheap party tricks. On Faerûn, she vaguely allies with the Harpers, her mother's faction, and in the Moonshaes she vaguely allies with the Initiates of the Flame. Though she's young, her upbringing and formidable magical capability has given her the magical power and unbridled confidence of an archmage mixed with the humor and cockiness of a young adult human.



Personality: I always try to lighten the mood when things get to grim.

Ideal: Inquiry and curiosity are the pillars of progress.

Bond: Anyone can sling a spell, but uncovering how the world works will make you immortal.

Flaw: I'm too fond of showing off and the attention it gets me.

Quote: "Yes, the rivers of fate unfurl before me. [flashes a big grin] ...or something pretentious like that."

Verna Flaxmere

[VIR-na FLAX-meer] (NG female [she] Ffolk human greeter)

Verna is a retired adventurer (cleric of Selûne), Harper informant, and manager of Dorset's Welcome Booth. Despite her age (~65 years old), she is quite beautiful, with deep amber-brown eyes and a restful smile. Silver feathers sprout from the bridge of her nose and forehead, the edges of which are carefully combed upwards and intertwine with her hair.

Personality: I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

Ideal: Community. It is the duty of all civilized people to strengthen the bonds of community and the security of civilization.

Bond: I owe a debt to those I adventured with, who gave their lives so that I may live.

Flaw: I am easily distracted by the promise of information.

Zanzantook

[ZAN-zan-took] (CG male
[he] forest gnome **archdruid**)

Zanzantook Badgerfoot Glibbertongue (as only he calls himself, Zanz to his friends) is a decent druid, but a terrible poet. He used to be in an adventuring party, but after one too many awful poems, the blue dragonborn "accidentally" struck him with lightning, leaving some scorch marks (that he'll still show you today), and told him to pack his bags. Now he wanders Toril, reading his poems to everyone who will listen—and everyone who won't—which often gets him in dangerous situations.

Personality: If all else fails: wild shape into a bear.

Ideal: The world is in need of new ideas and bold actions.

Bond: I found my home with a clan of ents who actually



liked my poems. They sent me on a quest for new stories.

Flaw: I cannot resist the urge to tell everyone and everything my poems, no matter how much danger it puts me in.

Quote: “Ok, next one! ‘There once was a druid named Mara, who thought she should wear a tiara. For once in a book she—’ Wait, why are you growling at me? This is only the 48th poem, we’re hardly a third of the way there!”

Dorset

[DOOR-set] Dorset is a small farming village in southern Alaron. After a Moonwell portal leading to the Feywild was opened in nearby Rushdown Wood, fey magic has permeated the area. Denizens of the Feywild, primarily animal-like fey spirits and flora, have migrated to the area, transforming the landscape into a tropical paradise. This has drawn the attention of visitors, who are flocking to the area by the dozens. The village is quickly expanding into a visitor destination. Hastily erected visitor attractions fill the Town Square, which overflows with visitors and locals alike.



Appendix 2: Creature Statistics

Archdruid

Medium humanoid (any race), any alignment

Armor Class 16 (hide armor, shield)

Hit Points 132 (24d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Int +5, Wis +9

Skills Medicine +9, Nature +5, Perception +9

Senses passive Perception 19

Languages Druidic plus any two languages

Challenge 12 (8,400 XP)

ACTIONS

Saving Throws Int +5, Wis +9

Skills Medicine +9, Nature +5, Perception +9

Senses passive Perception 19

Languages Druidic plus any two languages

Challenge 12 (8,400 XP)

Spellcasting. The archdruid is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

- Cantrips (at will): *druidcraft*, *mending*, *poison spray*, *produce flame*
- 1st level (4 slots): *cure wounds*, *entangle*, *faerie fire*, *speak with animals*
- 2nd level (3 slots): *animal messenger*, *beast sense*, *hold person*
- 3rd level (3 slots): *conjure animals*, *meld into stone*, *water breathing*
- 4th level (3 slots): *dominate beast*, *locate creature*, *stoneskin*, *wall of fire*
- 5th level (3 slots): *commune with nature*, *mass cure wounds*, *tree stride*
- 6th level (1 slot): *heal*, *heroes' feast*, *sunbeam*
- 7th level (1 slot): *fire storm*
- 8th level (1 slot): *animal shapes*
- 9th level (1 slot): *foresight*

ACTIONS

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Change Shape (2/Day). The archdruid magically polymorphs into a beast or elemental with a challenge rating of 6 or less and can remain in this form for up to 9 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The archdruid reverts to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to magical attacks.

Archmage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

- Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*
- 1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*
- 2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*
- 3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*
- 4th level (3 slots): *banishment*, *fire shield*, *stoneskin**
- 5th level (3 slots): *cone of cold*, *scrying*, *wall of force*
- 6th level (3 slots): *globe of invulnerability*
- 7th level (3 slots): *teleport*
- 8th level (3 slots): *mind blank**
- 9th level (3 slots): *time stop*

*The archmage casts these spells on itself before combat

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Champion

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Languages Common

Challenge 9 (5,000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest).

As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. The champion makes three attacks with its greatsword or its light crossbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Cloaker

Large aberration, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 10 ft., fly 40 ft.

Skills Stealth +5

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Stealth +5

Senses Darkvision 60 Ft., passive Perception 11

Languages Deep Speech, Undercommon

Challenge 8 (3,900 XP)

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down) and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

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

ACTIONS

Multiattack. The cloaker makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage. If the target is large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Phantasms (Recharges after a Short or Long Rest).

The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

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

hezrou

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +8, Wis +4

Damage Resistance Cold, Fire, Lightning; Bludgeoning, Piercing, And Slashing From Nonmagical Weapons

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120 Ft., passive Perception 11

Languages Abyssal, Telepathy 120 Ft.

Challenge 8 (3,900 XP)

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

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours.

ACTIONS

Multiattack. The hezrou makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Summoner Variant

The hezrou gains the following action:

Summon Demon (1/Day). The demon chooses what to summon and attempts a magical summoning.

A hezrou has a 30 percent chance of summoning 2d6 dretches or one hezrou.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Quasit

Tiny fiend (demon, shapeshifter), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapeshifter. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft., fly 40 ft.), a centipede (40 ft., climb 40 ft.), a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

Shadow Demon

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

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

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 Ft., passive Perception 11

Languages Abyssal, Telepathy 120 ft.

Challenge 4 (1,100 XP)

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

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

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

ACTIONS

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

Vrock

Large fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 114 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The vrock makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

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

Spores (Recharge 6). A 15-foot radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

Modify Vrock

One of the vocks in Wave 1 of the attack in Episode 3 carries a *javelin of lightning* and has the following trait and attacks:

- **Special Equipment.** The vrock wields a *javelin of lightning*. See .
- **Multiattack.** The vrock makes two attacks: one with its beak and one with its talons or *javelin of lightning*.
- **Javelin of Lightning.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (1d6 + 3) magical piercing damage. The vrock can choose to hurl the javelin and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from the vrock to a target within 120 feet. Each creature in the line excluding the vrock and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage.

Young Red Shadow Dragon

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +8

Damage Resistances necrotic

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 13 (10,000 XP)

Living Shadow. While in dim light or darkness, the dragon has resistance to damage that isn't force, psychic, or radiant.

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

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

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) necrotic damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

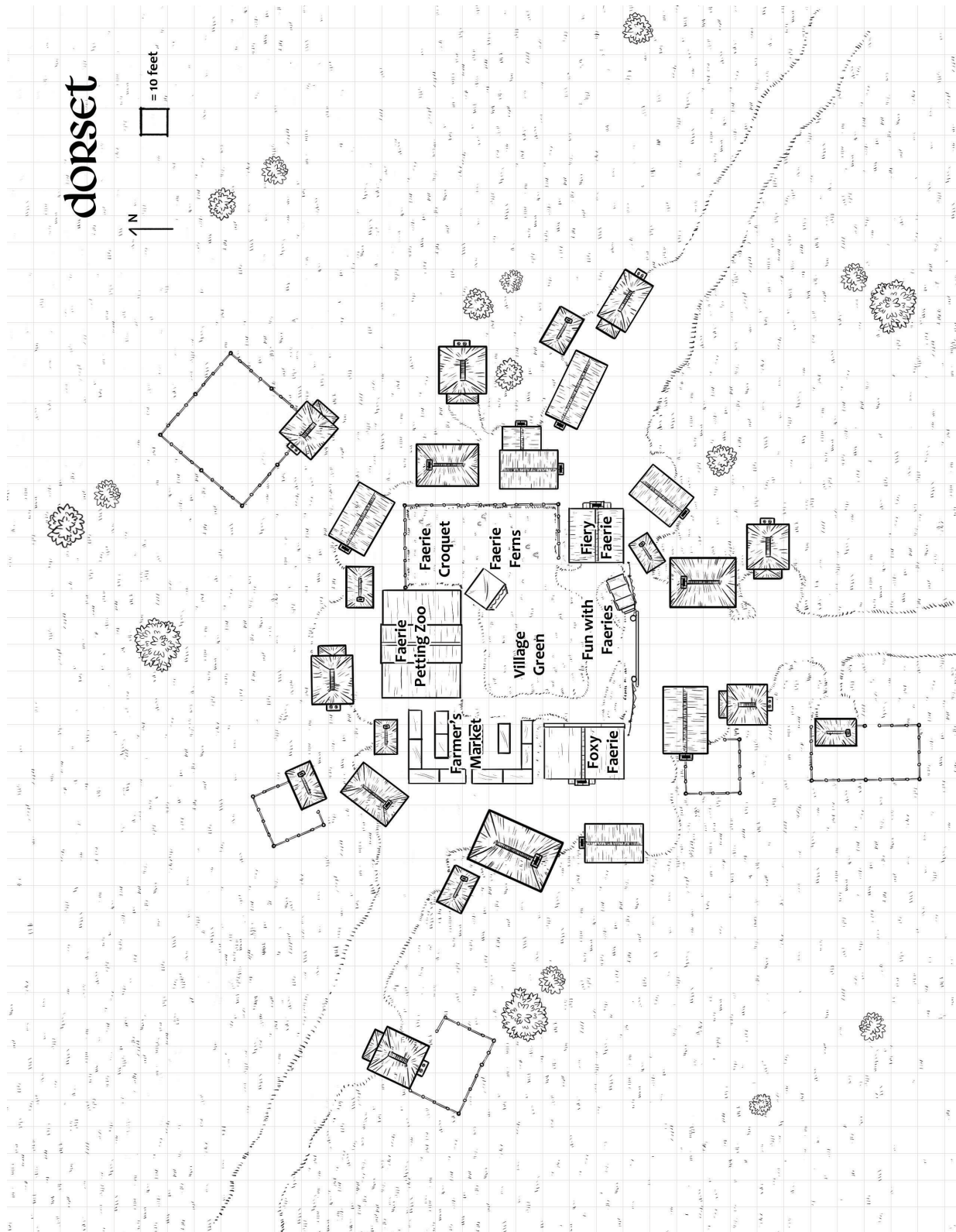
Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 8) bludgeoning damage.

Shadow Breath (Recharge 5–6). The dragon exhales shadowy fire in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the dragon in the initiative count. The shadow is under the dragon's control.

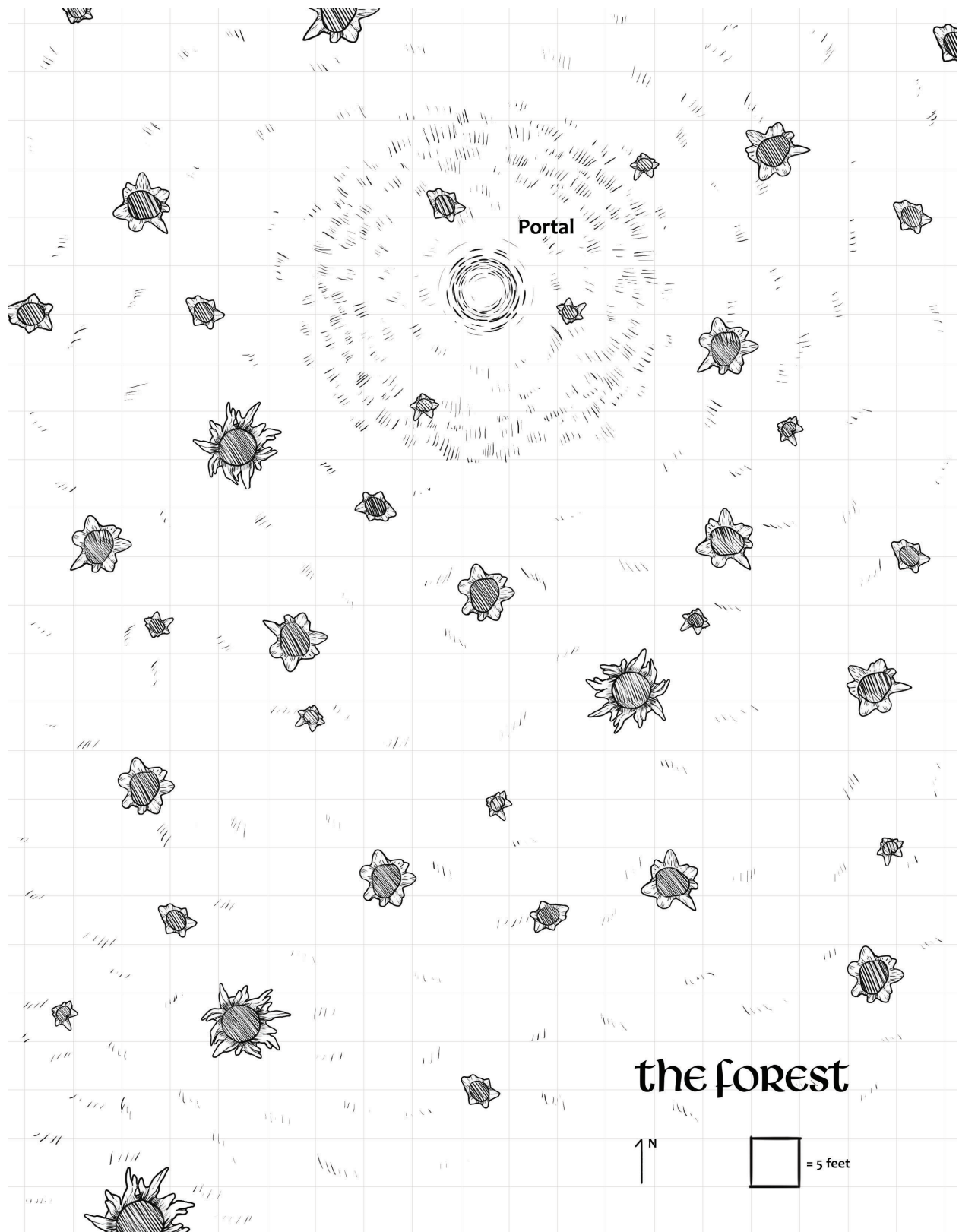
Appendix 3a: Map of Alaron



Appendix 3B: Map of Dorset



Appendix 3C: Map of the Portal



Appendix 4: Into the Mists

[Bonus Objective A]

Estimated Duration: 60 minutes

"You're a dream. Like everything else."

—Kelly Creagh, *Nevermore*

Setting Description

In this episode, characters visit the Moonwell portal in Rushdown Wood, where they investigate the strange mists that have filled the area and discover vestiges of their own nightmares lurking in the woods. After confronting their nightmares, they meet the Lady of the Mist and have the opportunity to gain both a valuable ally and information about the coming army.

Prerequisites

Characters must complete the **Call to Action** and have begun **Story Objective A**.

Bonus Objective A

Travelling to the Moonwell portal, facing their own fears, and speaking with the Lady of the Mist is **Bonus Objective A**.

Area Information

This area features:

Dimensions & Terrain. Rushdown Wood contains dense trees, reaching to a height of 50 feet with interlacing branches that begin 7 feet off the ground. The earth is moist and soft; footfalls are eerily silent. Large ferns sprout from the forest floor.

As characters approach the Moonwell portal, a milky white mist rolls through the forest, obscuring the ground. Swirling shapes and shadows are seen through the mist out of the corner of one's eye, only to disappear when looked at directly.

Lighting. The area is dimly lit from sunlight filtering through the trees.

Scene A. The Grove

The wagon arrives at a circular grove of trees, the boughs hung with hundreds of colorful ribbons. Upon close inspection, many of the ribbons have names or small pictures inscribed on them. Large ferns sprout from the ground.

Scene B. The Portal

A glowing, orange portal, 5 feet in diameter, is visible at the top of a 10-foot-tall mound. A group of human guards bearing the insignia of Caer Callidyrr guard the entrance.

Creatures/npcs

The guards will not allow characters to move within 15 feet of the portal. If approached, they move into a defensive formation and order characters to back up. The leader of the guard, **Leanna Dresden**, (LN female [she] Ffolk human **champion**) is a dark-skinned human woman in her mid-thirties, with golden threads woven into her dreadlocks, a sharp jawline, and a quick wit.

Objectives/Goals. The guards protect the portal at all costs. They will not allow any creature to pass through the portal. Should combat break out, the guards are treated as **champions**. Six Caer Callidyrr guards are present. Additional eladrin Temerity Bay guards (**champions**) come through the portal until the characters are subdued. They are nonlethally knocked out and returned to Dorset. As long as the guards do not believe the characters are trying to pass through the portal, they will happily share information with them.

What Do They Know? The other side of the portal is protected by guards from Temerity Bay. They have not seen anyone pass in or out of the portal, other than fey critters, in several tenday. They were stationed here one week after the portal opened. Several rifts opened to various planes when the portal was first created, but they were quickly closed by a group of adventurers (with fey assistance).

Leanna has heard rumors that strange shadowy creatures fled from the rifts into Rushdown Wood, before they were closed, but Leanna doesn't put any stock into such stories. A DC 11 Wisdom (Insight) check reveals that her men seem nervous and are constantly eyeing the moving mists with trepidation. If asked, one of the younger recruits, Billy Thentram, admits to having seen shapes moving in the mists—some of which took the shapes of giant spiders. The other soldiers have similar stories but have all seen different creatures (giant cobras, dragons, ghouls, and more). If the characters succeed on a DC 15 Charisma (Persuasion) check on Leanna, while she is away from her men, she will admit she has seen the image of a young girl—her now-deceased sister Amalia, wandering in the mists, but was too afraid to confront it.

A DC 13 Wisdom (Insight) check tells the character that these forces are taking the form of the soldiers' greatest fears and nightmares. A DC 15 Intelligence (Arcana) check reveals that some creatures have this ability, such as those from the Shadowfell.

Scene C. Nightmares

As characters explore the area, they begin to see silent shapes moving within the mists. They take the forms of hulking monsters, dark memories, fears, and the nightmares of the adventurers. Though these images are at first fleeting, the longer the characters remain in the clearing and the further they stray from the path, the more real and solid the images become.

These **phantasmal vestiges** are the vestiges of nightmares from the Shadowfell. They latch onto living creatures, distorting their sense of reality and drawing upon their fears, which they use to trap the creature within an illusory nightmare of their own making. See the *Phantasmal Vestiges* sidebar for more information.

Phantasmal Vestiges

Phantasmal Vestiges are incorporeal spirits from the Shadowfell that feed on the darkest fears of mortals, by creating phantasmal illusions of the creature's greatest fears to incapacitate them while the Phantasmal Vestige drains their life force. The phantasmal illusion is similar in effect to the spell *phantasmal force*.

The illusion is tailored to their target's greatest fear and is only perceivable to the target. The phantasm includes sound, temperature, and other stimuli, also evident only to the creature. While a target is affected, the target treats the phantasm as if it were real. The target rationalizes any illogical outcomes from interacting with the phantasm. For example, a target attempting to walk across a phantasmal bridge that spans a chasm falls once it steps onto the bridge. If the target survives the fall, it still believes that the bridge exists and comes up with some other explanation for its fall—it was pushed, it slipped, or a strong wind might have knocked it off.

While a target is trapped within the phantasm, it takes 1d6 necrotic damage at the start of its turn. For each subsequent round, the damage increases by 1d6, to a maximum of 6d6. If a character is dropped to 0 hit points by taking such damage and is not killed, they lose all memory of the fear which incapacitated them, as the phantasmal vestige consumes it entirely (i.e. a character with a fear of spiders would have no such fear, and may even find spiders pleasant, or at worst neutral, to interact with), after which the phantasmal vestige disappears into the mists, having had its fill of terror.

As an action, a character can make a DC 14 Charisma Saving Throw to attempt to break out of the illusion. If characters help one another or roleplay interesting solutions to break out of the illusion, grant them advantage on this check. The DC increases by 1 for each turn they are trapped within their illusion.

As characters travel through the forest, a phantasmal vestige latches onto each of them. Have the characters roll initiative and act in turns. This is a great opportunity for storytelling, as you describe how each character's fears manifest and give them the roleplaying opportunity to describe how they react to, and attempt to overcome, their fears. Once a character breaks out of their illusion, they can quickly locate another party member and try to help them break their illusions.

A character who breaks out of their illusion may see any of the following: a shadowy figure latched onto another party member, drawing their life force through their eyes, ears, nose, and mouth; a bear made entirely of mist break through the forest, slashing at one of the shadowy figures and driving it away (one of the Lady of the Mist's guardians); brief glimpses into the phantasmal illusions of another character. A DC 14 Intelligence (Arcana) check grants characters basic information on Phantasmal Vestiges (see *Phantasmal Vestiges* sidebar).

Once the characters have escaped their Phantasmal Vestiges, they see nature spirits made of mist (bears, elk, giant flying trout, wolves) driving the phantasmal vestiges off further into the forest. They are approached by the Lady of the Mist shortly after.

Itching for Combat?

If the players are itching for a combat here, each of the Phantasmal Vestiges coalesces into a **shadow demon** and attacks the character after they have broken out of the illusion.

Scene D. Beyond the Mists

After the characters have freed themselves from their nightmares and driven the creatures off, they are approached by the Lady of the Mist, who controls the mist-guardians that protect the forest and help to fight off the nightmares.

Creatures/npcs

The Lady of the Mist, less commonly known as Maera, is a good-aligned fey who recently travelled to the Moonshae Isles. She acts as a guardian of the Moonwell portal and the fey living near it.

Objectives/Goals. Maera seeks primarily to preserve and protect the ferns and fey critters within Rushdown Wood. She scares away human threats and Phantasmal vestiges alike, using her illusory mist guardians.

What Does She Know? Maera knows the following:

- The monsters within the mists are illusionary creatures of her own creation. She uses them to drive away those that seek to harm the ferns or fey critters within the forest.
- The shadowy creatures are phantasmal vestiges from the Shadowfell. They arrived here when the planar rifts opened some time ago, though they have now been sealed. She has been doing her best to fight them off, but they have been growing in number. She fears they may be related to a larger Shadowfell presence, though she does not know where it may be emanating from.
- Two individuals have stolen fey flora and fauna from the grove. She wants them brought to justice.
- A man with a green-scaled face and a glittering coat stole fey critters away in the night.
- A short man with bright pink feathers in his hair comes regularly to harvest ferns. She has tried to scare him away before and he now only takes ferns from the edges of the forest.
- The other side of the portal is guarded by fey guards from Temerity Bay. There is no chance that the characters could pass through. The fey are wary of the portal's existence, fearing possible incursions or political attacks from humans.
- If asked, Maera says that she does know of a way to close the portal: an ancient, magical ritual that ties the Moonwell back to the earth itself, though it requires a magical artifact that has long been lost. If humans cannot learn to respect the fey flora and fauna, Maera fears it portends ill for fey and Ffolk relations, and that it may be best if the portal is closed. However, she hopes that it may yet remain open.

Winning Her Allegiance. If the characters stop Harold Humphrey from taking fey critters and stop Kaern Glimwire from harvesting fey ferns, she becomes friendly towards the party and assists them in the final battle.



Appendix 5: Defenses Mount [Bonus Objective B]

Estimated Duration: 60 minutes

“Be cunning, and full of tricks, and your people will never be destroyed.”

—Richard Adams, *Watership Down*

Setting Description

In this episode, the characters meet with local leaders and interested parties to determine how to defend Dorset.

Prerequisites

The characters begin this episode after completing **Story Objective A**.

Bonus Objective B

Meeting with the leaders and erecting defenses for Dorset is **Bonus Objective B**.

Area Information

This area features:

Dimensions & Terrain. The town council hall is a 30-by-40-foot wooden structure with 10-foot ceilings. It was designed years ago to house the residents of Dorset in a crisis and has seen no updates since. A foreboding wind blows through cracks in the walls.

Lighting. The windows are shuttered, with dim light provided by candles placed on small tables and empty chairs throughout the room.

The Council. The room is packed with a variety of individuals, many of which are recurring characters from *MOON6-1* and *MOON6-2*. Further information is provided for each character in **Appendix 1: Locations & NPCs**.

Scene A. Decisions, Decisions

When characters arrive, the NPCs are discussing what is to be done about the foretold army. Present at the meeting are Verna Flaxmere, Arlo Hillwell, Olivia Eriniur, Mairin Saliquelin, Humans for Harmony (Dora and Mark), Ashoral, Zanzantook, and Firefly.

Several of the NPCs have differing opinions about how the situation should be handled and debate back and forth. However, they are open to input from the characters, and persuasive arguments from the players

should decide the outcomes. If necessary, you may use a DC 18 Charisma (Persuasion) check by a character to determine the outcome of each point. Ultimately, the following must be decided:

Fight or Flight

- **Fight.** A majority of the individuals believe they must stand and fight. Those that are fey-aligned know that The Great Gark is evil and argue he must be defeated. The council will decide to fight, regardless of the characters' input.
- **Flight.** Some NPCs (notably Arlo Hillwell) believe they should flee the invasion and wait for armies from Caer Callidyrr to arrive and fight or hope that other fey armies will arrive to defend the portal (which is unlikely). However, the villagers would certainly be overtaken as they fled, and it would take days for reinforcements from Caer Callidyrr to arrive. The armies of Caer Callidyrr are also currently weakened and would be unlikely to defeat the invasion.

Location

Characters may choose to make their final stand in the village or in the forest near the Moonwell portal.

- **Village.** If they make a stand in the village, the villagers may be able to assist in the battle. The village has no fortifications, but barriers or other defenses may be quickly erected. However, this option risks direct destruction of the village and injury of the villagers.
- **Forest near the Portal.** If they make a stand in the forest, they may be able to prevent forces from invading or damaging the village. The forest provides additional cover, which may benefit defending troops or allow for guerilla attacks.

Defenses

Characters should discuss what types of defenses they will erect, whether villagers should be asked to fight, and other battle strategies. Characters have approximately two hours to prepare before the army arrives.

Defenses

Characters have the opportunity to erect defenses before the armies arrive. Allow characters to create defenses that are within reason and award creativity. You may ask for appropriate skill checks to determine how well-made or effective the defenses are. The following are examples of defenses they may erect.

- **Spiked Pit Trap.** A creature falling into the pit takes 11 (2d10) piercing damage from the spikes in addition to any falling damage (1d6 per 10 feet).
- **Hidden Pit Trap.** A DC 15 Wisdom (Perception) check discerns the location of the pit trap. A creature falling into the pit takes falling damage (1d6 per 10 feet).
- **Net Trap.** A trip wire connects to an overhead net. If activated, the net falls, covering a 10 ft square area. A creature standing beneath the net is trapped and Restrained. A creature can use an action to make a DC 10 Strength check to free itself. The net has AC 10 and 20 hit points.
- **Barricades.** A 5-foot-wide, 10-foot-tall section of barricade takes a creature 10 minutes to construct. The barricade has AC 10 and 25 hit points.

The Moonwell

This point should be touched on and revisited at the end of the module. If the town does survive this battle, what will be done about the moonwell portal? Is there a way to close it and, if so, should it be closed?

Open

- Humans for Harmony want the portal to be left open. It promotes cross-species peace and understanding, exposes humans to fey culture, and brings money to local businesses.
- **Mairin's Debt.** Mairin Saliquelin also want to leave the portal open. As an emissary for Sarifal and servant of the leShay, she dreams of a time when the power of the Feywild spreads across the Moonshae Isles, creating a new land, especially around Sarifal. Characters who earned the Story Award *Mairin's Debt* in *MOON6-2* will recognize this NPC.

Undecided

- Many of the townsfolk are undecided. Though the portal is good for business, they do not want to be trapped in the middle of an inter-planar war. If these incursions continue to happen in the future, it may be best if the portal is closed.

Closed

- Arlo Hillwell (and his Alliance of Concerned citizens) want the portal to be closed. Arlo is xenophobic and does not trust the fey. He worries the fey magic will negatively affect the humans of Dorset and corrupt the crops and plants, making them unsellable and ultimately destroying farms in the area.

Scene B. Boons for Battle

Once the details have been decided, the NPCs offer boons to the characters that may help in the coming battle. Provide players the appropriate boons from **Appendix 7C**.

- **Ashoral.** If one or more characters earned the story award *Ashoral's Friendship* in *MOON6-1*, Ashoral pulls the character(s) aside and offers them an additional boon.
- **Zanzantook.** If one or more characters earned the story award *Zanz's Appreciation* in *MOON6-1*, Zanz pulls the character(s) aside and offers them an additional boon. Give the characters **Appendix 7D**.
- **Mairin.** If one or more characters earned the story award *Mairin's Debt* in *MOON6-2*, Mairin pulls the character(s) aside and offers them an additional boon.
- **Firefly.** If one or more characters earned the story award *Temerity Bay Saviors* in *MOON6-2*, Firefly pulls the character(s) aside and offers them an additional boon.
- **Fey Critters.** If characters completed **Story Objective A** and befriended the fey critters from the Faerie Petting Zoo, they gain an additional boon.
- **Lady of the Mist.** If characters completed **Bonus Objective A** and befriended the Lady of the Mist, they gain an additional boon.

Treasure & Rewards

If characters earned the story award *Ashoral's Friendship* in *MOON6-1*, Ashoral pulls the character(s) aside and offers them a *horn of silent alarm*, which they may need to communicate with their allies during the battle.

Horn of Silent Alarm. The otherworldly tone of this horn sounds like the reverberation of clear crystals. The user and recipient of the horn's signal feel a warm, calming sensation spreading across their bodies, which dissipates after one round. This item can be found in **Appendix 8**.

Appendix 6:

Feywild Regional Effects

Fey magic seeps from the moonwell portal while it remains open, affecting all living creatures within a 10-mile range. All creatures which remain in the area for at least 24 hours and/or which physically interact with fey spirits experience physical changes from the magic permeating the area.

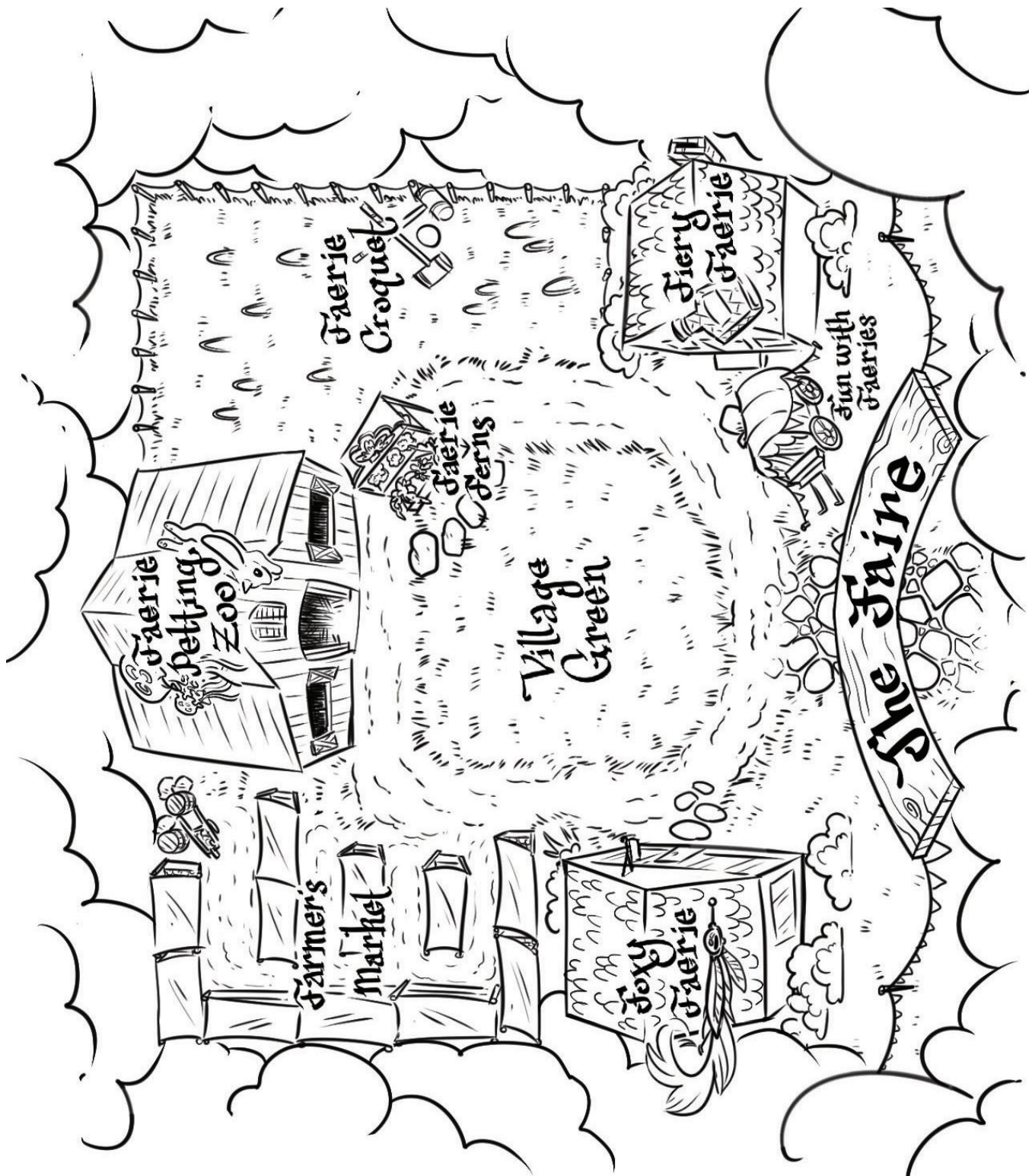
To determine which effect a character experiences, have players roll once on each table or choose an appropriate effect (i.e. if a character pets a fey spirit, their hand may change colors or textures to match the spirit they interacted with). If a combination of effects does not make sense (i.e. scaly pink eyes), reroll the results. The effects of this magic are cosmetic, wearing off within 55 (10d10) days after a creature as left the affected area. These traits cannot be removed by any spell other than *wish*.

Color (1d12)	
1	Red
2	Orange
3	Yellow
4	Green
5	Blue
6	Purple
7	Black
8	White
9	Silver
10	Gold
11	Pink
12	Translucent

Area (1d20)	
1	Hair
2	Eyes
3	Nose
4	Lips
5	Tongue
6	Ears
7	Cheeks
8	Neck
9	Shoulders
10	Arms
11	Wrists
12	Palms
13	Fingers
14	Chest
15	Back
16	Legs
17	Nails
18	Teeth
19	Toes
20	Skin (Everywhere)

Texture (1d100)	
1	Glowing
2-3	Inflated
4-5	Bloated
6-7	Veiny
8-9	Furry
10-11	Hairy
12-13	Barky
14-15	Cracked
16-17	Coarse
18-19	Sticky
20-21	Gelatinous
22-23	Elastic
24-25	Spongy
26-27	Fuzzy
28-29	Frigid
30-31	Fiery
32-33	Glossy
34-35	Gritty
36-37	Stony
38-39	Feathery
40-41	Scaly
42-43	Velvety
44-45	Glimmering
46-47	Moist
48-49	Pocked
50-51	Prickly
52-53	Sharp
54-55	Rough
56-57	Ribbed
58-59	Reflective
60-61	Swollen
62-63	Slimy
64-65	Spongy
66-67	Steely
68-69	Thorny
70-71	Horned
72-73	Toothy
74-75	Antlered
76-77	Woolen
78-79	Whiskered
80-81	Winged
82-83	Porous
84-85	Color-changing
86-87	Magnetic
88-89	Pocked
90-91	Creamy
92-93	Mottled
94-95	Ashy
96-97	Wrinkled
98	Silken
99	Metallic
100	Glittery

Appendix 7A: Player Handout 1



Appendix 7B: Player Handout 2

Come see our **FAERIE PETTING ZOO!** See **REAL, LIVE** Faeries **UP CLOSE!** Hear the bewitching song of a Faerie Lark! Have your portrait taken with a Faerie Rabbit! See a Faerie Jellyfish fly through **REAL** hoops of **FIRE!**

See the Faerie Portal
UP CLOSE AND PERSONAL!

Take our hayride to the Sacred Faerie Grove!
Tie your own ribbon to a Magical Faerie Tree!
See the Faerie Portal that started it all!
Available only through Fun with Faeries!

Located in the Village Square next to the famous Faerie Petting Zoo!

Dress to the 9's at the
FOXY FAERIE

Faerie's World destination boutique
for Fierce Faerie clothing.

Inspired by Faeries, designed for you!

Find the fresh, new you at The Foxy Faerie, located
in the design district in the Village Square!

TAKE HOME YOUR OWN **SILVER SAPLING!** A PIECE OF FAERIE
MAGIC YOU CAN TREASURE
FOREVER! DAZZLE YOUR FRIENDS
BACK HOME WITH THIS
ONE-OF-A-KIND **SILVER FERN!**
AVAILABLE ONLY AT **FAERIE FERNS!**
FIND OUR GREENHOUSE OPPOSITE
THE FIERY FAERIE!

Play the #1 game in town
FAERIE CROQUET!

Play a round surrounded by Faerie Ferns
and Faeries themselves with this fun
family-friendly activity, with views
overlooking the famous Village Square!

Eat up at the **Fiery Faerie:**
the Faerie Carnival's 1st and
only **All-You-Can-Eat-Buffer!**

Get your fill of magically
delicious fern stew, pot
roast, and fresh grilled
fern-and-fig salad!

Located near the Village Square!

Appendix 7C: Player Handout 3

Ashoral

Ashoral offers the party a horn of silent alarm.

Horn of Silent Alarm

Wondrous item, common

This horn has 4 charges. When you use an action to blow it, one creature of your choice can hear the horn's blare, provided the creature is within 600 feet of the horn and not deafened. No other creature hears sound coming from the horn. The horn regains 1d4 expended charges daily at dawn. This item is found in the *Xanathar's Guide to Everything* (p. 137).

The otherworldly tone of this horn sounds like the reverberation of clear crystals. The user and recipient of the horn's signal feel a warm, calming sensation spreading across their bodies, which dissipates after one round.

Fey Critters

Three times during the battle, any character can use a bonus action to direct the Fey Critters to swarm and distract an enemy within 60 feet. The effect lasts until the end of the target's next turn, granting it disadvantage on attack rolls and granting allies advantage.

Firefly

As an emissary of the Temerity Bay, Firefly offers each party member a single purple berry. When consumed as an action, it will heal a creature for 30 hit points.

Lady of the Mist

When the battle begins, the Lady of the Mist causes a thick layer of mist to roll across the battlefield, heavily obscuring the ground to a height of 3 feet. This mist also provides characters with the benefit of a *heroes' feast*.

Mairin

Mairin offers the party a single 1-inch diameter glass orb with a swirling blue mist inside. When crushed as a reaction, this orb causes a single creature within 60 feet to reroll a saving throw.

Zanzantook

Zanzantook offers each character a brown bear to use as a mount in the coming battle. Each bear has custom plate barding (AC 18).

Appendix 7d: player handout 4

Brown Bear

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Brown Bear

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Brown Bear

Large beast, unaligned

Armor Class 11 (natural armor)

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Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

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Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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ACTIONS

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

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Appendix 8:

Character Rewards

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing out rewards they didn't receive during the session).

Javelin of Lightning

Wondrous item, uncommon

This javelin crackles with energy, which changes color to match the mood of the wielder. In lightning bolt form, it transforms into an electrical streak of rainbow lights as it streaks through the air.

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

The javelin's property can't be used again until the next dawn.

This item is found on **Magic Item Table F** in the *Dungeon Master's Guide*.

Horn of Silent Alarm

Wondrous item, common

The otherworldly tone of this horn sounds like the reverberation of clear crystals. The user and recipient of the horn's signal feel a warm, calming sensation spreading across their bodies, which dissipates after one round.

This horn has 4 charges. When you use an action to blow it, one creature of your choice can hear the horn's blare, provided the creature is within 600 feet of the horn and not deafened. No other creature hears sound coming from the horn. The horn regains 1d4 expended charges daily at dawn.

This item is found in *Xanathar's Guide to Everything* (p. 137).

Critter Keeper [Story Award]

You've befriended the fey creatures that now inhabit Rushdown Wood. When traveling through the Rushdown Wood, you will find the creatures very helpful and often find them skittering around your feet or sitting on your shoulder.

Asper the Jellyflumph [Story Award]

This tiny jellyfish is native to the Feywild, evidenced by its translucent body which strobes pastel colors that change with its mood. It floats through the skies as if the air was made of water. If killed or reduced to 0 hit points, the jellyflumph can be recalled via *find familiar*, and uses the statistics of a **bat** from the *Monster Manual*.

Appendix 9: Dungeon Master Tips

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

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

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a hardcover adventure may continue to play to but if they play a different **hardcover** adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the party strength for the adventure, consult the table below.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very Weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very Strong



RIISING SHADOWS

SHEET #

CCC-BMG-MOON6-3 PLANAR CONVERGENCE

ADVENTURE LOGSHEET

Character Name

Class

Moonshae Organization
(optional)

Player Name

Event and Date

Dungeon Master

LEVELING

Starting Level

Level Accepted?

Ending Level

MAGIC ITEMS

Starting

Earned

Spent

Total

GOLD

Starting

Gained

Spent

Total

DOWNTIME

Starting

Earned

Spent

Total

MAGIC ITEMS

Javelin of Lightning

Weapon (javelin), uncommon

This javelin crackles with energy, which changes color to match the mood of the wielder. In lightning bolt form, it transforms into an electrical streak of rainbow lights as it streaks through the air.

Horn of Silent Alarm

Wondrous item, common, XGtE

The otherworldly tone of this horn sounds like the reverberation of clear crystals. The user and recipient of the horn's signal feel a warm, calming sensation spreading across their bodies, which dissipates after one round.

STORY SUMMARY

With a stable portal allowing trade and communication between the Moonshaes and the Feywild, the village of Dorset is experiencing growing pains and dissent. You attended the Dorset Faerie Carnival and ultimately formed an opinion on if the portal is beneficial or if it brings only pain.

Did you help the jellyfish? ☐ Yes ☐ No

Did you shut down the Petting Zoo? ☐ Yes ☐ No

Did Faerie Ferns close the shop? ☐ Yes ☐ No

Did you find who was pulling pranks on the waitstaff in the Fiery Faerie? ☐ Yes ☐ No

Did you visit Hillwell House and listen to Kerma? ☐ Yes ☐ No

You discovered plans for an invasion from the Shadowfell. While you defeated the invasion for now, it's clear that the moonwell portal touches the fates of all living on the Isle of Alaron as well as the fates of those in the Feywild. You advised the village council to:

☐ Leave the portal open

☐ Close the portal

ADVENTURE NOTES

Story Awards

Critter Keeper. You've befriended the fey creatures that now inhabit Rushdown Wood. When traveling through the Rushdown Wood, you will find the creatures very helpful and often find them skittering around your feet or sitting on your shoulder.

Asper the Jellyflumph. This tiny jellyfish is native to the Feywild, evidenced by its translucent body which strobes pastel colors that change with its mood. It floats through the skies as if the air was made of water. If killed or reduced to 0 hit points, the Jellyflumph can be recalled via find familiar, and uses the statistics of a bat from the Monster Manual.

Moonshae Organizations

Completing the MOON6 trilogy counts as a major objective for the Sarifal Faithful organization.

