

RIISING SHADOWS

the temple of the Beast



CCC-BMG-moon7-1

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THE TEMPLE OF THE BEAST



The Temple of the Beast was one of the most dangerous temples kept by the old druids of the Earthmother. Revering wild and unpredictable beasts came with much risk. Surviving its trials may be your undoing!

Part 1 of the *Temples of the Earthmother* trilogy. A Two/Four-Hour Adventure for Tier 2 Characters.

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Adventure Code: CCC-BMG-MOON7-1 | **Optimized For:** APL 8 | **Version:** 2.0

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Adventure Primer

Background

The **TEMPLE OF THE BEAST** hasn't resurfaced so much as has been rediscovered deep in the Dernall Forest. Once a training ground for druids of the Earthmother, it's now overgrown and corrupted by dangerous black roots that writhe and grab. They are the roots of a **DARK TREANT** from the **SHADOWFEY**, that place between the Feywild and the Shadowfell, which is feeding off the power of a moonwell and dampening the ability of the Earthmother to affect the Moonshae Isles.

To make matters worse, the forces of the Great Gark are aware of the Temple of the Beast, and they hope to claim the power of the moonwell and make the Dark Treant an ally in the war against High King Derid Kendrick.

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. You can also include more parts of the temple to expand the adventure to four hours if time permits.

- **Episode 1: A Temple Discovered.** The characters are asked to go to a temple discovered in the Dernall Forest by **Fhrugh Rotnog**. This is the **Call to Action**.
- **Episode 2: The Temple of the Beast.** The characters explore the Temple of the Beast, learning they need masks that allow them to shapeshift into animals to traverse the moonwell portal into the Shadowfey.
- **Episode 3: The Shadowfey.** The characters traverse the moonwell portal into the Shadowfey to confront and defeat the corrupted Dark Treant and cleanse the corrupt moonwell.

Bonus Objectives

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: Third Testing Ground.**
The characters make their way through a **third** set of tests set by druids of the temple, confronting the spirit animal guarding another mask.
- **Bonus Objective B: Fourth Testing Ground.**
The characters make their way through a **fourth** set of tests set by druids of the temple, confronting the spirit animal guarding another mask.

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 the adventure's story objectives, the characters need to play through at least two of the animal testing grounds.

Bonus Objectives

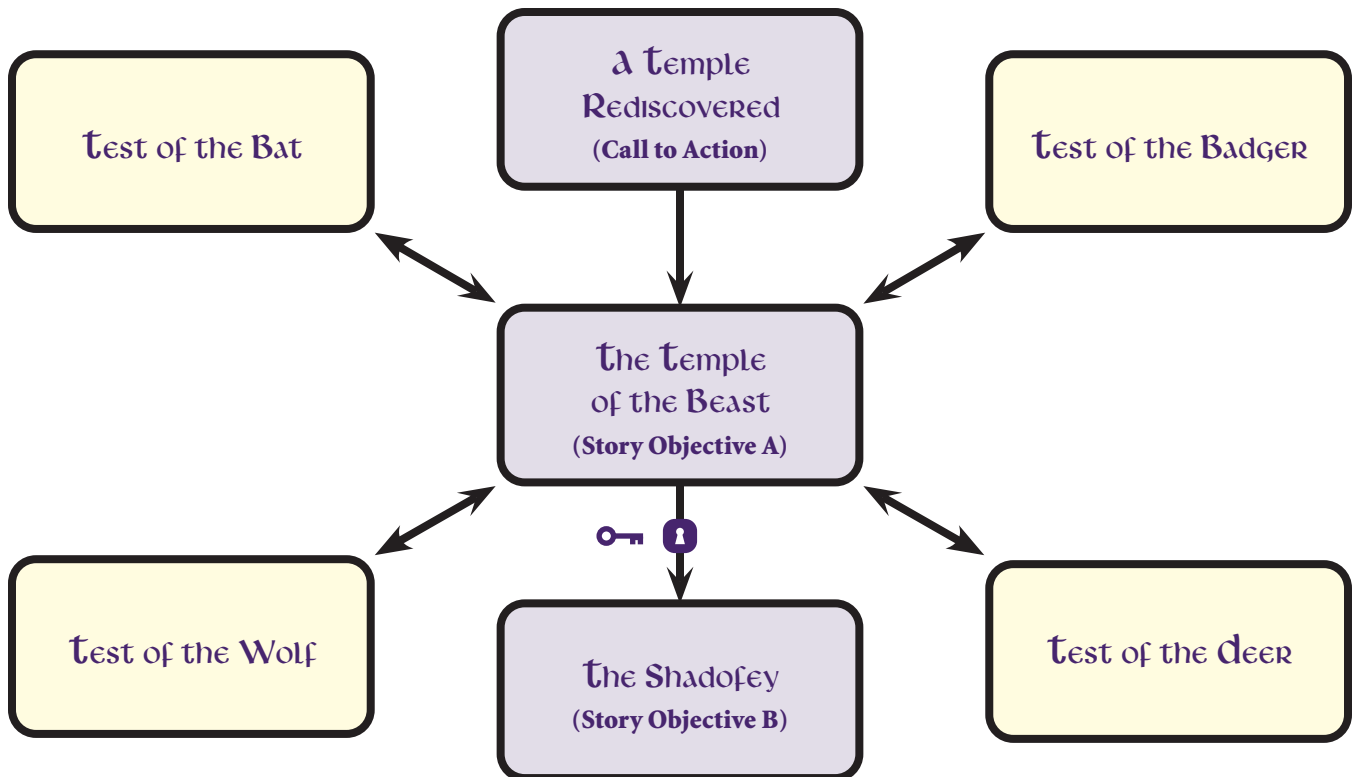
You can extend this adventure by **one or two hours** by utilizing the other animal testing grounds in the scenario. These objectives branch off Episode 2, but their order is fluid.

The Dark Treant

The Dark Treant wishes to continue to feed and expand into the world, something that so far it has been doing very slowly. More problematic is the Great Gark, who has heard about the temple. One of his goblin patrols came too close to the temple and was killed by the roots. Another patrol discovered what happened to them, reported back, and now the Great Gark is looking to take the temple for himself.

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: A Temple Discovered

[Call to Action]

Estimated Time: 10 minutes

Scene A. A Druid's Request

The characters are approached by **Fhrugh Rotnog**, druid of the Earthmother. She wants the characters to cleanse the recently rediscovered Temple of the Beast before the Great Gark's forces can claim it themselves.

Fhrugh's friend and fellow druid, Branwyn Moonsinger, learned of the temple from the Earthmother. She said she heard about the situation through a great silver stag that told her the temple was in danger. She was also foretold a group of heroes would be found at the resting place of the pikes, and these heroes could stop the Great Goblin of the Dernall Forest from claiming the Temple of the Beast.

Set Up

Set the scene as the characters begin in the tavern known as the Silver Eye in the town of Lehigh. Alternatively, ask the players what has brought them to the town.

This allows the players introduce their characters and give them a reason to be in Lehigh before Fhrugh makes (or ruins) their day with an adventure.

Give Me a Reason

- **For Love.** Fhrugh appeals to the good nature of the characters and their desire to help secure a place of power for the Earthmother and to not let the Great Gark get their hands on it.
- **For Money.** Fhrugh has coin enough to pay the characters if they can cleanse and secure the moonwell for her.

Area Information

This encounter happens in the small town of Lehigh in a small tavern called the Silver Eye.

Creatures/npcs

Several **commoners** are eating in the Silver Eye, but a half-orc wearing simple robes stands out among them.

Fhrugh Rotnog. Fhrugh (N female [she] half-orc **druid**) is a half-orc druid sent as an emissary of Branwyn Moonsinger to liaise with the characters regarding the return of the five temples. She is socially inept, prone to fits of anger, and uncouth in civilized company.

Objectives/Goals. Fhrugh needs to get the characters to cleanse the moonwell. She knows they're the ones Branwyn told her were prophesized to complete the task. She approaches them and explains that if they don't do this, a great dark forest is prophesized to spread across the lands of Alaron, which the Great Gark will rule from.

If the characters agree to help, Fhrugh gives them the location of the temple in the Dernall Forest, thanks them for doing this, and tells them she must leave. She has pressing business, as this isn't the only dire situation set in motion that needs her attention.

When they're finished, and assuming they survive, she asks them to meet her back in Lehigh. When she's done with her business, she'll return and wait for them.

Call to Action

The objective is to cleanse the Temple of the Beast before the Great Gark can take it for himself.

Episode 2: The Temple of the Beast

[Story Objective A]

Estimated Duration: 90 minutes

Setting Description

In this episode, the characters explore the Temple of the Beast, learn they must acquire animal masks that allow them to transform into beasts to traverse the moonwell portal, and acquire those masks from the temple's tests before the forces of the Great Gark do.

Story Objective A

Acquire the animal masks before the forces of the Great Gark do.

Set Up

You can have the characters travel straight to the temple without any encounters along the way. They learned how to get there from **Fhrugh Rotnog** so it is not hard to find. For a map of Alaron, please see **Appendix 3A**. For a map of the Temple of the Beast, please see **Appendix 3B**.

Area Information

This area features:

Dimensions & Terrain. The Temple of the Beast is inside an impossibly large hollow tree trunk. Within the tree is the moonwell and five doorways that lead into the earth beneath. Large black roots are growing out of the moonwell and snaking through the entirety of the temple.

Each of the wooden doorways is framed with carvings of animals. From left to right they are as follows: bat, wolf, otter, badger, and deer. The otter doorway is so filled with black roots that it is impassable, but the other four can still be entered.

These doorways lead to the tests the druids of the Earthmother once took to learn how to be shapeshifters of the land.

Lighting. The sunlight or moonlight from outside filters into the tree, and light emanates from the moonwell in the center of the area. The light plays across the walls of the tree in a strange dance because of the slowly undulating black roots.

Black Roots. The black roots are quite dangerous to anyone who tarries too long wherever they happen to be. If anyone takes a short rest near them, or if the roots are hacked at or otherwise damaged, they attack (Melee Weapon Attack: +6 to hit, reach 10 ft. Hit: 1d8+4 piercing

damage). Any creature hit by the roots is injected with a black sap and must make a DC 13 Constitution saving throw. On a failure, the target is poisoned for 1 hour.

Dead Goblins. A half-dozen dead goblinoids lie among the black roots. They are part of the Great Gark's forces, killed by the black roots before being found by another goblin patrol who also fell victim to the plant. Now a larger contingent of the Great Gark's forces are coming to the Temple of the Beast to investigate.

The Moonwell. This moonwell is a portal that leads to the Shadowfey, but the portal can only be entered if someone is wearing one of the temple's animal masks and has transformed into an animal. If a creature tries to enter the Moonwell without a mask, the water is solid and therefore impenetrable.

Anyone succeeding on a DC 10 Intelligence (Arcana or History or Religion) check knows this information, and worshippers of the Earthmother or have a Moonshae Isles-featured background also know this with no check required.

The Animal Masks

These masks are needed to get through the moonwell into the Shadowfey. How long you have to run this adventure, and how many areas the characters explore, determines how many masks you give to the characters when they finish a part of the temple.

If you have four characters and only plan on playing for two hours, give the characters two masks each time they overcome an area of the temple. If there are six characters, give them three masks for each area of the temple they overcome. Before running the final area, each character should have a mask to traverse the moonwell portal.

Interludes. The Great Gark's Forces

The Great Gark has sent a couple of groups to look for the Temple of the Beast: the Warpikes and Grimjaw and his crew.

The Warpikes are an optional group that can be used to add an extra level of interest, excitement, and opportunity to the adventure.

Grimjaw and his crew are the ones who can make the adventure harder if the characters take a short rest.

The Warpikes

The Warpikes are a hobgoblin mercenary outfit. They consist of a **hobgoblin warlord** named Ergun Dolgak, a **hobgoblin captain**, and four **hobgoblins**.

Objectives/Goals. Ergun wants to secure the masks for the Great Gark, but not because he's loyal to the cause:

he's being paid well for this. While he is not afraid to fight, Ergun is a mercenary at heart. He is not above taking money to walk away, especially if it seems like the fight would be difficult. A payoff of 50 gp would be enough to get the Warpikes to walk away, while 100 gp would buy some extra information. This information can be given from the "What Does Ergun Know" section.

What Does Ergun Know? Ergun knows the Great Gark was going to send another group to follow up. He's pretty sure it's a bugbear named Grimjaw and his flunkies. Grimjaw is named as such because he is missing skin from his lower jaw.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak or Weak:** Have the characters surprise the Warpikes or catch them off guard.
- **Strong or Very Strong:** Have the Warpikes lying in wait for the characters in the moonwell area or ready for them as soon as they exit from one of the tests.

The Great Gark's Lieutenant, Grimjaw

Grimjaw and his flunkies are some of the Great Gark's meaner and more competent thugs. They consist of Grimjaw himself (a **bugbear chieftain**), two **bugbears**, and five **goblin bosses**.

Short Rest. If the characters take a short rest, Grimjaw makes it into the Shadowfey before the characters, making a deal with the Dark Treant. This means the characters must fight the Dark Treant along with Grimjaw and his flunkies at the same time. If they don't take a short rest, they encounter Grimjaw on the way out of the temple in the moonwell room.

Objectives/Goals. Grimjaw wants to get the masks and secure the temple for the Great Gark, but he loves to hurt non-goblins, especially the Ffolk and anyone from Sarifal.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak or Weak:** Remove a **bugbear** and a **goblin boss**.
- **Strong or Very Strong:** Have Grimjaw and his flunkies lying in wait for the characters and attempt to ambush them. This can happen in the moonwell area or in the Shadowfey.

Scene A. The Test of the Bat

The Test of the Bat has two areas: The Pillars and the Stairs of the Bat. These tests aren't working quite as intended. The first test lets the test taker become a bat and understand how the echolocation of bats worked. The second was to fly to the spirit bat without crashing and gaining the wisdom of the bat. The magic that turned the person taking the test into a bat has faded from the area, and now it's a deadly area for non-bats.

Area Information

This area features:

Dimensions & Terrain. The pillars are stalagmites rising out of the ground.

Stairs. Each step is 10-feet tall and requires a DC 13 Strength (Athletics) check to climb as they are covered in slick bat guano. Failure costs 20 feet of movement but the check can be attempted again.

Lighting. The test chamber is pitch black.

Creatures/npcs

Swarms of Bats. In the pillar area, the ceiling is covered in thousands of bats. Anyone with a passive Wisdom (Perception) of 15 or more notices the creatures hanging on the ceiling.

A quiet approach will keep the bats from waking and attacking. If the adventurers attempt to make their way across without waking the bats they must make a group DC 13 Dexterity (Stealth) check. If the bats are awakened, they swarm, turning into six **swarms of bats** and attacking the characters until they are destroyed.

The Bat Spirit. The Bat Spirit (use **air elemental** stats) is not under the influence of the Dark Treant but is compelled to conduct the test that it was created to give. In this new version of the test, the characters can pass the test by reaching the top of the stairs and reducing the Spirit Bat to under 10 hp. The Bat Spirit cannot be killed, but reducing it to 0 hp dispels it. It reincorporates at the end of its next turn with 20 hp.

If both objectives are fulfilled, the Bat Spirit settles down and presents the characters with one or more magical *bat masks* (See **Appendix 4**.)

Objectives/Goals. The Bat Spirit wants to protect the temple and the world from the corruption but is bound to this place and must obey the rules of its binding.

What Does It Know? The Bat Spirit tells the characters that it knows some things about the situation in the temple, answering some questions. It can provide the following answers, but cannot volunteer information.

- The temple has been corrupted by a malevolent creature that seeks to invade further, the source of the black roots.
- The Bat Spirit is unsure what the creature is, but its roots carry a black sludge that is a corrupting influence.
- The Wolf Spirit has already been corrupted and killed the Deer Spirit.
- The moonwell can only be traversed by using an animal mask to transform into a creature and then entering the moonwell.
- There are other masks with the different spirit animals or in their sanctums.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak or Weak:** Reduce the DCs of all checks by 1.
- **Strong:** Increase the DCs of all checks by 2 and increase the **Bat Spirit's** hit points to 144.
- **Very Strong:** Increase the DCs of all checks by 2 and add two more **Bat Spirits**.

Scene B. The Test of the Wolf

The Test of the Wolf has been corrupted, but the magic still holds. The Wolf Spirit is no longer here, having hunted down and killed the Deer Spirit, which drove the Wolf Spirit into an insane frenzy that continues to this day.

The first area in this test is the field, a small pocket dimension that once turn test-takers into wolves and let them hunt deer. This area has been corrupted. The second area was the Wolf Spirit's lair, where the test-takers were judged as they learned about being a predator.

The Field

This is a grassy field on a moonlight night, taller grass surrounding the meadow. A dark miasma lingers in the air.

Creatures/NPCs. There are five corrupted deer (use **quickling** stats) in the tall grass. They sprint out of the grass, attack, and retreat back into the grass.

Objectives/Goals. Once all the deer are dead, a way through the grass opens and a hole in the ground leads to the wolf's lair.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **quicklings**.
- **Weak:** Remove one **quickling**.
- **Strong:** Add one **quickling** and increase hit points to 15.
- **Very Strong:** Add three **quicklings** and increase hit points to 15.

The Wolf Lair

This cavern is lit by moonlight that has no source, smelling of decay and death. In the middle of the room a number of the black roots have burrowed through a platform surrounded by four pillars of wolf carvings. These roots have formed a facsimile of a black tree.

Creatures/NPCs. The tree breaks into five corrupted **vine blights** and eight corrupted **needle blights**. These blights want nothing more than to kill the characters. These blights have black sap in them, and if they deal damage the target must succeed on a DC 10 Constitution saving throw or be poisoned for one hour.

Treasure. A number of the blights have *wolf masks* imbedded in their bodies somewhere. (See **Appendix 4**.)

Exit. A cavern leads back to the main temple area, appearing only after the corrupted blights have been defeated.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weak:** Remove one **vine blight** and two **needle blights**.
- **Very Weak:** Remove one of the **vine blights**.
- **Strong:** Increase all **needle blights'** hit points to 18.
- **Very Strong:** As above, increase all **vine blights'** hit points to 40.

Scene C. The Test of the Badger

The Test of the Badger has been corrupted along with the Badger Spirit. The first test has the characters turned into badgers and navigating a small labyrinth, but there are corrupt roots in the small labyrinth trying to kill them.

The second part would have been a test with the Badger Spirit, but it has been overtaken by the power of the black sap and is a raging beast. Cleansing the Badger Spirit might be possible, but killing it is more likely.

The Badger Labyrinth

The labyrinth is filled with black roots, and the characters must navigate it while trying to stay alive. There is also a **wolf** in the tunnels that hunts the characters in their badger forms.

Once the characters enter the labyrinth, give them their badger stat blocks and have them roll initiative. The black roots aren't as big here and are less harmful as a result. When the characters leave this area and move onto the area with the Badger Spirit they are changed back into their normal forms.

Creatures/NPCs. A corrupted **wolf** hunts the characters as badgers as the black roots attack.

The Black Roots. *Melee Weapon Attack:* +4 to hit, one target. *Hit:* 1 piercing damage. The roots inject a black sap

into the target, who must succeed on a DC 10 Constitution saving throw or be poisoned for one hour.

Objectives/Goals. The corrupted wolf is part of the test and just wants to eat the badgers.

The Badger Spirit

This chamber has the corrupted Badger Spirit in it. It also has several giant tunnels in it that the badger spirit can maneuver through.

Creatures/NPCs. The **Badger Spirit** (use **mammoth** stats) is the only enemy here, corrupted by the black sap with black cilia-like tendrils sprouting from its form. If the badger spirit deals damage, a character must succeed on a DC 10 Constitution saving throw or become poisoned for one hour.

Radiant damage used on the Badger Spirit visibly destroys some of the black tendrils. If the badger has less than 15 hit points and radiant damage is done to it, the badger is cleansed of the black tendrils and becomes itself again.

Objective/Goals. The Badger Spirit is out of its mind and wants nothing more than the pain and madness to stop, but it can only express that through violence unless someone can figure out how to communicate with it.

What Does it Know? The creature that is the source of the black roots is the Dark Treant. The Dark Treant lives in the Shadowfey, and it is the only one the badger has encountered.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weak or Very Weak:** Remove the poison effect from **Badger Spirit's** black cilia.
- **Strong or Very Strong:** Give the **Badger Spirit** maximum hit points (187 hp) and **Legendary Resistance (3/Day)**. If the **Badger Spirit** fails a saving throw, it can choose to succeed instead.

Scene d. The Test of the Deer

When the Wolf Spirit was corrupted it grew hungry, entering the Test of the Deer to find and eat the Deer Spirit. The test itself has not been corrupted, however. The first test is a gauntlet of speed, while the second part is a test of agility and leaping which leads to the corrupt Wolf Spirit.

The Gauntlet of Speed

This long hallway has a number of wooden and metal portcullises that drop every 3 feet, and can be overcome with speed or clever thinking.

Portcullis Trap

Simple Trap (Level 8, dangerous threat)

Trigger. A series of plates are embedded in the ground all the way down. Triggering one plate triggers every portcullis in the line from the onwards.

Effect. A portcullis drops down from the ceiling every three feet of this hallway once any portcullis is triggered. If a character fails to perform one of the countermeasures, they take 22 (3d10 + 6) piercing damage when struck by a portcullis.

Countermeasures. A DC 13 Wisdom (Perception) check reveals the drop gates from the ceiling and the pressure plates all the way down. It would, however, take over a day to disable every pressure plate in the hallway. Running the gauntlet as fast as possible or figuring out a way to avoid the pressure plates are both feasible.

A character must succeed on a DC 15 Strength (Athletics) check to make it all the way to the end without being crushed by one the portcullises on the way down. Similarly, a character can succeed on a DC 15 Dexterity (Acrobatics) check to move quickly down the hallway without triggering a pressure plate, as long as they know the plates are there.

At the far end of hall and around the corner is a hidden lever that deactivates the trap for 24 hours. A character at the far end who searches can find the lever with a successful DC 12 Intelligence (Investigation) check.

Reset. If someone has been struck, the portcullises which fell behind the person rise back up, allowing them to return to the test entrance. The rest of the portcullises then reset, rising to the ceiling. In the event that a character makes it all the way to the end, all the portcullises reset themselves.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weak or Very Weak:** Lower the ability check DC by 2.
- **Strong or Very Strong:** Increase the ability check DC by 2, and increase the damage from a portcullis to 32 (4d12 + 10).

The Floating Rock Platforms

Looking like little inverted mountains, these floating rock platforms test agility and power. As soon as someone jumps to the first or second platform it begins to descend and tip down toward the ground. The platforms sink and tip as soon as something weighing more than 30 pounds lands on them, dumping whatever is on it into the 60-foot pit.

Floating Platform Trap

Simple Trap (Level 8, dangerous threat)

Trigger. Thirty or more pounds lands on the surface of a platform.

Effect. The platform instantly drops 10 feet and starts to tip until the surface is vertical, dropping anything on it toward the ground. The fall is 60 feet.

Countermeasures. A DC 14 Intelligence (Arcana) check understands the magic surrounding the floating rock platform and what it will do. Once on a platform, a DC 13 Strength (Athletics) or DC 13 Dexterity (Acrobatics) check allows the character to make the jump to wherever they wish to jump next or accomplish some other maneuver on the platform. If that check is failed, they fall into the pit.

The characters can also bypass the platforms entirely by teleporting, flying across the area, or making themselves weigh less than 30 pounds.

Complications. The characters need to leave the way they came from this part of the temple, so they'll need to traverse the platforms again in some way.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weak or Very Weak:** Lower the ability check DC by 2, and decrease the distance fallen to 40 feet.
- **Strong or Very Strong:** Increase the ability check DC by 2, and increase the distance fallen to 80 feet.

Creatures/npcs

On the raised dais at the far end of the room is the **Wolf Spirit** (use **wyvern** stats), remaining invisible until a character is on the stone floor of the dais. The Wolf Spirit does not seek a fight and is willing to give the characters what they need as long as they do not attack it.

Objectives/Goals. The Wolf Spirit wants the temple cleansed from this evil. It also wants to know why the characters are there.

What Does He Know? The spirit was corrupted by the black roots, which attacked it in the sanctum of its testing area. In the throes of primal hunger it made its way here and ate the Deer Spirit, the act giving it back some semblance of sanity, but it is not quite all together and could lose itself at any moment.

Treasure. It gives the characters the *deer masks*, which are secreted away in the raised dais it rests upon to help them cleanse the temple. (See **Appendix 4.**)

Modifications

This **Wolf Spirit (wyvern)** has the following modifications:

- Change type to *beast*.
- Remove the fly speed.
- Remove the stinger attack.
- Change multiattack to use one bite and one claw.

Episode 3: The Shadowfey

[Story Objective B]

Estimated Duration: 30 minutes

Setting Description

This is the Shadowfey: a place of twilight, darkness, and things that sit just out of sight. The Shadowfey is the forest of horror movies, where ephemeral horrors lurk at the edges of what one can see.

Prerequisites

In order to get here, the characters must have each gotten one of the masks, used them to transform into animals, and made their way through the moonwell.

Story Objective B

To cleanse the Moonwell of its corruption, the **Dark Treant** must be destroyed. This is **Story Objective B**.

Area Information

This area features:

Dimensions & Terrain. The clearing in the grove is 75 feet across, the trees surrounding it creating a rough circular clearing. Black roots cover the entirety of the clearing and run all the way to and through the moonwell.

Lighting. Perpetual twilight lingers as if the sun has set for some time, the last remnants of light coloring the sky a dark purple. The area is treated as having dim lighting.

Black Roots. On its first turn, the Dark Treant animates the black roots as a bonus action, affecting the entire area as an *entangle* spell while ignoring the effects itself.

From that point on the black roots act on initiative 15, attacking each of the characters once.

Melee Weapon Attack: +4 to hit, one target. **Hit:** 1 piercing damage. The target must succeed on a DC 13 Constitution saving throw or take 9 (2d6 + 2) poison damage.

If the roots take 40 points of damage they don't act on their next initiative, acting as if stunned. The roots have the same defenses as the Dark Treant, as well as disadvantage on saving throws from area of effect spells.

Creatures/NPCs. The Dark Treant (use **treant** stats, add legendary actions from the Modifications sidebar) makes this place its home.

Modifications

The Dark Treant is granted exceptional powers due to its extended exposure to the Shadowfey.

LEGENDARY ACTIONS

The Dark Treant can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dark Treant regains spent legendary actions at the start of its turn.

- **Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. **Hit:** 16 (3d6 + 6) bludgeoning damage.
- **Rock.** *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. **Hit:** 28 (4d10 + 6) bludgeoning damage.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weak:** Decrease the **treant's** hit points to 80 and remove its multiattack. The treant cannot animate trees.
- **Very Weak:** Decrease the **treant's** hit points to 110. The treant cannot animate trees.
- **Strong:** Increase the **treant's** hit points to 160, and the black roots to 15 points of poison damage.
- **Very Strong:** Increase the **treant's** hit points to 200, and begin combat with one animated tree. The black roots do 20 points of poison damage.

Treasure & Rewards

- **Magic Items.** One of the branches of the Dark Treant is humming with power. It can be broken off and functions as a *staff of the python*, a blackened, crooked 6-foot-long staff that oozes a black tar-like venom at twilight.
- **The Animal Masks.** Within any of the temples of the Earthmother the powers of the masks are active. They cease functioning when taken out of the temple.

Wrap-Up: Concluding the Adventure

On defeating the Dark Treant the black roots persist, but when returning to the moonwell they see the roots have begun to harden, crack and turn into something similar to wood ash. The moonwell clears itself from the dark roots, making it a much easier trip back to the temple. The well has been cleansed.

From there, the characters can travel back to wherever they met Fhruhg Rotnog and tell her what happened. She is impressed and pleased with the characters story and pays them for their service.

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 5**:

- *Staff of the Python*

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: Locations & NPCs

The following NPCs and locations feature prominently in this adventure.

Fhrugh Rotnog

[FROO RAHT-nahg] (N female [she] half-orc **druid**)

Fhrugh is a half-orc druid sent as an emissary of Branwyn Moonsinger to liaise with the characters regarding the return of the five temples. She is socially inept, prone to fits of anger, and uncouth in civilized company.

Personality: Short-tempered and uncomfortable in civilization.

Ideal: Preservation of the natural beauty of the Moonshaes.

Bond: Dedication to Branwyn Moonsinger.

Flaw: Prone to outbursts and inappropriate behavior.



Appendix 2:

Creature Statistics

Air Elemental

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

BUGBEAR

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Bugbear Chief

Medium humanoid (goblinoid), chaotic evil

Armor Class 17 (chain shirt, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

Skills Intimidation +2, Stealth +6, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 3 (700 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Heart of Hruggek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Multiattack. The bugbear makes two melee attacks.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

Goblin Boss

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

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

ACTIONS

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Hobgoblin Captain

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 55 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest).

For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

Hobgoblin Warlord

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (plate, shield)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

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

Saving Throws Int +5, Wis +3, Cha +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 6 (2,300 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

REACTIONS

Parry. The hobgoblin adds 3 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.

Mammoth

Huge beast, unaligned

Armor Class 13

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Modifications

The Dark Treant is granted exceptional powers due to its extended exposure to the Shadowfey.

LEGENDARY ACTIONS

The Dark Treant can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dark Treant regains spent legendary actions at the start of its turn.

- **Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.
- **Rock.** *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Needle Blight

Medium plant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	4 (-3)	8 (-1)	3 (-4)

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

Needles. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

Quickling

Tiny fey, chaotic evil

Armor Class 16

Hit Points 10 (3d4 + 3)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Acrobatics +8, Perception +5, Sleight of Hand +8, Stealth +8

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1 (200 XP)

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

Evasion. If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The quickling makes three dagger attacks.

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

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Swarm of Bats

Medium swarm of tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistance bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 11

Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites (swarm has more than half HP). *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage.

Bites (swarm has half HP or less). *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 2 (1d4) piercing damage.

Treant

Huge plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Vine Blight

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	5 (-3)	10 (+0)	3 (-4)

Skills Stealth +1

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines.

ACTIONS

Constrict. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the blight can't constrict another target.

Entangling Plants (Recharge 5–6). Grasping roots and vines sprout in a 15-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 12 Strength saving throw or become restrained. A creature can use its action to make a DC 12 Strength check, freeing itself or another entangled creature within reach on a success.

Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Wyvern

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (−3)	12 (+1)	6 (−2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Stat Block Modifications

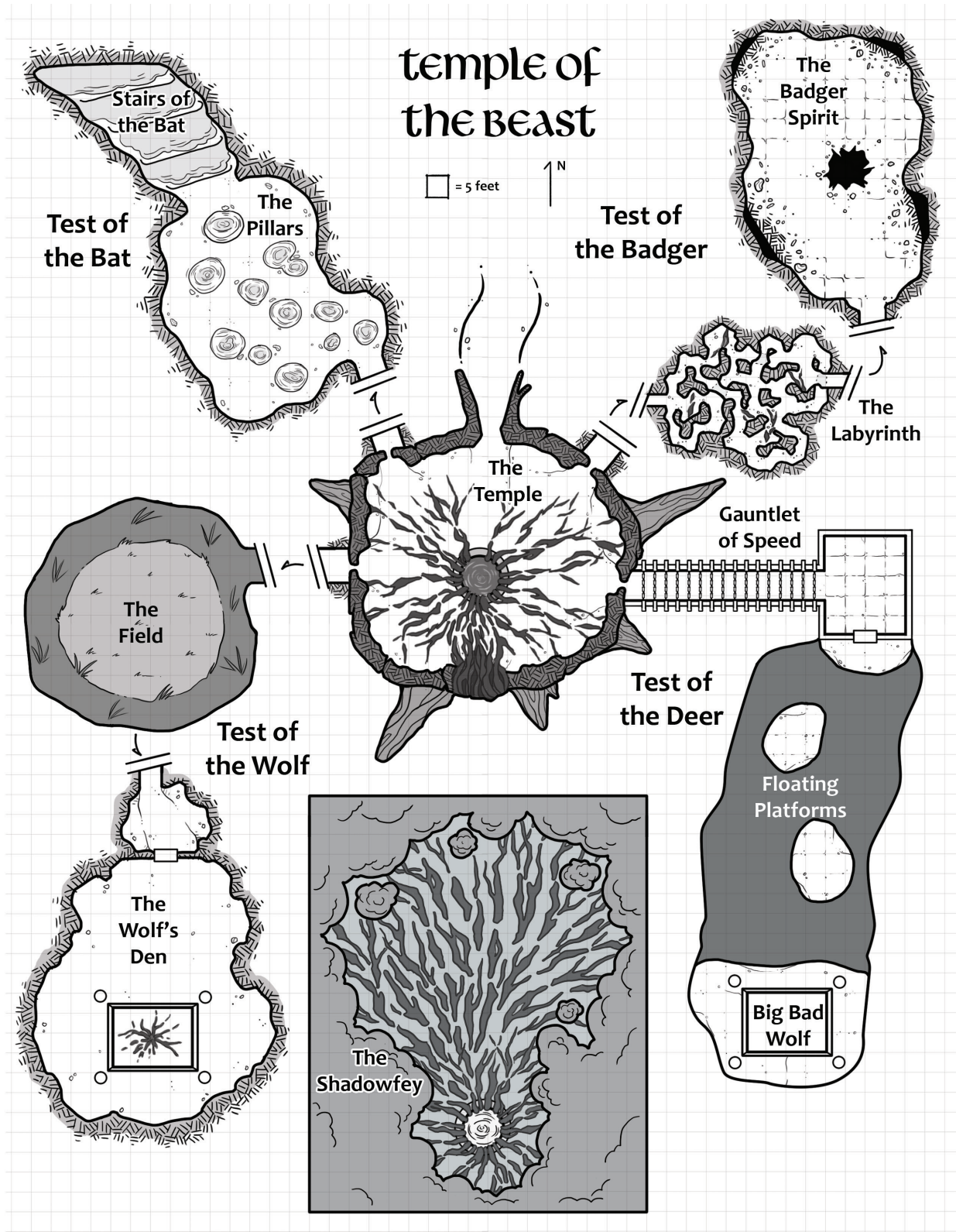
This **Wolf Spirit (wyvern)** has the following modifications:

- Change type to *beast*.
- Remove the fly speed.
- Remove the stinger attack.
- Change multiattack to use one bite and one claw.

Appendix 3a: Map of Alaron



Appendix 3B: Temple of the Beast Map



Appendix 4: Player Handouts

Badger Mask

Wondrous item, very rare

This mask allows the wearer to turn into a badger while within the temples of the Earthmother. It takes an action to put it on or remove and shapeshift. Unlike shapeshifting, if the wearer is reduced to 0 hp while wearing the mask they don't revert back to their normal form. The wearer has the following statistics while wearing the mask:

Badger

Tiny beast, unaligned

Armor Class 10

Hit Points 9 (3d4+3)

Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	same as character		

Senses Darkvision 30 ft., Passive Perception 11

Languages can speak with badgers

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

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Bat Mask

Wondrous item, very rare

This mask allows the wearer to turn into a bat while within the temples of the Earthmother. It takes an action to put it on or remove and shapeshift. Unlike shapeshifting, if the wearer is reduced to 0 hp while wearing the mask they don't revert back to their normal form. The wearer has the following statistics while wearing the mask:

Bat

Tiny beast, unaligned

Armor Class 12

Hit Points 3 (3d4 -1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	same as character		

Senses Blindsight 60 ft., Passive Perception 11

Languages can speak with bats

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

Deer Mask

Wondrous item, very rare

This mask allows the wearer to turn into a deer while within the temples of the Earthmother. It takes an action to put it on or remove and shapeshift. Unlike shapeshifting, if the wearer is reduced to 0 hp while wearing the mask they don't revert back to their normal form. The wearer has the following statistics while wearing the mask:

Deer

Medium beast, unaligned

Armor Class 13

Hit Points 4 (1d8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	same as character		

Senses Passive Perception 12

Languages can speak with deer

ACTIONS

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

Wolf Mask

Wondrous item, very rare

This mask allows the wearer to turn into a wolf while within the temples of the Earthmother. It takes an action to put it on or remove and shapeshift. Unlike shapeshifting, if the wearer is reduced to 0 hp while wearing the mask they don't revert back to their normal form. The wearer has the following statistics while wearing the mask:

Wolf

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	same as character		

Skills Perception +3, Stealth +4

Senses Passive Perception 12

Languages can speak with wolves

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

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Appendix 5:

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).

Staff of the Python

Staff, uncommon (requires attunement by a cleric, druid, or warlock)

One of the branches of the Dark Treant was humming with power. It can be broken off and functions as a staff of the python. It is a blackened crooked 6-foot-long staff that oozes a black tar-like venom at twilight.

You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a giant constrictor snake under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the snake.

On your turn, you can mentally command the snake if it is within 60 feet of you and you aren't incapacitated. You decide what action the snake takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

If the snake is reduced to 0 hit points, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the snake reverts to staff form before losing all its hit points, it regains all of them.

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



Appendix 6: 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-MOON7-1 TEMPLE OF THE BEAST

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

Staff of the Python

Staff, uncommon (requires attunement by a cleric, druid, or warlock)

One of the branches of the Dark Treant was humming with power. It can be broken off and functions as a staff of the python. It is a blackened crooked 6-foot-long staff that oozes a black tar-like venom at twilight.

Consumables

None.

STORY SUMMARY

Frugh Rotnog asked you to explore the Earthmother's Temple of the Beast. When you arrived, you learned that the temple had been corrupted by energy from the Shadowfell, while at the same time learning that the forces of the Great Gark were seeking to gain the power held within the temple.

You had to undergo the four tests normally given to servants of the Earthmother. Each of the four tests—the Bat, the Badger, the Wolf, and the Deer—were corrupted by the Shadowfell energy as well.

After gaining the masks by successfully completing the tests, you could travel through the corrupted moonwell into the Shadowfey. There you bested the Dark Treant and made the moonwell safe again. Along the way, you defeated the Great Gark's forces to keep them away from the power of the temple.

ADVENTURE NOTES

Story Awards

None.



MOONSHAE ADVENTURE READ ME

Thank you for purchasing a Moonshae Adventurers League adventure published by Baldman Games. We hope you enjoy it!

DM Empowerment

Our adventures are designed to cover a wide variety of possible characters, but we can't address everything. Feel free to alter the adventure to suit your table as needed. If you're playing this as an AL event, you can't change the magic items and you'll need to comply with the general rules as listed in the adventure. Otherwise, have at it!

Leveling in the Moonshaes

Because the Moonshaes is designed to be a longer campaign, we recommend the following leveling process under the Season 9 AL rules.

- At levels 1 through 3, level after each adventure.
- At levels 4 and higher, level after each trilogy.

Moonshae Adventure Logsheets

The Moonshae Adventure Logsheets are provided for your convenience. They're completely optional. The logsheets have story summaries on them, so don't hand out the logsheets until after you finish the adventure. Because of DM empowerment, the story summaries may differ from what you played at your table. If that happens, change the summary to reflect the play at your table.

Moonshae Setting

This adventure is set in the Moonshaes and draws a lot of inspiration from Doug Niles who wrote about them extensively in his novels. While out of print, you can pick up his books on Kindle or used bookstores. Also, we have a *Moonshae Regional Guide* (<https://www.dmsguild.com/product/248303/Moonshae-Isles-Regional-Guide>) available on the DMs Guild, which provides all the setting information you need and updates the Moonshaes to the modern era.

Moonshae Organizations

Moonshae Organizations are influential groups in the Moonshae Isles. Characters have the option of joining and helping that organization out during gameplay, but it's not required. The organizations are detailed in the *Moonshae Regional Guide*.