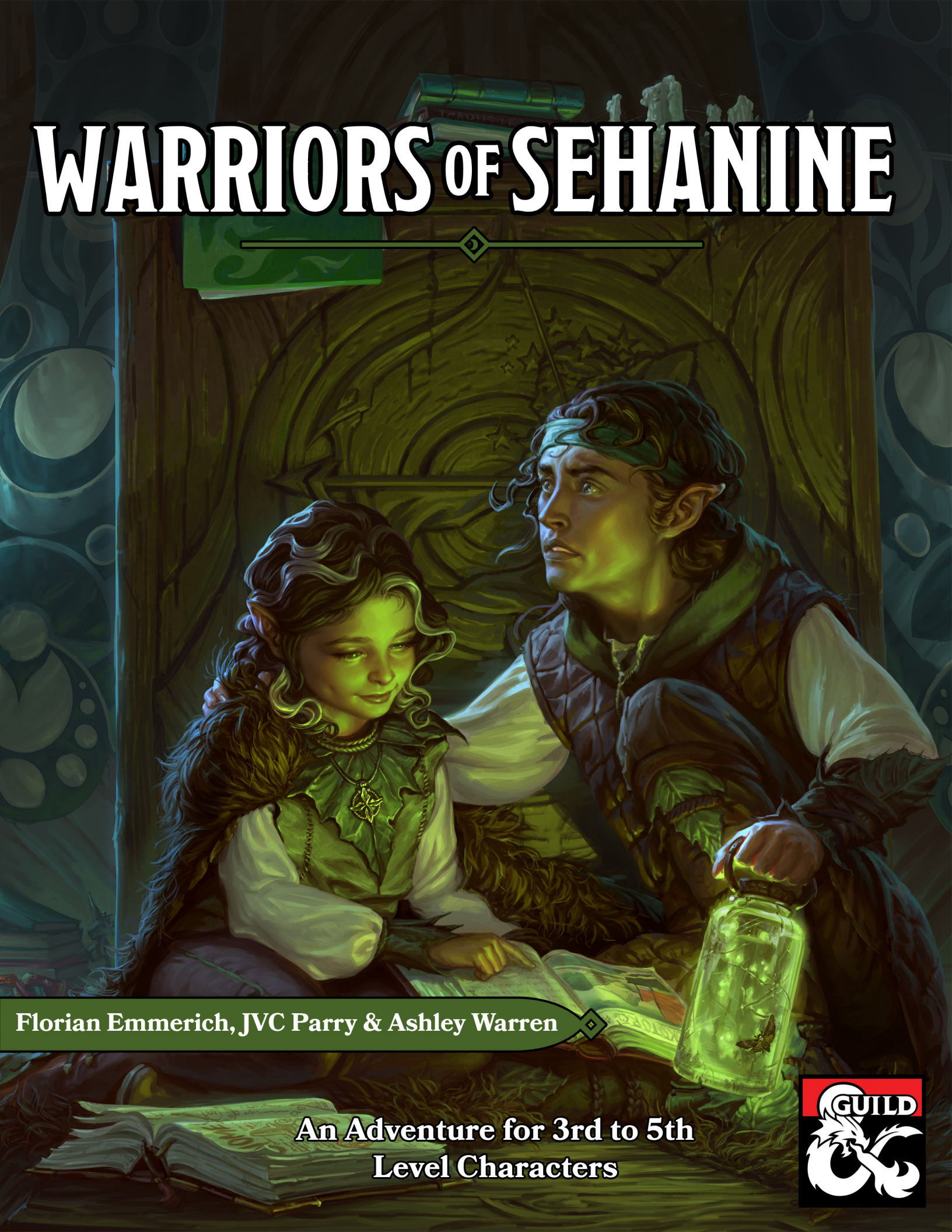


WARRIORS of SEHANINE



Florian Emmerich, JVC Parry & Ashley Warren

An Adventure for 3rd to 5th
Level Characters



WARRIORS OF SEHANINE

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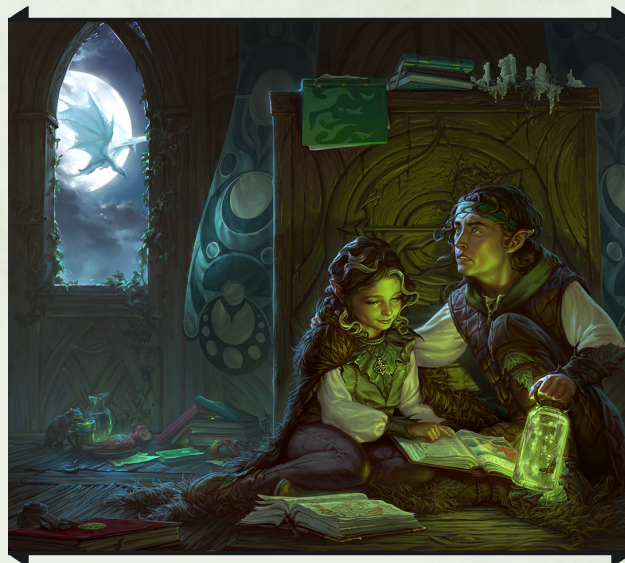
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ON THE COVER

Faen and Syllin are taking refuge in the Chapel of Sehanine.

The writers are not responsible for sudden urges to adopt werewolf puppies.



SPECIAL THANKS TO KEITH BAKER

Thank you for helping bringing Warriors of Sehanine to Eberron. We were astonished by your open nature and remarkable friendliness. We hope there are more amazing things to come for you in life.

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VERY SPECIAL THANKS TO ALL WHO SUPPORTED US WITH GETTING SHORE OF DREAMS

You made it possible for us to let you go on yet another adventure! When we first set you off to Yokotoro, we never imagined how far we could go together. You are the wind in our sails, and we hope to have you by our side for adventures yet to come.

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Lia "Winter" Pianthis

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WARRIORS OF SEHANINE

Warriors of Sehanine is a **DUNGEONS & DRAGONS** adventure module for a party of four to five characters from 3rd to 5th level. It should take 12 to 16 hours to complete, depending on which elements the characters encounter.

RUNNING THE MODULE

It's recommended to read the adventure module in its entirety before running it. The module refers to the *Dungeon Master's Guide*, *Player's Handbook* and the *Monster Manual*.

Creatures written in **bold** refer to the corresponding entries in the *Monster Manual* or **Appendix A—Denizens of the Wood of Sharp Teeth**.

Wondrous items and spells written in *italic* refer to the corresponding entries in the *Dungeon Master's Guide* or the *Player's Handbook*.

AN EERIE FOREST

The Dungeon Master can easily place the Warriors of Sehanine adventure module in any scary forest or woodland. The authors wrote the adventure to take place in the Sword Coast, in the Wood of Sharp Teeth, a few days southeast of Baldur's Gate. However, any big forest with a settlement nearby can substitute for it.

HELPING THE GREENSINGERS

Travelling in Khorvaire need some changes to the overall adventure module. You must transport the location to the Eldeen Reaches within the Towering Woods.

The Warriors are reclusive Greensingers (due to their curse) and Sehanine Moonbow is an Archfey. The Ghostly Fox is her servant. Valarken is a soul of a dragon from Argonessen, using Duskbringer as a way to take ultimate revenge on the Greensingers for fending off his conquest.

ADVENTURE BACKGROUND

A mere handful of days ago, in the Wood of Sharp Teeth, a band of elves were living out their usual, mostly peaceful, existence in a fortress known as Ravenglade Keep.

These elves are known as the Warriors of Sehanine, a secretive cult of lycanthropes. Led by Aelar "Autumn" Liadon and Lia "Winter" Pianthis, a pair of highly skilled veterans known together as the "Setting Sun," the group of ten werewolves protected the forest and its inhabitants.

They pray each night to the elven goddess Sehanine Moonbow, who, out of love for her people and sympathy for their plight, granted them some control over their transformation. Despite their ability to manipulate their canine curse, the elves chose to live secluded lives, away from the civilization that shunned them, going so far as to hide from their own kin and turn to the written word to chronicle the curse and their heroic feats.

One day the elven scouts spotted a troop of orcs headed from the Cloud Peaks, chopping their way through the Wood of Sharp Teeth. Their actions threatened the flora and fauna so sacred to the Warriors. After a brief meeting of their leaders, the elves decided lethal force was necessary to drive the orc forces from the forest.

The following attack on the orc warband was swift and brutal, resulting in the death of half the orc force and routing the surviving brutes. Several of the Warriors of Sehanine were injured, and Lucan Pianthis, Lia's husband, was killed during the attack. The warriors carried Lucan's body to the chapel, where the chronicler Fivin "Feather" Hanali conducted the appropriate burial ceremonies.

Whilst away from their home, the elves neglected to notice a new threat flying in from the north. A black dragon known as Duskbringer had outgrown her lair in the Forest of Wyrms, and was searching for a new abode. Spotting Ravenglade Keep from the air, she landed in the woods in preparation for an assault.

What the elves and characters do not know is that Duskbringer's unusual conquering behaviour is the result of a parasitic relationship with a will-o'-wisp. This dark soul once belonged to Grand Duke Valarken, who now intends on reclaiming Baldur's Gate for himself from beyond the grave. He has bent the will of the young Duskbringer, forcing her to leave her lair in the Forest of Wyrms and take up residence in the Wood of Sharp Teeth, where Valarken can better observe the activity in Baldur's Gate.

An evening of mourning and remembrance after the battle was cut short by the sound of rending stone as Duskbringer smashed into the Ravenglade Keep. The Warriors of Sehanine instinctively jumped to arms, intent on defeating this new foe. However, the Warriors underestimated the black dragon's power. One by one the warriors fell beneath her mighty claws and tail. Before long, the warriors were decimated, with only the "Setting Sun" remaining. The other elves of the keep have fled or are dead, save for Fivin and the children of Lia, Faen and Syllin. Fivin was on his way to warn the "Setting Sun" the children are trapped.

Unfortunately, Fivin arrived too late, as Duskbringer was on the verge of slaughtering the final veterans. They fought valiantly, injuring the dragon multiple times, but they were left with no option but to flee the keep and leave the children behind.

With the help of the fey spirits in the forest, Aelar, Lia, and Fivin escaped and fled to Baldur's Gate, in a desperate search for help and healing. It's here the adventure begins

GRAND DUKE VALARKEN

Valarken was the former grand duke of Baldur's Gate. He was notorious for his militant attitudes and merciless ruling of the city. Before his reign could come to a natural end, he was deposed and forcibly removed from the city. Since then, Valarken began plotting his revenge, gaining the assistance of the mercenary General Ikhal and his army of lycanthropes. In 1384, Valarken attempted to usurp the leadership of Baldur's Gate. The leader at the time was Grand Duke Portyr, who, after fending off Valarken, dissolved the Council of Four and the Baldurian police, in favour of the Flaming Fist Mercenary group who were instrumental in the city's protection. After his defeat, Valarken and the remnants of his mercenary army fled to the Wood of Sharp Teeth.

During the fifty years that passed since then and now, Valarken fell prey to the scheming Ikhal, who wanted to usurp full control of the lycanthropes after the failed coup. They attempted to rebuild the lycanthrope city of Vehlarr but were haunted by the tenacious spirit of Valarken, who eventually claimed the life of Ikhal and drove the remaining werewolves away. Valarken's soul has since faded almost entirely away, but his iron will has kept him clinging onto undeath in the Material Plane.

GETTING INVOLVED

There are many ways to get the characters involved in the adventure module. Below are just a few possible hooks that can help you set the events in motion.

BLOOD ON THE ROAD

Whilst travelling on the road to Baldur's Gate, the characters come across a trio of wounded elves atop elk mounts. The two men support a woman who has lost an arm, and appears on the brink of death. Blood streams from the bandage covering one of the men's eye. Hopefully, the characters will offer their assistance. (See **Meeting the Survivors** on page 7.)

A CALL TO ARMS

Whilst staying in Baldur's Keep, the characters notice a commotion around the city gates. A pair of grievously wounded elves are supporting a third who has lost an arm and is clearly on the brink of death. While the Flaming Fist mercenaries are escorting them to a shrine where they'll be healed. Maybe the characters can offer their assistance. (See **Meeting the Survivors** on page 7.)

THE DRAGON'S LAIR

The characters have tracked Duskbringer, a black dragon, for several days now. They noticed the great reptile left the Forest of Wyrms several days ago and have followed her south to the Wood of Sharp Teeth. The characters must search the forest for the beast before they can slay it. This hook allows the characters to dive straight into the story.



Aelar "Autumn" Liadon

DRAMATIS PERSONAE

NAME	ROLE	DESCRIPTION	STATBLOCK
Aelar “Autumn” Liadon	Half of the “Setting Sun”, one of the leaders of the Warriors of Sehanine and quest giver.	Aelar is wiry with long copper hair that catches the sunlight. When the characters meet him, he has lost an eye from the battle with Duskbringer and is in bad condition.	Warrior of Sehanine (Appendix A)
Duskbringer	Black dragon who attacked the Warriors of Sehanine and stole Ravenglade Keep.	Duskbringer is a young black dragon with sunken ivory eyes, a few missing talons and a broken horn. She is rarely seen without her will-o'-wisp companion.	Appendix A
Faen Pianthis	Child of Lia and Lucan, Syllin's older brother, and trapped in Ravenglade Keep	Faen is a cheeky young boy, who's obsessed with the exploits of his father's and Aelar. He has scruffy brown hair and a slightly wonky left ear.	Warrior of Sehanine (Appendix A) with the following changes. Faen has 10 (2d8+2) hit points. All his attacks do 2 (1d4) damage.
Fivin “Feather” Hanali	Chronicler of the Warriors of Sehanine and secret necromancer.	Fivin is a wild-eyed older elf with a gaunt visage and thin frame. He's constantly scribbling notes with his long quill and wears a pair of half-moon spectacles.	Warrior of Sehanine (Appendix A) with +6 in History and +6 in Arcana
Ghostly Fox	Mischievous fey spirit that may help or hinder the characters.	The fey spirit of the forest. A pale blue phantasmal fox with three tails that is often trailed by blooming flowers and falling blossoms.	Appendix A
Grutok Doomspear	Leader of the invading orc war band.	An orc leader with rippling musculature and a missing ear from the fight with elven lycanthropes. The doomspear war band paints their faces with red crosses.	Appendix A
Kashak	Kobold tribe leader.	Kashak is a wobbly kobold almost a century old who walks with a twisted staff that ends in a cockatrice foot. He is ingenious and cunning, adorned with scars from where he escaped death's grasp.	Kobold with a <i>wand of web</i>
Lia “Winter” Pianthis	Half of the “Setting Sun”, leaders of the Warriors of Sehanine.	Lia is a tall elf with hazelnut hair that's streaked with strands of white. She has a keen eye and quick reactions but suffered badly at the hands of Duskbringer, and has lost her left arm.	Warrior of Sehanine (Appendix A)
Lucan Pianthis	Husband of Lia, died in the orc attack, resurrected by Fivin.	Lucan was a handsome silver-haired elf. Since his resurrection, he can't leave his hybrid form, and this appears as a ravening silver-furred werewolf.	Warrior of Sehanine (Appendix A) with Blood Frenzy
Marla Moonglove	Witch in the Wood of Sharp Teeth who wants a grimoire from Ravenglade Keep.	Marla is a hag who likes to cultivate plants and fungi. Even when she transforms into a more amiable appearance, she is still often dirtied with soil.	Green hag
Syllin Pianthis	Child of Lia and Lucan, Faen's younger sister, and trapped in Ravenglade Keep.	Syllin is a joyous but shy elven girl who loves reading about history. Her brown hair is streaked with silver, and she has a light sprinkling of freckles across her cheeks and nose.	Warrior of Sehanine (Appendix A) with the following changes. Syllin has 10 (2d8+2) hit points. All her attacks do 2 (1d4) damage.
Valarken	Exists as a will-o'-wisp and controls Duskbringer, attempts to overthrow Baldur's Gate.	Valarken is a will-o'-wisp; a flickering, ephemeral ball of light that floats and bobs around Duskbringer's head, whispering nefarious plans in her ear.	Will-o'-wisp

Please, my children are all that I have. I beg of you to help them. Take our riches if you must, but please find it in your heart to rescue my two children!

—Lia “Winter” Pianthis

Chapter 1 MEETING THE SURVIVORS

Should the characters offer to help, the male elves introduce themselves as Aelar (**Warrior of Sehanine (Appendix A)**) and Fivin (**Warrior of Sehanine (Appendix A)**) with +6 in History and +6 in Arcana) and tell the characters their unconscious companion is a warrior named Lia (**Warrior of Sehanine (Appendix A)**). They're all in desperate need of help and healing. Lia is unconscious and has four levels of exhaustion, while being at 3 hit points. Fivin and Aelar are at 10 hit points and have one level of exhaustion.

A black dragon attacked their home, Ravenglade Keep in the Wood of Sharp Teeth, and Lia's children are still trapped within the fortress. Many of their fellow warriors died in the fight against the dragon. However they were able to injure the beast, so the characters may stand a chance if they strike before it's healed.

After some time, Lia regains consciousness and demands to join the adventurers on journey to Ravenglade Keep, so she can recover her lost children. She is beyond herself with the sorrow of losing her husband and possibly their two children. Sensibly, the other elves stop Lia from exerting herself, but Aelar receives her full wrath. She blames him for forcing her to leave the children behind.

While none of the elves carry any gold with them, Aelar can lend the characters his magical longsword, *Moonpetal* (+1 longsword with finesse) if it will help the characters slay Duskbringer. He has no qualms of parting with any treasure the characters find within Ravenglade Keep, as long as they slay the dragon and return the children to them.

Lia desperately pleads that the characters save her children. Fivin saw them alive, and she believes they have the hearts of warriors and will have weathered the storm. She tells the characters she has two children, a boy named Faen and girl named Syllin. She hands the characters a pendant from around her neck, a flower encased in a circle hanging on a silver cord, and tells them that her children are wearing the same pendant.

In addition to this information, the elves can provide the characters with a crude map of directions to Ravenglade Keep, through the Wood of Sharp Teeth. They also can inform the characters of the following:

- ❧ A fey spirit lives within the woods. It manifests as a pale blue, spectral fox with three tails, and is likely to help the characters in their quest. (See **The Ghostly Fox** on page 13.)
- ❧ A strange druid lives in the forest near a swamp. She seems harmless and may be able to help the characters. (This alludes to Marla and her Cottage (see **Marla's Cottage** on page 15), but the Warriors don't know about her true nature as a hag and her ambitions.
- ❧ The Ruins of Vehlarr are in the northern reaches of the woods. Although they're deserted, there may be items there that could help the characters. (Apart from riches there might be still a group of Kobolds, Kashak's *wand of web*, and two *potions of healing* there (See **The Coronation Procession** and **Ruins of Velharr** on page 13 and 16), that the Warriors do not know about.))
- ❧ There's a decimated band of orcs probably still roving the forest. (See **The Rallying Orcs** on page 11.)
- ❧ The three of them had to jump from Ravenglade Keep into the waterfall to escape Duskbringer. The dragon probably believes they're dead.
- ❧ During their flight, they saw that the dragon razed the only way to ascend or descend the keep, the Sky's Ascend, leaving the kids trapped.
- ❧ Lia assumes that Syllin will try to hide in the library since she loves all the old books within and Faen is probably trying to protect her as always. (The kids are actually hiding in the chapel, although they make occasional trips to the keep. (See **Chapter 3—Ravenglade Keep** on page 17.))
- ❧ A strange, glowing orb seemed to float around the dragon's head as they fought, every now and then the great wyrm would pause as if listening to the thing.

Vigilant Wolves. Aware that their curse may cause outsiders to view them as a threat, the Warriors of Sehanine keep it a secret in order to protect Faen and Syllin. The Warriors hope that when their secret is finally revealed, their noble cause will be known by the public.

MOONPETAL'S PAST

Moonpetal's importance doesn't come from its magical capabilities but from the symbolic value it presents. While an archaic artifact from former times, it has lost its significance and authority, even when an elf wields it. However, some elves old enough might remember its shrouded heritage and either try to get hold of it themselves, or rally behind the holder.

HUNTING FOR HELP

If the characters are within Baldur's Gate and try to enlist further help or rally for action from sources other than the Warriors of Sehanine, they are met with disbelief and demand of further proof of a dragon. Though they will receive no immediate assistance, with an investment in time, characters can acquire paid-for mounts and financial help up to 25gp per character. Acquiring these things will take up to one day. (See **Duskbringer's Respite**.)

However, the characters should come away with the feeling they only received token assistance, from the officials, who probably expected the sighting of the dragon that near to Baldur's Gate to turn out just to be an unsubstantiated claim by the wood elves.

FIVIN'S FEAR

Fivin Hanali is not all that he seems. Although he's genuinely worried for his injured companions and fears for the lost children, nothing scares him more than the discovery of his research. Fivin has been experimenting in secret, trying to manipulate the lycanthropic curse to reach its pinnacle—retaining the strength of the wolf without ever manifesting its form. While secretly resurrecting Lucan Pianthis after the fight with the Doomspear orcs, Fivin attempted a ritual that backfired. Rather than permanently retaining extraordinary strength, Lucan became stuck in hybrid form, driving him mad.

Lucan is hidden in Fivin's laboratory (see **Star's Council** on page 21), and Fivin will do anything to prevent him being found. This includes leaving his companions in the dead of night and following the characters back to Ravenglade Keep to ensure they do not expose his secret.

If Fivin sees the adventurers enter his lab, he will attempt to kill them. He's more than happy to let Duskbringer or her allies do most of the work for him, though.

At the DM's discretion, you can have the characters notice Fivin trailing them at any point or wait until the finale to reintroduce him.

If Fivin is caught, he admits he left in a hurry because he still wants to document the history of Ravenglade Keep as accurately as possible, and, although his combat skills are limited, offers to help out if he can. If discovered, he actively tries to divert the characters from his laboratory. If they end up there anyway, he releases the insane Lucan and attacks.

Blinded by the Cause. While the Warriors of Sehanine allow Fivin ample freedom in his studies, due to his rank as chronicler, they will not tolerate any form of necromancy or experimentation on their kin. In secret, however, Fivin is toiling to augment the curse to create undying Warriors, capable of fighting relentlessly for their cause. In this regard, Fivin views anyone who sees the curse as a negative as blind to its true potential.

OPENING

The Wood of Sharp Teeth is three or four days walk southeast of Baldur's Gate, and so if the characters wish to make haste, they should probably pay for coach travel (24sp) or buy mounts (89gp for a riding horse with the appropriate tack). A mounted character can cover twice as much ground each day as one on foot across open ground. Alternatively, characters could seek some other method of transportation, such as teleportation.

When the characters arrive at the Wood of Sharp Teeth, you can read or paraphrase the following:

Stretching out before you is the home of the wounded elves, the Wood of Sharp Teeth. As if the name alone is not ominous enough, the twisting roots of swamp oaks and trailing limbs of black willows make the forest impenetrable. Worse still, you know for a fact that a dragon resides within.

DUSKBRINGER'S RESPITE

As soon as the characters reach the Wood of Sharp Teeth, start taking notes of the number of days that pass before they reach Ravenglade Keep and add any additional days they might have spent extra apart from modest preparation and traveling in the quickest manner possible. During this time, Duskbringer will be recovering from her wounds and recuperating energy. If characters make optimum time, they should reach Ravenglade Keep in seven days.

For each additional day they take to arrive at the keep, give Duskbringer an additional 10 hit points, up to a maximum of 50 hit points. If the characters somehow manage to arrive sooner, reduce Duskbringer's hit points by 10 points for each day's difference, up to a maximum of 50 hit points.

The Kobold tribe will grow under the black—you! Hold the boat higher! Black wing's riches should not touch the ground.—wing in the sky! Soon, the sun, moon and stars are for Kashak to command!

—Kashak

CHAPTER 2

The Wood of Sharp Teeth

Once the characters reach the forest, they're likely to want to press right in. The characters must navigate the marshy woodland, fending off its natural inhabitants and dealing with newcomers who have business with the dragon or the elves. The eerie woods should fill the characters with a sense of doom, as if the hidden denizens are watching them secretly. The trees are gnarled and twisted, casting strange shadows across the forest floor. They grasp at the characters as they walk by, ripping their clothes and scratching their skin. The howls of wolves ring through the woods, as well as the near constant creaking and moaning of the woods themselves. Although light does penetrate through the thick canopy, the thin shafts of light do little to illuminate the umbral woodland.

This section of the adventure presents guidelines for the characters' travels within the wood, specifically their approach to Ravenglade Keep. This chapter also presents options for random and set encounters the characters may play through on their way to the home of the Warriors of Sheanine.

FOREST TRAVEL

The Wood of Sharp Teeth is a near-impenetrable woodland with thick undergrowth and stretches of marshy terrain. Dangerous beasts, natural hazards, and maverick fey occupy the region. Despite knowing Ravenglade Keep's approximate location within the Wood of Sharp Teeth, it's more than possible for the adventurers to become lost as they navigate through or around tangled undergrowth, ruins, darkened forests, and stretches of swamp.

PACE AND TRAVEL DISTANCES

On the map provided for the adventure, characters moving at a normal pace travel 1 hex per day on foot through the Wood of Sharp Teeth. The treacherous, varying terrain means that having a mount has no impact on travel distance while the adventurers are within the forest and requires them to move at a slow pace through the swamp.

Characters moving at a fast pace take a –5 penalty to their passive Wisdom (Perception) score but have a 50 % chance of moving an additional hex. To determine this, roll a die. Characters moving at a slow pace can move stealthily but have a 50 % chance of failing to advance a hex during the day's travel. To determine this, roll a die.

NAVIGATING THE REGION

At the start of each day, the adventurers use the map to determine which hex they want to travel to and who will act as navigator. The DM makes a DC 11 Wisdom (Survival) check in secret on the navigator's behalf, using the navigator's ability score, proficiency (if any) and any other relevant modifiers. The result of the check determines whether the party becomes lost over the course of that day. The check receives a +5 bonus if the party is moving at a slow pace, or a –5 penalty if the party is moving at a fast pace.

If the check succeeds, the navigator knows exactly where the party is on the player's map of the region and navigates them toward the desired hex.

If the check fails, the party becomes lost while traveling and ends up in an incorrect hex. Based on the party's perspective and direction of travel, they have an equal chance of veering to the hex on the left or right of the party's originally desired direction. To determine this, roll a die.

If the party was travelling at a fast pace, make a second roll (using the same original desired direction of travel) to see which second hex the party ends up in.

Whether the party navigates successfully or becomes lost during the day's travel, they're shown their position on the player map at the end of the day.



ENCOUNTERS IN THE Wood of Sharp Teeth

Each day of travel through the Wood of Sharp Teeth, check once to see whether the characters encounter anything unusual, either while they're traveling, or while they're camped or resting. Roll a d20 and consult the **Random Encounters** table to determine what, if anything, they encounter. If you prefer, you can even pick and choose desired ones. If characters need an XP boost as the characters work through subsequent parts of the adventure, running more encounters in a day can help.

NO ENCOUNTER

The party faces no encounter for that day or the night, though they still feel the presence of all the dangers within the Wood of Sharp Teeth, as the characters seem to notice eyes in the foliage watching them and hear the noises of the denizens of the forest.

RANDOM ENCOUNTERS

d20	ENCOUNTERS
1 - 4	No Encounter
5	Faerie Dragon
6	Owlbear
7	Displacer Beast
8	Wolfpack
9	Dryad
10 - 11	The Rallying Orcs
12 - 13	The Greeting
14 - 15	The Coronation Procession
16 - 17	The Ghostly Fox
18	Spiders
19	Deer
20	Trolls

FAERIE DRAGON

An invisible green (or older) **faerie dragon** takes an interest in the adventurers and follows them for a while.

If the characters are in good spirits, the tiny dragon plays harmless pranks on them during the party's next short or long rest.

If this trickery doesn't anger the characters, the dragon appears and truthfully answers three of their questions before bidding the party farewell.

If the characters seem dour or mean, or if the faerie dragon's pranks sour them, it flutters off without providing any sort of aid.

If the faerie dragon visited Ravenglade Keep recently, it may know the state of Duskbringer, whether she has any new allies in tow, or the nature of the strange flickering light that floats around the dragon's head. It also knows about other nearby landmarks or locations, as you determine.

OWLBEAR

Owlbears are one of the most dangerous carnivores in the Wood of Sharp Teeth (although they, ironically, have none). When you roll this encounter, a **single owlbear** begins to stalk the party. Have the owlbear make a Dexterity (Stealth) check and compare this to the passive Wisdom (Perception) scores of the characters to determine if they notice. When the party is distracted by foraging, setting up camp or another activity, the owlbear strikes.

DISPLACER BEAST

These sleek, panther-like monstrosities are not only aggressive, but actively enjoy hunting, even for sport. **One displacer beast** attempts to ambush the party, starting with the characters at the rear of the marching order.

There is a 25 % chance that the characters encounter the **displacer beast** already in a fight with **2d4 wolves**. The displacer beast and the wolves have only half of their hit points each.

WOLF PACK

An unnaturally large wolf pack, formed of one **dire wolf** and **1d6 + 2 wolves**, stalks through the forest. These canine predators are bold and aggressive to all who dare to enter their forest. Even if the wolves are outnumbered, they don't hesitate to attack any intruders in their hunting grounds.

If any of the characters are displaying a holy symbol of Sehanine Moonbow, or one of the pendants worn by the Pianthis family, the wolves do not attack that character and his companions, instead howling at them, as if expecting a response.

Wolves among Wolves. If the Pianthis siblings or Fivin is with the party, they howl at the wolves, with them answering in kind. This prompts the dire wolf and the other wolves to shadow the party, warning and protecting them from dangers within the woods. While the Pianthis siblings are following their primal instincts and howl at the wolves, even if the truth behind their nature is not revealed, Fivin takes a more cautious approach.

DRYAD

A **single dryad** flits through the trees, watching the party as it travels through her forest.

If the characters do anything to antagonise her, such as cut down a tree or carry an open flame, she attacks them using guile and cunning. She might drop a hive of bees on the characters or attempt to lure them into a patch of razorvine or poison ivy.

There is a 10 % chance the dryad becomes infatuated with a random character and uses her charm to lure them away, before tree striding with them to another part of the forest.

There's a 50 % chance the dryad is an ally of Marla (see **Marla's Cottage** on page 15) and tries to lead the characters to her.

THE RALLYING ORCS

The characters enter a swampy area of the forest where a band of orcs is arguing about their course of action.

These are the Doomspear orcs, led by the hulking Grutok Doomspear. The orcs arrived in the Wood of Sharp Teeth around ten days ago from their previous stronghold in the Cloud Peaks, hoping to use the forest to stage an attack on the nearby village of Beregost. It wasn't long before the Warriors of Sehanine noticed the invasion of their homeland and decided to take lethal action against the orcs. After suffering heavy losses at the hands of the lycanthropes, the orcs turned tail and made to leave the forest. However, they were close enough to Ravenglade Keep to notice Duskbringer's arrival, and when the dragon didn't leave, assumed she killed the elves.

Now, what remains of the orc war band is in conflict. Grutok Doomspear believes they should ally themselves with the dragon, whereas a younger orc, Ownka Bonebreaker thinks they would anger their gods by serving such a master.

Sneaking close to the orc's camp, the characters have the option to attack the orcs, interfere with their politics, or avoid them altogether.

When the characters first hear the orcs, given they can speak or understand Orc, you can read or paraphrase the following. Otherwise, they only hear grunts.

"Foolish whelp. We must serve. We will be the army of the wyrm," grunts a gruff voice from behind the trees.
"You have grown dumb, old man," replies a younger voice "No child of Bahgtru will kneel before the beast. I have seen the omens; you make a mistake."

If the characters edge closer to the creatures, you can read or paraphrase the following:

You manage to edge closer to the voices until you can see their masters. Two battle-scarred orcs are standing off against each other in a glade surrounded by bleached, sickly trees. The first voice comes from a hulking brute of an orc, with rippling musculature. The other orc, despite seeming younger and brandishing fewer scars appears no less formidable. The rest of the orcs, all of whom have red crosses painted on their faces, watch the spat, grunting in affirmation or spitting in disagreement.

If the characters want to get any closer without attracting the orc's attention, they must succeed on a DC 10 Dexterity (Stealth) check.

Once within range, the characters can interact with the orcs in a number of ways. Given their understanding of the situation, they could pry from the conversation examples, which are described below:

❖ A successful DC 12 Wisdom (Perception) check reveals there are **eight orcs**, Ownka (**orc** with 22 hit points and a chain shirt, AC 14), and **Grutok (Appendix A)**.

❖ A successful DC 15 Wisdom (Insight) check reveals that the orcs seem to favor the opinion of their chief. They should ally themselves with the powerful dragon.

❖ The characters might use spells such as *calm emotions* or *suggestion* to change the outcome of the dispute, described below.

If the characters do not interfere, Grutok Doomspear wins the argument. The orcs start heading toward Ravenglade Keep the next day, and pledge allegiance to Duskbringer, who accepts their servitude.

If the characters somehow influence the orcs against Grutok, or remove him, Ownka takes command. She tries to convince her fellow orcs to attack Duskbringer with her, for the glory of the gods. The rest of the tribe fault her brashness of Bahgtru, and instead head back home to the Cloud Peaks. The characters could influence this outcome, instead invigorating the orcs to attack the dragon.

The Warchief's Axe. Grutok Doomspear carries a *silver greataxe*, which he slayed Lucan with.

The Greeting

Although she's trying to recuperate from the battle with the Warriors of Sehanine, Duskbringer still feels the need to patrol her new domain. Every few days, the black dragon swoops over the forest, searching for returning elves, Flaming Fist mercenaries from Baldur's Gate or meddling adventurers.

Grutok Doomspear



When the characters are travelling through a sparsely wooded area, you can read or paraphrase the following:

Suddenly your ears ring with the whooshing of air through the canopy. Not far away, the bough of a dying oak cracks away from the trunk and crashes into the undergrowth. What little sun penetrates the woods casts the monstrous shadow of a dragon across the ground before you, and it's headed in your direction.

If the characters decide to hide, have each one make a DC 16 Dexterity (Stealth) check as they flee into the underbrush. If any character fails the check, they attract the attention of Duskbringer, who swoops down nearby. Give the characters the chance to make the check again. On a second fail, you can read or paraphrase the following:

The towering figure of the black wyrm swoops down to the ground before you. Its bat-like wings fold into its side, beneath its prominent rib cage. You notice that the dragon has a few missing talons on its front left claw, and one of its horns has been shattered. Floating around the dragon's head is a spectral ball of light. "Impudent dolts! Leave my domain! The Wood of Sharp Teeth belongs to..." abruptly the dragon stops speaking, as if she is interrupted. Without warning, she exhales a gout of acid from her gaping maw.

Duskbringer (Appendix A) uses her breath weapon against any characters still visible before taking off again, heading back to Ravenglade Keep. Advised by Valarken (**will-o'-wisp**), Duskbringer doesn't hang around to be bested by the adventurers in her weakened state.

Characters who succeed on a DC 15 Intelligence check recognise the floating ball of light as a will-o'-wisp.

The Coronation Procession

This encounter is closely linked to the Ruins of Vehlarr (see **Ruins of Vehlarr** on page 16). A tribe of kobolds living in the ruins are guarding a magic item left behind by the werewolves that once lived there. With the arrival of Duskbringer, they have decided to bring her the *wand of web*.

When the encounter begins, you can read or paraphrase the following:

Echoing through the woods ahead is a clanking sound, occasionally peppered with the yapping of some small creatures. Peering through the trees ahead, you notice a band of kobolds headed in your direction. A hobbling, elderly creature leaning heavily on a walking staff leads the pack. Behind it, several of the other kobolds carry what looks to be a battered old rowboat but is clearly filled with something that catches the gloaming.

The pack consists of **seven kobolds**, led by Kashak (**kobold** with a *wand of web*).

Kashak leads the procession, holding the *wand of web* above his head in reverence. Every now and then, he barks commands at the following kobolds, keeping them in line. Four of the seven other kobolds carry an old rowboat filled with wealth from the Ruins of Vehlarr; 12gp, 28sp and 72cp, a pair of battered brass goblets (75gp each), a small mirror in a finely carved frame (40gp) and a shield set with blue quartz stones (25gp) and two *potions of healing*. The shield is also filled with a heap of worthless junk the kobolds deem to be treasure. The remaining kobolds are dancing around in glee.

The creatures are on their way to Ravenglade Keep to pledge their service to Duskbringer and to give the wand of web to their new master. Unless the characters intervene, they'll reach Duskbringer in a few days. She accepts their service happily. The characters can follow the kobolds to Ravenglade Keep, either by following their tracks (with a successful DC 12 Wisdom (Survival) check), or by sneaking behind them (with a successful DC 10 group Dexterity (Stealth) check).

The Ghostly Fox

A powerful fey spirit, known to the lycanthropes as the Ghostly Fox approaches the party whilst sleeping. This fey creature is willing to help the characters get rid of Duskbringer but not before testing them. The fox tries to steal Moonpetal or another important item the characters possess.

When the party awakens, you can read or paraphrase the following:

A cheeky howl of glee awakens you from your sleep. You blurrily open your eyes just in time to see a phantasmal blue fox bounding away into the undergrowth. As it pads between the undergrowth, you notice its three tails and the trail of blossom and petals that seem to erupt in its wake. As you come back to your senses, you realise the mischievous fey being has something familiar-looking before its paws. Before you can react, it picks it up and bolts away.

The characters have the opportunity to chase the **Ghostly Fox (Appendix A)** to get their stolen possessions back. If they choose to do so, start a chase using the rules in chapter 8, "Chases" of the *Dungeon Master's Guide*. The starting distance between quarry (the Ghostly Fox) and pursuers (characters) is 30 feet. Rather than making a Dexterity (Stealth) check at the end of each round, the Ghostly Fox allows itself to remain visible, hoping to goad the characters on.

If the characters don't bother to chase the spirit, or fail to catch it, the fox shows no pity. It makes off with the item, keeping it as a gift for adventurers more capable of ridding the forest of Duskbringer.

If the characters manage to catch the Ghostly Fox, you can read or paraphrase the following:

You put on a burst of speed, and manage to catch up with the impish fox. As you near, you leap forward onto the creature to pin it to the forest floor. Just as your arms close around the creature, it vanishes, leaving you sprawling in a burst of fragrant blossoms, clutching your stolen treasure.

You hear a coy yip from across the woods. Looking in its direction, you see the fox, tails wagging in joy, nuzzle at a bundle on the ground. It pushes the parcel gently, then looks you dead in the eye, before disappearing once again in a puff of petals.

When characters approach the site of the fox, they find a strange parcel of huge leaves, clearly not from this forest. If they unwrap the bundle, it reveals a cache of weapons made from wood, stone and living plants. These weapons match those the characters would normally use, save for the unusual materials and sylvan imagery.

Whilst in the Wood of Sharp Teeth, these weapons count at *+1 weapons*. When leaving the woods, the weapons' appearance seems to shift to pointless sticks and rocks, loosely bound with vines and count as improvised weapons.

A skilled Trickster. The Ghostly Fox knows its ways about his mischievous endeavors and strikes at opportune moments to appear. If the characters settled for taking turns on night shifts, he approaches with caution and put susceptible targets to sleep.

SPIDERS

Lurking in the shadows of the eerie forest are plenty of giant spiders, spinning their webs in the canopy to descend on unsuspecting prey. Those who do not mind their surroundings, especially when resting for the night, are going to soon find **1d6 giant spiders** creeping up to them.



Ghostly Fox

DEER

Despite the many dangers within the Wood of Sharp Teeth, there is still game to be found. The party can encounter a bevy of **1d4+1 deer**.

There's a 50 % chance that one of the deer is a stag (use the **elk** statblock). Deer are extremely nervous creatures, and bolt at the first sign of humanoids. Even stags are unlikely to attack lest they're backed into a corner.

TROLLS

Although they are few and far between, the Wood of Sharp Teeth is the home of around a dozen trolls. These monstrous giants have insatiable appetites and comb the forest searching for prey to devour.

While the Warriors of Sehanine have kept them in check, their short absence is enough for the trolls to come out. The party encounter **1d3 trolls**. Unlike more bestial predators, these trolls also have a desire for treasure, giving characters the opportunity to bargain their way out of an encounter.

TREASURING TROLLS

This encounter can be deadly, especially for low level characters. If the trolls overwhelm the characters, you can avert death by letting them be distracted or fascinated by the characters' treasure during the fight, such as the Pianthis' necklace.

LOCATIONS WITHIN THE WOOD OF SHARP TEETH

Despite the presence of the Warriors of Sehanine and the Ghostly Fox, the Wood of Sharp Teeth is home to other beings and locations, like the humble cottage of the hag Marla or the Ruins of Velharr.

MARLA'S COTTAGE

As the characters travel through the woods, they're approached by a half-elf druid, who offers them a boon to help them on their quest.

The druid is actually a green hag, who desires a grimoire from Ravenglade Keep's library. The grimoire allows her to bind the Ghostly Fox (see **The Ghostly Fox** on page 13) to her wishes and rule the Wood of Sharp Teeth. (See **Library** on page 25.)

You can read or paraphrase the following:

A half-elf druid steps out from between the trees a short way ahead on your path, looking in your direction. She has dark auburn hair loosely braided and adorned with wooden beads, and flowers, and she wears a simple green linen dress.

She introduces herself as Marla Moonglove (**green hag**) and claims to be a long-term resident of the forest. She tells the characters she's a druid, who has been trying to prevent evil fey creatures from corrupting the beautiful woodland.

If the characters wish, they can make a Wisdom (Insight) check contested by Marla's Charisma (Deception) check, to determine whether she is speaking truthfully. They can attempt the check at any point in the conversation, but no more than three times.

If the characters reveal to Marla that they're here to defeat Duskbringer and save the Pianthis children, she seems relieved. You can read or paraphrase the following:

When you reveal you're here to slay Duskbringer and rescue the Pianthis children, Marla's eyes light up.
"That is splendid news indeed! The dark magic of the dragon has already begun to pervade the forest. I fear that your quest to rescue the children will be in vain though, I cannot see a way that they would have survived."
Marla lowers her head for a moment but then begins to talk again.
"If you truly are headed for Ravenglade Keep, could you perhaps do me a favor? The library there contains an ancient grimoire, one which I would like to acquire. The tome would allow me to commune with the fey spirits of the woods. I think they could help undo what the black wyrm has wrought."

If the characters offer their help, she says she can place an enchantment upon them that helps shield them from the dragon. She calls this enchantment the bone witch's binding.

If the characters accept, you can read or paraphrase the following:

The young half-elf reaches into her hessian satchel and pulls out the skeleton of a rabbit. The bones are connected by strands of what must be hair.
'Don't fear the poor dear, it's a grisly necessity I'm afraid. The Bone Witch's Binding is an old kind of magic, but nothing to be scared of.'
Slowly, Marla begins a strange sort of hopping dance around you, shaking the bony skeleton with each jump. As she circles you, she gets faster and faster, and starts throwing a fungal smelling powder into the air over your heads. At the zenith of the ritual, Marla calls out in a strange tongue, her body shaking with the effort.
The frantic druid tumbles back, clearly exhausted.
'Forgive me.' She mutters. 'I'm not as fit as I used to be. The enchantment will turn away any blade destined for your heart for as long as you remain in the woods.'

The bone witch's binding bestows the *death ward* spell upon the characters until it is used, dispelled or they leave the Wood of Sharp Teeth. A successful DC 16 Intelligence (Arcana) check reveals that Marla has woven in a little extra magic into the enchantment, that tracks the characters through the forest.

If asked about this, Marla simply says she wants to make sure the characters are okay. In truth, it allows Marla to follow the characters through the woods.

Hateful Hag. If the characters enlisted the help of **The Ghostly Fox** (see on page 13), Marla is only helpful if they relinquish the gifts the party got from the fox. She justifies this move with accusing the Ghostly Fox of being one of the evil fey spirits she tries to fend off.

WITCHES THREE

Warriors of Sehanine is highly customizable due to the location and the many factions involved. You can easily change the importance of certain encounters and events. To give you an example, we included Witches Three, with the adventure module, which expands on Marla Moonglove.

In this optional module, she captured Faen who made it down the Sky's Descent to find help, leaving Syllin alone within the keep. In addition, Marla has a coven, consisting of Wanda Woodbriar and Glinda Gilt-Leaf.

RUINS OF VEHLARR

THE HISTORY OF VEHLARR

The ancient werewolf city of Vehlarr has been in ruins since 720 DR. It was once a majestic place, named after its lycanthrope creator, that contained a magic portal and a united werewolf nation. Selûne ruined the city after the lycanthropes who lived there became too fond of war and turned to infighting.

During 1434 DR, the former Grand Duke of Baldur's Gate, Valarken, fled to Vehlarr after a failed coup. Valarken allied himself with a werewolf named Ikhal, who commanded an army of lycanthropes. Thankfully, the Flaming Fists of Baldur's Gate repelled the attack.

During the fifty years that have passed since then, Valarken fell prey to the scheming Ikhal, who wanted to usurp full control of the lycanthropes after the failed coup. They attempted to rebuild Vehlarr but were haunted by the tenacious spirit of Valarken, who eventually claimed the life of Ikhal and drove the remaining werewolves away. The soul of Valarken has since faded almost entirely away, but his iron will has kept him clinging on to undeath in the Material Plane.

As time passed, Valarken called out through magical channels to dark creatures lurking near the woods. He can influence kobolds, trolls and other dim-witted brutes and use them to further his power.

Eventually, Valarken managed to lure Duskbringer from her lair in the Forest of Wyrms to the Wood of Sharp Teeth, where he commanded her to destroy the Warriors of Sehanine in Ravenglade Keep.

Now that he has sole control of the woods, he aims to build an army once again, led by Duskbringer, so he may finally claim Baldur's Gate for himself.

Now that Valarken has left, all that remains is a tribe of kobolds, led by their dangerously ingenious leader Kashak. Depending on whether the characters have encountered the Coronation Procession already, eight kobolds and Kashak may have left Vehlarr for Ravenglade Keep.

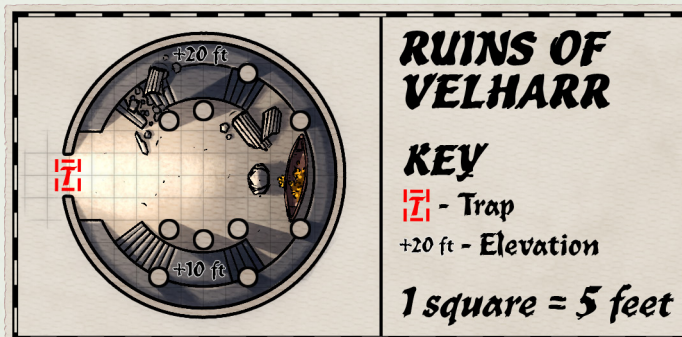
The buildings within the ruins are decrepit and consist mostly of uninhabitable debris, consumed by neglect and the harsh elements.

There are some buildings still standing, surviving the test of time. The kobold tribe inhabit a small mausoleum.

When the party nears the mausoleum, you can read or paraphrase the following:

Not far from the city center is one of the few buildings that still stands. The stone structure is clearly a mausoleum of sorts, with a circular base and columns along its edges. Although it's covered in ivy, the plants seem not to have damaged the masonry that much. As you near, you can make out lupine motifs in bas-relief on the walls. Perched over the entrance, on the roof, there are two statues on each side of the door, holding an orb.

This building is used as a makeshift warren for Kashak and his tribe.



The two statues are **winged kobolds** covered in mud and ash to imitate gargoyles, having fun waiting for critters and killing them with rocks. The party can see through their ruse with a successful DC 18 Wisdom (Perception) check, as the party can spot some areas not covered with the mud-ash mix.

If the characters fail, they are waiting for the players to come closer to use their **Dropped Rock** action, but the orb causes 9 (1d8+4) instead. The winged kobolds continue to harass the characters, until the characters retreat or manage to harm the winged kobolds in any manner.

If the coronation procession (see **The Coronation Procession** on page 13) is already underway, the two winged kobolds leave their position, bored, since they can't converse with their companions anymore.

Kashak (**kobold** with a *wand of web*) and his **seven kobolds** are inside the mausoleum, praying to the idol of Kurtulmak and chatting to each other in their yapping language.



If they hear commotion outside, they assemble atop a ledge near the ceiling, armed with slings.

The mausoleum entrance is trapped with a tripwire, connected to three pots of green slime above hanging on the ceiling. A successful DC 13 Wisdom (Perception) check makes the characters aware of the trip wire. They have disadvantage on the check if they are fleeing from the winged kobolds at the entrance.

A successful DC 15 Dexterity check using thieves' tools disables the trip wire harmlessly. A character without thieves' tools can attempt the check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers. When the trap is triggered, the pots drop onto the characters. Each creature within 5 feet of the doorways must succeed on a DC 15 Dexterity saving throw or take 1d4 bludgeoning damage from the falling pottery, and become covered in green slime. (See chapter 5, "Dungeon Hazards," in the *Dungeon Master's Guide*.)

Once inside, the kobolds pepper the characters with their slings. Reaching a kobold with a melee weapon requires a character to climb one of the columns and swing wildly at the ledge. Doing so requires to succeed in a DC 12 Strength (Athletics) check done with disadvantage.

If the kobolds have left on the procession (see **The Coronation Procession** on page 13) there are no inhabitants left, and all of the treasure has been taken save the carved idol of Kurtulmak (25gp) and a jeweled scroll case.

Treasure. The chamber always contains a carved idol of Kurtulmak (25gp). If the procession has not yet left, the room contains a battered rowboat filled with 12gp, 28sp and 72cp, a pair of battered brass goblets (75gp each), a small mirror in a finely carved frame (40gp) and a shield set with blue quartz stones (25gp) and two *potions of healing*. There is also an old, jeweled scroll case (worth 150gp) in with all the treasure. Inside of this are numerous scrolls written by Valarken and Ikhal that detail the backstory of Vehlarr and might provide some clues for the characters about how to defeat Duskbringer. Additionally, the shield is also filled with a heap of worthless junk the kobolds consider valuable.

If the characters kill the kobolds, they are not later found at Ravenglade Keep.

I'm Faen, and this is Syllin. You said our mom sent you? Syllin, I told you she is alive!

—Faen Pianthis

Chapter 3

RAVENGLADE Keep

Ravenglade Keep is the home of the Warriors of Sehanine, a band of werewolves who have made a home for themselves in the Wood of Sharp Teeth for the past century or so. The first of their number, Aelar Liadon, was turned in a stray fight between his elven companions and the resident lycanthropic army of Valarken. After he turned, he spread the curse throughout his fellows, until each of them was consumed.

Mercifully, when the elves turned to their gods for help, Sehanine Moonbow took pity upon them, and gifted them control over their shifting, so long as they continued to revere her above all others.

The elves built the keep atop the ruins of Askavar, an elven city abandoned in the 5th century DR. Before the arrival of the Warriors of Sehanine, it has served as a refuge for the forging of alliances and treaties between the elves, and as a retreat. After the Dark Disaster, the elves abandoned the keep. Over time, the keep was called home by many foul creatures, until being reclaimed by the Warriors.

When the characters approach the keep for the first time, you can read or paraphrase the following:

You emerge from the woods into a large clearing. The stream flows thick and fast here, and the sound of cascading water echoes against the tree wall. Striking up for the sky in the center of the clearing is a magnificent butte. The sides of the rocky outcrop have eroded over time and from the flowing water, giving it the appearance of a sitting raven. A waterfall surges down from the top of the butte and pours into a loch halfway up the cliff face. Standing before the loch is Ravenglade Keep, a remarkable feat of elven architecture, barely visible through the spray of the falls. The wooden fortress is decorated with spires, twisting towers and masterfully worked wood. Where the loch overflows, the water passes beneath the keep and out over the edge of the cliff, falling another half mile to the stream below. Despite the majesty of the scene, it's clear that the keep is damaged; a gaping hole in the central roof marks the point of Duskbringer's attack.



GENERAL FEATURES

Ravenglade Keep is a wooden fortress built halfway up a 800-foot butte known as the Raven in the Wood of Sharp Teeth. The keep's general features are summarized here.

Ceilings. Interior chambers have 20-foot-high ceilings, with 10-foot-high passages and doorways connecting them.

Climbing. The ornamentation covering the outside of the keep provides ample handholds and footholds and can be climbed with a successful DC 10 Strength (Athletics) check. Characters attempting to climb up or across the butte have a far harder time. The wet rock and moss requires to succeed in a DC 20 Strength (Athletics) check to safely navigate.

Light. There's no light in the keep save the sunlight, which pours in through the large windows.

Fortified Walls. Although the keep walls are externally clad with wood, they have a heart of stone. Attempting to break into the keep without the aid of siege equipment is near impossible.

Water Sound & Spray. Spray from the nearby waterfall shrouds the keep and surrounding area. Wisdom (Perception) checks involving sight or hearing while outside any buildings within the keep have disadvantage.

Waterfalls. From the top of the butte to the loch behind Ravenglade Keep is a drop of 400-foot; the same is true from Ravenglade Keep to ground level. These falls would surely kill any creature who slips and falls.

NEW ALLIES, ENEMIES AND TROUBLEMAKERS

Depending on which encounters the characters played through on their way to Ravenglade Keep, either Duskbringer and Valarken or the characters may have some additional allies in tow.

- ✿ If the Doomspear orcs weren't dealt with, or if Grutok won out in the internal strife, there are eight orcs with Ownka and Grutok in the keep. Their presence can be seen throughout the keep as is noted in **Orc Influence**.
- ✿ If the Coronation Procession makes it to Ravenglade Keep, there are seven kobolds, two winged kobolds and Kashak in the Raven's Council. Their mischievous exploits are noted as **Kobold Influence**.
- ✿ Fivin might also be trailing or accompanying the party. He does his best to dissuade characters from entering his laboratory, using lethal force if necessary. (See **Fivin's Fear** on page 8.)
- ✿ The Pianthis siblings could endure and hide from Duskbringer's gaze. While they usually take refuge in the chapel, they sometimes wander around the keep in search of food and entertainment. Their exploits are noted under **Stealthy Survivalists**.
- ✿ Additionally, Fivin, Syllin and Faen can dispense information of the Keep's history. Fivin mostly highlights these things proudly, even if not asked, while Syllin is more reticent and shares her knowledge only when asked. These are noted under **Knowledge from the Past**.

It's at the DM's discretion which version of the current state of Ravenglade Keep should take precedence.

Sky's ASCEND

You can read or paraphrase the following:

Hewn into the cliff is a stone stairway that heads up to the keep. The stairs look precarious, damp from the spray of the falls and covered in moss. Here and there, destroyed wooden rope bridges that would span the gaps between sections of rock replace the stairs. These seem to have been recently shattered since their remains can be still be seen at the base of the butte.

The characters can use the stairway to ascend to Ravenglade Keep. It is the most obvious and direct route, but it is dangerous, and segments of it have been destroyed. The characters have to overcome five 15-foot segments where the bridges have been shattered. Methods to overcome these gaps include jumping, flying, grapple hooks and ropes, the *jump* spell, climbing across the wet rock face with a successful DC 15 Strength (Athletics) check, or creeping along a narrow ledge along the wall with a successful DC 15 Dexterity (Acrobatics) check.

Being hit while fighting on the Sky's Ascend requires either a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check to hold onto the surface.

Should one of the characters risk falling due to a failed check, the character or an ally can succeed in a DC 15 Strength (Athletics) check to prevent this.

Characters who successfully ascend the Sky's Ascend gain access to the **Loch** first. After some more hiking, they find themselves on a landing outside of the **Chapel of Sehanine** (see page 22) to a rocky outcrop just to the south of the keep's main entrance.

Kobolds/Orc Influence. If the orcs have made it to Ravenglade Keep, many of the gaps between bridges and platforms were partially repaired by the brutes. They had to climb the butte, while the kobolds got lifted up by Duskbringer, after she saw their offering. These unstable wooden repairs give characters advantage on checks made to get across the gaps.

A WARM WELCOME

If the characters have not yet had an encounter with Duskbringer, consider running **The Greeting** from the **Encounters in the Wood of Sharp Teeth** table found on page 12.

STAR'S ASCEND

Characters who actively look for another way up and succeed on a DC 18 Wisdom (Perception) check notice a second stair hidden behind the waterfall.

When found, you can read or paraphrase the following:

Searching for another way up, you notice a strange crevice behind the waterfall that seems unnatural. Squeezing through the narrow gap, you notice a second stairway leading upward from inside the cliff itself. This stair is filled with dust and cobwebs, showing its lack of use.

The Warriors of Sehanine are not aware of this second entrance to Ravenglade Keep, save for Fivin. He discovered the stair a couple of months before Duskbringer's attack, and used the Star's Council, set some way up in the cliff, to serve as a laboratory for his dark experiments.

Characters who ascend find themselves in the former **Star's Council** (see page 21) and farther up within the **Dungeons** (see page 21) of Ravenglade Keep. However, before entering the dungeons, they see an illusion in front of their entrance, posing as a wall. With a successful DC 16 Wisdom (Perception) check, they feel a small draft coming from the other side. Investigating the wall reveals that part of the wall itself is actually an illusion, which can also be revealed by the *detect magic* spell.

On the way up, the walls start to reflect light, mimicking a night sky full of stars. This is citrine that's interspersed within the stone. Furthermore, once they scale part of the stairs, they start to hear snarls and clangorous sounds if Lucan is alive and tries to break free from his cage.

If Fivin is with the characters, he attempts to dissuade them from using this entrance, claiming that it's infested by gigantic poisonous spiders, the likes of which even the Warriors cannot remove. A successful DC 16 Wisdom (Insight) check reveals that Fivin is hiding something.

Treasure. The characters can mine up to 2000gp of citrine on the whole way. However this takes them d20+5 days, assuming they use a pick-axe and don't do anything other than mining.

R1. Loch

You can read or paraphrase the following:

Just below the keep is a large body of water, fed by the waterfall above and feeding the waterfall below. Despite the great movement of water through the place, the surface of the loch seems incredibly calm and peaceful. Around the water's edge are stone statues of woodland animals.

A successful DC 14 Intelligence (Nature) check whilst observing the animals reveals they're not statues but petrified wildlife.

Characters searching the lake who succeed on a DC 20 Wisdom (Perception) check note that beneath the surface of the loch is a darker area of water. They can tell that this must be some submerged tunnel. This tunnel leads to the **Secret Grotto** (see page 21). Characters need to swim 60 feet through the underwater to reach the grotto. The tunnel is filled with weeds, rocks and algae and counts as difficult terrain.

Furthermore, from the loch, the party can trek via the **Sky's Ascend** (see page 19) down below to the Wood of Sharp Teeth or farther up to the **Chapel of Sehanine** (see page 22).

Knowledge from the Past. The statues were the work of a basilisk. It had made its home on the edge of the lake, and the Warriors had to kill the creature before it grew large enough to threaten the elves. Faen can further disclose that he found a grotto while diving in the loch.

SWIMMING TO THE GROTTO

While swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain) unless a creature has a swimming speed. Assuming a base walking speed of 30 feet and no swim speed, a character can swim through the tunnel at a rate of 10 feet per turn. Thus, a character must be able to swim for 6 turns to reach the grotto. Each round lasts 6 seconds, hence a character must hold their breath for 36 seconds to make it to the grotto without using the Dash action. A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

See chapter 8, "The Environment," in the *Player's Handbook* for more information about suffocating and swimming. If necessary, consult chapter 9, "Combat" for rules concerning underwater combat.



R2. SECRET GROTTO

You can read or paraphrase the following:

After swimming through the passage, you emerge into dark, dank grotto, which is covered in moss and filled with smooth, wet stones.

Duskbringer (Appendix A) used this cavern to recuperate after the fight with the Warriors of Sehanine. At the DM's discretion, Duskbringer and Valarken (**will-o'-wisp**) can still be here recuperating if the characters made the journey to Ravenglade Keep in fewer than seven days. Duskbringer continues to sleep here even after that time elapses.

If the characters do fight Duskbringer here, she tries to flee through the tunnel if reduced to half her hit points or fewer. She flies to the **Raven's Council** (see page 24) to ready herself for further foes. Valarken prompts this move. Characters with a passive Wisdom (Perception) of 19 or higher can just make out the rasping screams of the malignant spirit.

If the characters kill Valarken before Duskbringer, the dragon becomes stunned until the end of her next turn. The removal of the ever-present voice in her head is so jarring that she struggles to function afterward, likely fleeing, if possible.

If the characters kill Duskbringer before Valarken, he turns invisible as soon as possible, only breaking this magic if it gets the chance to use **Consume Life**.

The party can backtrack to the **Loch** (see page 20) via the submerged tunnel.

Treasure. Duskbringer brought some treasure with her from her previous lair in the Forest of Wyrms; 2,500cp, 1,100sp and 60gp, plus six black jasper stones (50gp each) and one jade stone (100gp). This treasure is piled up in a mound bordered by the smooth stones.

Kobold Influence. With the Kobolds arriving, Duskbringer added the following treasure to her pile 12gp, 28sp and 72cp, a pair of battered brass goblets (75gp each), a small mirror in a finely carved frame (40gp) and a shield set with blue quartz stones (25gp), two *potions of healing*, *Kashak's web of wand* and jeweled scroll case (worth 150gp).

R3. STAR'S COUNCIL

You can read or paraphrase the following:

Hidden halfway up the Star's Ascend is a small but grand gathering room. Strangely though, this room seems to have been used recently, you can hear the sound of growling and shuffling from within, and arcane and alchemical implements cover the wooden shelves. As you get farther in, you notice the source of the growling. Trapped in a silver cage is a ferocious half-elf, half-wolf hybrid. As if sensing that it's being watched, the insane beast starts thrashing at the bars of the cage, barking and howling like a rabid dog.

If Fivin is with the characters, he desperately tries to prevent them going into this room. If they ignore him, he sprints in ahead and opens the cage with his one and only key. The enraged Lucan (**Warrior of Sehanine (Appendix A)** with Blood Frenzy) bursts forth and attacks the characters. Fivin (**Warrior of Sehanine (Appendix A)** with +6 in History and +6 in Arcana), not wanting to get attacked by Lucan while he is in his rage, hides behind the shelves and intervenes only after Lucan and the characters have depleted each other. Otherwise he tries to retreat, to strike again at an opportune moment.

If the children are with the party, and Lucan isn't already unleashed, his children run toward him in recognition. Seeing this, Lucan smashes into the cage and bursts out, intent on killing anything, including the children, in sight. His overwhelming bloodlust is the result of Fivin's experimentation.

If the characters want to open the cage, Fivin has the only key. Alternatively, they can break open the cage with a successful DC 20 Strength (Athletics) check or pick the lock with a DC 18 Dexterity check using thieves' tools. Lucan swipes any creature within 5 feet of the cage. A creature on the other side of the cage bars is assumed to have half cover.

If the characters search through the shelves, they find a variety of strange concoctions, none of which seem useful, as well as a scattering of notes. These notes are about Fivin's plan to create the perfect lycanthropic race by altering their curse to manifest the benefits of being a werewolf while having full control over the change. They also find several vials of Fivin's own blood and syringes. A creature injected with a syringe takes 1 point of piercing damage and must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy (see *Monster Manual*).

From the Star's Council, the characters can either go back to the **Sky's Ascend** (see on page 19) or farther up to the **Dungeons** (see on page 27), using the Star's Ascend.

A TRUE MONSTER

Lucan is beyond redemption, though not every table wants to see children in harm's way. If unsure, find non-lethal ways to remove the Pianthis siblings from the fight. Though no matter how gruesome Lucan is, once he is defeated, Faen and Syllin lament once more the loss of their father.

OVERWHELMED AND OVERPOWERED

Keep in mind that, without preparation, even one **Warrior of Sehanine (Appendix A)** can be a formidable foe. To soften the challenge, try reintroducing Fivin later on. You can also remove the Lucan combat encounter by having him escape earlier, or keeping him trapped permanently in the cage.

Knowledge from the Past. After his defeat, Fivin will not impart any knowledge of his experimentations or anything worthy of note to the characters. Syllin remembers reading about a secret passage within one of the chronicles of the history of Askavar. She thought this was lost. From her knowledge, the dwarves created it as a gift to the elves of Askavar, who helped against an invasion of trolls in the dwarven land. This vault was conceived as a gathering point or a way to retake Askavar.

Dwarven Masonry. Characters that know about dwarven masonry will immediately recognize the architecture belonging to the dwarves.

In addition, if characters visit the keep, they notice the architecture in this room is considerably different from the rest of the keep.

R4. Chapel of Sehanine

You can read or paraphrase the following:

Sitting on a ledge a little lower than the main keep is a circular chapel, beautifully decorated with a myriad of wooden sculptures and ornamentation. Beautiful, variegated ivy that twists throughout the architecture cover the entire structure. As you near the chapel, you hear the sound of children's voices from within.

If the characters reveal themselves, Faen and Syllin immediately try and bolt. They're already petrified of the black dragon, and the arrival of strangers is too much for them.

If Fivin accompanies the characters, he can easily calm them down, otherwise, a successful DC 15 Charisma (Persuasion) check, made with advantage if the character reveals Lia's necklace, is required to calm them.

A failed check results in the children making a break for the keep, heading straight for the **Library** (see page 25).

Once rescued, the children try to stick to the characters like glue, never leaving their side on their own volition. After the encounter with the Pianthis children is resolved, you can read or paraphrase the following:

Inside, the chapel has clearly been used for another purpose. The children have strewn blankets and books all over the place. Despite these recent additions, the chapel is clearly normally well looked after. Flowers and sprigs of herbs adorn the wooden shrines and sculptures of Sehanine. The ivy that crawls throughout the space tints the incoming light a lush green.

From the chapel you either can walk the **Sky's Ascend** (see on page 19) down to the **Loch** (see page 20) or farther to the **Keep Entrance** (see page 23).

Treasure. If the characters wish, they can take the three ornamental banners of Sehanine from this chapel (150gp each), although any of the Warriors or their kin accompany them, they are firmly dissuaded from doing so.

Kobold/Orc Influence. If either group made it to the chapel, they desecrated the place, trashing it and dedicating it to their gods. The Pianthis siblings could bolt away from the intruders and hide in the **Library** (see page 25).

Knowledge from the Past. The chapel was part of the original ruins of Askavar. While it served as a place for reverence for Corellon Larethian, the Warriors dedicated that place to Sehanine Moonbow.

Curious and capable Cubs. When with the characters, the Pianthis siblings are a far cry from a nuisance. They heed to reasonable commands and try their best not to get in the way. They can be trusted to perform tasks that won't put them in harm's way. While they're smart enough to hide their true form, in stress they will revert to some peculiar behavior, like snarling at enemies. Syllin is especially irritated by little bugs and flies, trying to snap at them and catch them in her mouth from time to time.

Furthermore, when they feel their lives are threatened, they may transform into their hybrid werewolf form for more fighting prowess. Despite hiding it from the characters, they won't lie about their lycanthropy, especially if the characters already found out about the true nature of the rightful owners of Ravenglade Keep.

Faen and Syllin are very inquisitive about the world the characters come from. Faen strives to learn more about heroes from now and yore and how they measure up to his idols Aelar and his late father. Syllin is curious about the great libraries in the world that can rival the one from Ravenglade Keep, as she sees herself as the next chronicler after Fivin.

R5. Keep Entrance

You can read or paraphrase the following:

The towering oaken doors at the keep's entrance are ajar, revealing a spectacular chamber within. The wooden doors have etchings of trees.

The gate is the only easy entrance into the keep and can be locked with a bar, although the Warriors leave it open at all times, due to the natural protection of Ravenglade Keep. The bar has been repurposed for the renovation of Ravenglade Keep.

The motif is present on both sides. When inspecting the trees etched into the doors, they can see ravens on the limbs.

The **Battlement** can be reached via the **Guard Towers** (see page 28) behind the wooden doors. The entrance also leads to the **Tel'Quessir** or back to the **Chapel of Sehanine** (see page 22). On each side of the entrance is a guard tower, worked into the battlement.

Orc Influence. If the orcs have arrived at the keep, they have closed the heavy gate. They removed one of the tables from within the **Dining Hall** (see page 26) and used it to bar the door closed. The door can't be forced open, other than tearing holes into the door itself.

The hard oaken doors have AC 19 hit points 27, resistance to piercing damage, immunity to poison and psychic damage and vulnerability to fire and bludgeoning damage.

While fire damage will burn the wooden doors to the ground, it will also slowly engulf the keep if not stopped, spreading to the **Tel'Quessir**. Any other damage will leave a hole, enough for a medium creature or smaller to crawl through.

Knowledge from the Past. While the entrance is the original from Askavar, the door is renovated because the original suffered heavy damage from previous conquerors.

R6. Battlement

You can read or paraphrase the following:

Battlements run along the walls of the keep. These stone ramparts allow defenders of the keep to fire down upon assailants without the risk of injury to themselves.

The battlement leads to the **Keep Entrance** below, or the **Guard Towers** (see page 28) can be entered from them. Closer to the bedchambers, on a small landing, the **Dovecote** (see page 26) can be reached too.

Kobold/Orc Influence. If these evil humanoids have found their way to the keep, they have placed a guard of either **four kobolds** or **three orcs** here. The kobolds are armed with slings, which they use to assault any newcomers. The orcs use longbows stolen from the keep.

R7. The Tel'Quessir

You can read or paraphrase the following:

The most eye-catching feature of this room is the floor mosaic, a huge disk, surrounded by flames, with a crescent moon and two stars set in shimmering stone. And above, a dome formed by thick tree limbs. Several passages lead off from this chamber to other areas of the keep, one of them blocked by debris from above. You can hear birds chirping from above.

The roof consists solely of branches and foliage. While Duskbringer crashed into the Raven's Council, she admires the craftsmanship that went into the growing of the dome and kept this treasure mostly intact.

The Tel'Quessir leads to several locations: the **Keep's Entrance** with the **Guard Towers** (see on page 28) to the east, the **Vestibule of Valor** (see page 24) with the **Armory** (see page 27) to the south, the **Library** (see page 25) to the west, the **Antechamber** (see page 26) to the northwest, the **Dining Hall** (see page 26) and **Barracks** (see page 27) to the north.

Debris from the rooftop blocks the way to the dining hall. Only one person may squeeze through the fallen foliage at a time. Two characters can clear the debris in roughly 15 minutes.

Kobold/Orc Influence. The Doomspear Orcs try to destroy the mosaic and extinguish this elven monument. However, currently apart from some smashed spots, the orcs haven't succeeded.

The kobolds have painted over the mosaic with tar in the shape of a dragon's head.

In addition, both parties will have the debris cleared that blocks the way to the dining hall.

Knowledge from the Past. The mosaic is a testament to a treaty signed in Askavar by the moon, sun and star elves. It created a tranquil but short era of peace. As a show of the newfound unity, it was named after the name of the elves themselves, the Tel'Quessir.

R8. VESTIBULE OF VALOR

You can read or paraphrase the following:

Below the keep entrance is a vestibule made of spiralling wood and beautifully sculpted stone. Ivy crawls across the entire structure, and birds feast upon the blackberries that sprout from it. Standing within the vestibule itself are two vigilant statues of elven warriors, cracked with age and worn smooth by the touch of a thousand hands.

The vestibule of valor is a vast open complex, supported by the columns of the roof above. It leads back to the **Tel'Quessir** (see page 23) or upwards to the **Raven's Council**.

Kobold/Orc Influence. If these evil humanoids have found their way to the keep, they have placed a guard of either **three kobolds** or **two orcs** and **Grutok (Appendix A)** here. The kobolds are armed with slings, which they use to pelt any newcomers.

The orcs instead throw javelins, which they have stored in the statues, of which they have removed the heads. Medium creatures standing in the vestibule have half cover. Small creatures have three-quarters cover.

Knowledge from the Past. Fivin or Syllin will say this vestibule had an honor guard stationed to protect those who are about to negotiate peace or treaties. The statues are of these honor guards, their stone form eternally vigilant.

R9. RAVEN'S COUNCIL

You can read or paraphrase the following:

At the pinnacle of Ravenglade Keep is a spectacular chamber. It is filled with a broad, circular table that has a living tree growing through the center. The paneled walls are carved with woodland scenery with ravens sitting in the upper branches of the highest trees. Some of the ravens eyes contain gemstones, but many more were plundered. Unfortunately, a gaping hole in the ceiling compromises the beauty of the chamber.

If **Duskbringer (Appendix A)** has fully recuperated after the battle with the Warriors of Sehanine, she's here with Valarken (**will-o'-wisp**).

If the characters battle her here, Duskbringer attempts to grapple with the characters, fly them out above the keep and drop them off the edge, where they fall 400-foot to their inevitable deaths. Valarken takes glee in using **Consume Life** on any creature that Duskbringer knocks unconscious, cackling with insane glee whenever he does. If he feels endangered, he turns invisible.

If the characters reduce Duskbringer below half her hit points, she flees to the **Secret Grotto** (see page 21), prompted by Valarken. Characters with a passive Wisdom (Perception) of 19 or higher can just make out the rasping screams of the malignant spirit.

If the characters kill Valarken before Duskbringer, the dragon becomes stunned until the end of her next turn. The removal of the previously ever-present voice in her head is so jarring that she struggles to function afterward, likely fleeing if possible.

If the characters kill Duskbringer before Valarken, he turns invisible as soon as possible, only breaking this magic if it gets the chance to use **Consume Life**. The characters can backtrack to the **Vestibule of Valor** from here.

Duskbringer & Valarken



Treasure. There are forty-one rhodochrosite gems within the ravens eyes, worth 10gp each.

Kobold Influence. Kashak (**kobold** with a *wand of web*) is also present, cowering before Duskbringer and showering her with praise. He'll be the first to flee, though, giving just token resistance. When Duskbringer isn't in the Raven's Council, Kashak coerces extra services out of his tribe, relaying them as Duskbringer wishes, though most of the time they are amenities for himself.

Knowledge from the Past. The raven's council hosted a lot of treaties and negotiations between the elves or other races. Although the most significant was a treaty between the star, sun and moon elves.

RIO. LIBRARY

You can read or paraphrase the following:

The grand library that opens up before you is a sight to behold. Towering bookshelves of finely carved oak fill the room from end to end, each of which contains hundreds if not thousands of books on an unimaginably large range of topics. You get the impression that even an elf couldn't read this much in a lifetime.

The tomes and writings in the library are organized not by title or topic, but by how exhaustive the piece is.

From the library, the party can go back to the **Tel'Quessir** (see page 23)

Treasure. Although there are roughly 1,500 books in this area, the characters will most likely only take a handful. Each book weighs 5lbs and is worth 25gp. Characters who succeed on a DC 14 Intelligence (Investigation) check

discover an area of the library filled with arcane tomes. The books here are worth 50gp, and include spell books that contain the spells *blade ward*, *fly*, *jump*, *magic missile*, *shocking grasp* and *unseen servant*.

Characters who spend ten minutes searching also notice the grimoire that Marla Moonglove (see **Marla's Cottage** on page 15) is looking for. It's high up on a top shelf, but the rolling ladders provide easy access. It's written in Sylvan.

Roll on the **Books** table to see what books the characters find if they search the shelves.

Syllin and Fivin can offer assistance in finding specific books or disclose that a certain book isn't in the library, which shortens the search immensely.

Orc Influence. One **orc** and Ownka (**orc** with 22 hit points and a chain shirt, AC 14) are also here. They have captured the children and are preparing to take them to Duskbringer.

Stealthy Survivalists. Syllin and Faen sometimes sneak into the library to get some books, especially Syllin who likes to read to keep herself occupied, while Faen watches over her. He takes comfort in her soothing voice. However, Faen has to stop Syllin from perusing too much through the books since she tends to get lost reading the books. If the kids bolted from the chapel, they have climbed the bookcases, and now lie silently atop them. Characters can notice the children with a successful Wisdom (Perception) check contested by the children's Dexterity (Stealth) check.

Knowledge from the Past. Askavar's original library was unrivaled, although most of the original scriptures that were kept here are probably lost in time. Fivin and Syllin both ponder about what hidden wisdom was lost.

Books

d6	BOOK TITLE	BOOK CONTENTS
1	Helpful Herbs and Their Habitats	An encyclopaedia of edible and medicinal plants that are available in the woods. Gives advantage on checks made to brew potions or find rations in the woods. Written by Glinda Gilt-Leaf in Common.
2	Warriors of Sehanine Book III	A list of deeds that the Warriors of Sehanine accomplished just before Duskbringer attacked, right up to the orc attack. It can provide the party with knowledge about the basilisk attack. Written by Fivin Hanali in Elvish.
3	Fey Spirits: Seelie and Unseelie	A tome of lore about fey creatures, where to find them, what to expect from them and how to fight them. Gives characters advantage on checks made to identify or track fey creatures. Written by Eysiif Aeries in Elvish.
4	The Curse of the Wolf	A scripture written about lycanthropy and its dangers. It specifically details the escapades of Valarken and General Ikhal, even referring to the days of Vehlarr. Written by Canis Lupus in Common.
5	Sehanine Moonbow Daughter of the Night Skies	A religious book about Sehanine Moonbow, the elven goddess of death, dreams, heavens, journeys, the moon, stars and transcendence. Written by Veripy Usman in Elvish.
6	The History of Askavar Vol IX	A short chronicle about Askavar and the foundation of the keep. This tome is incomplete because pages are ripped out; even the writer is illusive. This book can impart wisdom about the Askavarian history of the keep found in the Knowledge from the Past sections.

R11. DINING HALL

Debris and foliage that fell from the **Tel'Quessir** (see on page 23) block the entrance to the dining hall allowing only one person to pass at a time. Alternatively, two people can clear the way can in 15 minutes.

Once the characters are inside you can read or paraphrase the following:

An impressive wooden table, joined by a dozen carved chairs, takes up the majority of this chamber. The walls are paneled with carvings of the surrounding woods, flocks of ravens and other wildlife.

A pantry, which clearly was recently plundered, directly adjoins this room. A successful DC 15 Wisdom (Survival) check informs a character that some small humanoids were here, stealing the food. These are the result of Faen and Syllin making runs for food under the cover of night.

Treasure. Atop the majestic table are five gold candlesticks (75gp each), twelve sets of fine cutlery (10gp each) and three gold ewers (25gp each). Characters could also attempt to pry off the wooden panels (100gp each), one panel weighs 80lbs. The characters can also plunder 20 rations worth of cured meat from the pantry.

From the dining hall, the characters can backtrack to the Tel'Quessir.

Orc/Kobold Influence. If both evil humanoids have already arrived at Ravenglade Keep, they have cleared the entrance to the dining hall, trashed the interior and had a feast here. The candlesticks, cutlery and crockery are strewn all over the room, and they plundered the pantry, the remnants of which are scattered across the table. Additionally, the orcs removed the table and used it to bar the gate. (See **Keep Entrance** on page 23.)

Stealthy Survivalists. While Syllin and Faen usually try to grab as much as they can carry back to their makeshift camp in the chapel, their hunger sometimes overcomes their disciplined nature, especially with long periods of no food. They eat on the spot and fill their bellies before packing up. Syllin knows that Faen exhausts himself, staying up longer than he should so Syllin can sleep safely. Knowing this, she lets him feast first to replenish his energy.

R12. DOVECOTE

You can read or paraphrase the following:

On the edge of the battlement is a tall, thin tower with small arched openings. The place smells of ammonia, and the floor is covered with droppings and feathers.

The dovecote is on a small landing of the **Battlement** (see page 23). The Warriors of Sehanine used this tower to house their messenger doves. The dozen or so birds are still here and occasionally fly in and out of the place. If Duskbringer is airborne when the characters enter, all the doves are cowering on their perches inside.

Kobold Influence. If the kobolds made it to Ravenglade Keep, there are **two winged kobolds** in the dovecote making a home for themselves out of branches they have dragged in from outside. When the characters enter, they are feasting on raw dove eggs in their scrappy nest, 20 feet up the tower.

R13. ANTECHAMBER

You can read or paraphrase the following:

A richly decorated landing with a beautifully carved spiral staircase opens up before you. The staircase leads up to a corridor dotted with eight bedchambers, and the landing itself houses suits of armour, fine tapestries and hanging weapons.

This area connects the keep with the eight living quarters of the elves (see **Bedchambers** on page 26) or back to the **Tel'Quessir** (see page 23).

Orc Influence. If the orcs have made it to Ravenglade Keep, there are **two orcs** here plundering the weapons and trying on the suits of plate mail. They ripped out the pictures of elves in the tapestries and spattered them with war paint.

R14. BEDCHAMBERS

The keep played host to a large band of lycanthropic elven warriors. Each of these had their own bedchambers, the layouts of which are similar.

You can read or paraphrase the following:

The wood paneled room before you contains a luxurious bed, a bookshelf, a writing desk, a wardrobe and a long trunk.

These eight rooms are each subtly different, distinguished by the different cushions on the bed, the contents of the trunks and wardrobes, the tapestries hanging on the paneling or the number of beds. A small corridor connects them, leading to the **Antechamber** (see page 26).

Treasure. Although most of the items in the trunks and wardrobes are worthless, the characters can steal 2d6gp worth of fancy clothes and trinkets from each room they plunder. The characters may also find notes about day-to-day life of the Warriors of Sehanine. This includes accounts of defeating the basilisk that lived near the lake. Additionally, some of entries deal with how the Warriors deal with their curse and how it affects them. While some of them struggled, others embraced it. Though no matter the position, they found solace in the leadership displayed by Aelar, giving them purpose. All further find solace within Sehanine Moonbow.

Kobold/Orc Influence. If either of these parties has arrived at Ravenglade Keep, they may have decided to make their own beds here. The rooms will be looted for anything valuable before being appropriated by the new inhabitants. If orcs are present, the bedclothes will be dirtied with mud and war paint, and spare weapons will have been left hanging in the wardrobes. If the kobolds are present, the bedclothes are pulled off and compacted into a nest in the corner of the room, within which are dozens of worthless trinkets collected by the little dragons.

R15. ARMORY

You can read or paraphrase the following:

Fine elven steel graces this well-stocked armory in the form of dozens of longswords and spears. These exquisite weapons are perfectly polished and maintained and glint in what little light the high windows let in.

This room contains eight *longswords* and eight *spears*. It also has several mannequins that usually have armor, but these are bare.

Orc Influence. If the orcs have arrived at the keep, they've already plundered the weapons from the armory, leaving it empty except for their own discarded weapons, which are practically unusable. This should be reflected within the orcs stats.

R16. BARRACKS

You can read or paraphrase the following:

Thin shafts of light pierce this large stone chamber, illuminating thousands of dust motes that drift through the air. You can make out the outlines of bunk beds and trunks, although they're covered with dust and cobwebs. A few moth eaten rugs cover the grimy cobblestone floor.

The previous inhabitants of Ravenglade Keep used this chamber, but is mostly unused by the Warriors of Sehanine, besides Fivin.

A successful DC 16 Wisdom (Perception) check reveals that one of the rugs, at the far end of the barracks, is far less dusty than its counterparts. If they check succeeds by 5 or more, the character also notices occasional footprints leading up to it. Beneath the rug is a trapdoor, which leads down to the **Dungeons**. The barracks connect back to the **Tel'Quessir** (see page 23).

R17. DUNGEONS

You can read or paraphrase the following:

Beneath the barracks lies a damp, stone corridor that leads deep under Ravenglade Keep. The rusted iron rungs of the ladder groan beneath your boots as you descend into the dungeons. The claustrophobic descent eventually opens up into a larger chamber, the walls of which are studded with cells.

The descent is 40 feet deep. Within the Dungeons are six cells, three along each wall. Though rarely used, these cells held the prisoners of the Warriors of Sehanine, or the warriors themselves when their lycanthropic transformations overcame them and could not be controlled. A trapdoor leading up brings the characters back to the **Barracks**.

Each cell has a hinged door made up of one-inch-thick rusted iron bars spaced four inches apart, with horizontal crossbars spaced six inches apart. Each door is fitted with an iron lock. A character using thieves' tools can try to pick a lock, which requires 1 minute and a successful DC 20 Dexterity check. If the check fails, the character can try again. A character can force open a barred door by using an action and succeeding on a DC 25 Strength check. All but one of the cells are locked. In addition, several of them are marked with thick gouges in the stone, which correspond to the claws of a werewolf.

The one unlocked cell is still shut. Upon entering the cell, the party can faintly hear gnarls and a clangorous sound with a successful DC 15 Wisdom (Perception) check if Lucan is still alive and trying to break free from his cage. (See **Star's Council** on page 21.) Furthermore, they can feel a little draft coming from the wall with a successful DC 17 Wisdom (Perception) check.

Investigating the wall reveals that part of the wall itself is actually an illusion, which can also be revealed by using *detect magic*.

Entering gives way to the **Star's Ascend** (see page 19) and farther down to the **Star's Council** (see page 21).

OUTCOMES

The following information provides guidance on rewarding the characters for their actions during the adventure, and the responses of the non-playable characters.

DEFEATING THE DRAGON

Defeating Duskbringer brings glory to the characters, Aelar pronounces the party as the Wardens of Ravenglade Keep and promises them two things.

First, if they ever find themselves in need of military help, the Warriors of Sehanine come to their aid, so long as their aim is the destruction of evil.

Second, the characters can treat Ravenglade Keep as their home, coming and going as they see fit.

If the characters fail to kill Duskbringer but manage to drive her off, Aelar is grateful but worried. He believes it's best for the Warriors to leave Ravenglade Keep, foreseeing the dragon's retaliation.

TRIUMPHANT ESCAPE

Surviving, Valarken uses Duskbringer's anger over the escape to raze Ravenglade Keep for good, after letting her recuperate to her full strength.

With Duskbringer slain, Valarken tries to corrupt the Warriors, especially if still present through Fivin, letting them slowly question and abandon their bond to Sehanine Moonbow.

R18. GUARD TOWERS

You can read or paraphrase the following:

Forty-five-foot tall stone towers rise up on the sides of the keep, looking down upon the glade below.

These towers were used by the elves as places of respite as well as fortifications. This is clear due to the discarded books, archery targets, playing cards and other items left in these two towers.

The party can backtrack to the **Battlement** (see page 23) and the **Tel'Quessir** (see page 23) from the towers.

Orc Influence. Some of the orcs patrol from the battlement irregularly to the towers closest to the cliffside, especially when trying to escape Duskbringer's gaze.

If the characters put an end to the spirit of Valarken, but let Duskbringer escape, she tries to reclaim Ravenglade Keep but destroys it, if she is denied once again.

RETURNING THE CHILDREN

Lia is understandably overjoyed if her children are returned, although she has little to offer the characters by way of a reward. However, Aelar, seeing the great effort they have gone through to rescue the children, relinquishes Moonpetal to the characters.

UNCOVERING FIVIN'S PLOT

If the characters discover the dark experiments that Fivin is doing on Lucan, and the party reveal that information to Lia and Aelar, they expel Fivin from the warriors.

If Lia learns about the fate of Lucan, she is utterly shaken and tries to kill Fivin.

FIVIN'S CORRUPTION

If Fivin can successfully hide his machinations, he continues his experiments. After his failures with Lucan, Faen becomes his next subject. Faen ends up corrupted and malformed, and ends up slaying the Warriors and Fivin. Now, he stalks Ravenglade Keep, waiting for new prey.

The Witches

If the party enlisted Marlas Moonglove's help, she wants to claim the grimoire from them. She then uses the tome to enslave the Ghostly Fox, which allows the hag to overtake the forest almost entirely, drawing in more hags with which Marla can form a coven, like the novice Wanda Wolfbriar and the more experienced Glinda Gilt-Leaf.

Appendix A

Denizens of the Wood of Sharp Teeth

The following appendix contains the stat blocks for additional monsters required to run this adventure.

DUSKBRINGER

Large dragon, chaotic evil

Armor Class 17 (natural Armor)

Hit Points 127 (15d10 + 45) (currently at 77, see **Duskbringer's Respite** on page 8)

Speed 30 ft., fly 70 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	10 (+0)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive perception 16

Languages Common, Draconic

Challenge 7 (2,900 XP)

Amphibious. Duskbringer can breathe air and water.

Wounded. Duskbringer was wounded in her previous fight, reducing her hit points, speed and claw attack bonus and damage, as well as her Acid Breath (included where appropriate).

ACTIONS

Multiattack. Duskbringer makes three attacks: one with its bite and two with its damaged claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Damaged Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Acid Breath (Recharge 5–6). Duskbringer exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

GHOSTLY FOX

Large fey, chaotic good

Armor Class 18 (natural Armor)

Hit Points 165 (30d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	11 (+0)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +7, Con +3, Wis +6, Cha +7

Skills Nature+4, Perception +6, Stealth +7

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing and slashing from non-magical attacks

Damage Immunities poison

Senses blindsight 30ft., truesight 60 ft., passive perception 16

Languages Sylvan

Challenge 7 (2,900 XP)

Incorporeal Movement. The Ghostly Fox 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.

Innate Spellcasting. The Ghostly Fox's spellcasting ability is Charisma (spell save DC 15). The fox can innately cast the following spells, requiring only verbal components.

At will: *druidcraft, misty step, thorn whip*

1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep*

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

Speak with Beasts and Plants. The Ghostly Fox can communicate with beasts and plants as if they shared a language.

Tree Stride. Once per turn, the Ghostly Fox can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be medium or larger.

ACTIONS

Fey Charm. The Ghostly Fox targets one humanoid or beast that it can see within 30 feet of itself. If the target can see the Ghostly Fox, it must succeed on a DC 15 Wisdom saving throw or be magically charmed. The charmed creature regards the Ghostly Fox as a trusted friend to be heeded and protected. While the target isn't under the Ghostly Fox's control, it takes the Ghostly Fox's requests or actions in the most favorable way it can. Any time the Ghostly Fox or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. Otherwise, the effect lasts 24 hours or until the Ghostly Fox dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the fox's fey charm for the next 24 hours. The Ghostly Fox can have no more than one humanoid and up to three beasts charmed at a time.

GRUTOK DOOMSPEAR

Medium humanoid (orc), chaotic evil

Armor Class 16 (chain mail)

Hit Points 45 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Str +5, Con +5, Wis +2

Skills Intimidation +4

Senses darkvision 60 ft., passive perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, Grutok Doomspear can move up to its speed toward a hostile creature that he can see.

Gruumsh's Fury. Grutok Doomspear deals an extra 4 (1d8) damage with a weapon attack (included in the attacks).

ACTIONS

Silvered Greataxe. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 16 (1d12 +5 +1d8) slashing damage.

Battle Cry (1/day). Each creature of Grutok Doomspear's choice that is within 30 feet of him, can hear him, and not already affected by battle cry gain advantage on attack rolls until the start of Grutok Doomspear's next turn. Grutok Doomspear can then make one attack as a bonus action.



WARRIOR OF SEHANINE

Medium humanoid (wood elf, shapechanger), any

Armor Class 11 humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 33 (6d8+6)

Speed 35 ft. (45 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from non-magical attacks not made with a silvered weapon

Senses darkvision 60 ft. passive perception 14

Languages Common, Elvish (can't speak in wolf form)

Challenge 2 (450 XP)

Shapechanger. The Warrior of Sehanine can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment the Warrior of Sehanine wears or carries isn't transformed. It reverts to its true form if it dies.

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

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

Mask of the Wild. The Warrior of Sehanine can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist and other natural phenomena.

ACTIONS

Multiattack. (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or shortsword.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 1) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws. (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

Shortsword (Humanoid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Fivin "Feather" Hanali

Oh, you care about this scraggly wolf? Very well, bring me the grimoire and the wolf is yours.

—Marla Moonglove

APPENDIX B

Witches Three

Upon escaping Ravenglade, Faen fled into the forest where a coven of hags, led by Marla Moonglove, captured him. Marla holds Faen hostage, bound and muzzled in his wolf form. Taking his necklace and casting a ward has allowed Marla to suppress Faen's transformation process while he's in the house. Marla wants to use Faen as a sure way to get to the grimoire in Ravenglade Keep.

If the characters encounter Syllin, she discloses that Faen escaped Ravenglade Keep to find help, she but has no idea where he went. She worriedly asks whether the characters have seen him.

If the characters choose to find Faen after speaking with Syllin, they can search the Wood of Sharp Teeth.

In her quest to control the forest, Marla has been building alliances with plant and fey creatures, including the dryads. While many of these creatures reject her offers, some accept, not knowing that Marla is first and foremost motivated by her own goals.

Marla has convinced some of the dryads she is going to break their bonds to the trees if they aid her in wresting control of the forest from the Ghostly Fox. Other dryads regard her with scorn and remain on the side of the Ghostly Fox.

NO DAMSELS, MUCH DISTRESS

Add Witches Three into the Warriors of Sehanine adventure module with care. This addition raises the CR for the Marla's Cottage encounter immensely, especially if the characters are prone to draw their weapons and cast their spells quickly. An easy and quick remedy is to exclude the shambling mound in the garden (see page 35).

The Dryad

The Wood of Sharp Teeth is home to dryads, which the players may come across in the random encounters. This encounter can substitute **The Dryad** encounter (see page 11) in the main adventure and can also point the characters to Marla's cottage.

As the characters traverse the forest, something shimmers among the trees. A golden creature appears in a tree before the characters.

If Syllin is with the characters, she throws out an arm to stop them, informing the characters that the creature is a dryad. Dryads only speak Sylvan or Elvish. If none of the characters know these languages, Syllin agrees to translate on their behalf. When the dryad speaks, her voice sounds like rustling leaves.

If the characters or Syllin choose to speak to the dryad, you can read or paraphrase the following response:

"Hail, visitors of the forest," says the dryad. "You have entered the territory of Marla Moonglove, who oversees this area. You would do well to proceed with caution for Marla has many watchers whose eyes are upon you now. Continue forth, and you will come across her cottage, where she resides with her sisters. Remember: The way you treat the forest is how you will be treated in return."

The dryad regards the characters warily. If the characters make a hostile action toward her, the **dryad** attacks.

If the dryad sees the necklaces gifted to the characters by Lia Pianthis, the dryad points them in the direction of Marla's cottage and you can read or paraphrase the following:

The dryad peers closely at those she has just encountered in the forest. A necklace, gifted from Lia Pianthis, catches the rare ray of forest light and glints, and the dryad narrows her eyes. "I have seen such an amulet before, on a young boy who passed by here not long ago."

The Cottage in the Forest

The characters come to a small wooden cottage in the forest. The cottage has a front door, a back door and two small windows. Around the back is a garden. This is the home of **Marla Moonglove (green hag)** and the members of her coven, **Glinda Gilt-Leaf (green hag)** and **Wanda Wolfbriar (green hag)**.

As the characters approach the cottage, you can read or paraphrase the following:

The trees open into a clearing with a small, crudely built wooden cottage. The front door of the cottage is open. Around the back is an overgrown garden. Voices from within the cottage can be heard outside.

THE WITCHES THREE

- Marla disguises herself as a half-elven druidic woman. She has dark auburn hair loosely braided and adorned with wooden beads, and she wears a simple green, slightly muddied, linen dress. She likes to cultivate plants and fungi. She is oldest of the three and the coven's leader.
- Glinda also appears half-elven, with dark blonde hair bound into a tight braid. Glinda does Marla's bidding and enjoys bossing Wanda around.
- Wanda is the youngest hag and follows Marla and Glinda's example, portraying herself as half-elven. While Marla and Glinda make believable half-elf druids, Wanda's disguise hints more at her true form. She has black hair that hangs in knots around her face, and her clothes are torn and grimy. She is small and wiry, and despite her size, often hunched over.

GENERAL INFORMATION

The following features are common around the cottage.

Mushrooms. Colorful and odd-looking fungi grow in abundance from the damp soil surrounding the cottage. All these mushrooms are poisonous to eat.

Owls & Bats. The Wood of Sharp Teeth is home to many winged creatures, and some especially enjoy the dark area of the cottage. A cluster of four owls perches on the cottage roof, and a few bats hang from the gutters.

Lowlight. Although the cottage is in a clearing in the forest, the spindly trees remain tightly woven over the cottage, blocking out much of the sunlight. Small rays penetrate through a rare gap in the trees. However, the light here is considered dim, which means that characters have disadvantage on Wisdom (Perception) checks that rely on sight.

Approaching the Cottage

The way the characters choose to approach the cottage results in different options. Below outlines the two paths and potential outcomes for each.

Approaching Directly

If the characters are hostile and storm the coven's house, Marla's shambling mound in the garden attacks the characters first, and the whole coven joins in on combat.

If the characters approach without hostility, they meet Marla (see **Meeting Marla**).

MEETING MARLA

If the characters approach the cottage after the argument (see **Approaching Stealthily** on page 33), they catch the attention of Glinda and Wanda. The two half-elf druids usher the characters to Marla. The characters also encounter Marla if she catches them sneaking around the garden. Regardless of how she meets them, Marla is not hostile unless provoked, for she hopes to use the characters to gain what she wants.

She approaches the characters and introduces herself, claiming to be a longtime resident of the forest, along with her two sisters. A passive Wisdom (Perception) of 14 or greater draws the characters' eyes to a gleaming metal chain peeking out of her pocket; the cord of Faen's necklace. Marla asks the characters what they're doing in the forest. If they share their intention to go to Ravenglade Keep and defeat Duskbringer, Marla shares that there's something she's hoping to acquire from the keep: a grimoire.

Marla says the grimoire contains information about how to commune with the fey spirit guarding the forest. A successful DC 16 Wisdom (Insight) check reveals this is not entirely truthful, although there is a grain of truth since Marla wants to rid the forest of the fey spirit and rule the forest herself.

Marla offers the characters an enchantment to help them obtain the grimoire and defeat Duskbringer. If asked why she cares about Duskbringer's demise, Marla says the dragon is a threat to the forest.

MARLA'S ENCHANTMENT

To help the characters succeed at retrieving the grimoire, Marla offers an enchantment that she calls the bone witch's binding. The bone witch's binding bestows the *death ward* spell upon the characters until it is used, or dispelled. A successful DC 16 Intelligence (Arcana) check reveals that Marla has woven in a little extra magic into the enchantment that tracks the characters through the forest.

If asked about this, Marla simply says she wants to make sure the characters are okay. A successful DC 17 Intelligence (Insight) check on Marla reveals that Marla is not being entirely truthful. In truth, it allows Marla to follow the characters through the woods.

Hateful Hags. If the characters enlisted the help of **The Ghostly Fox** (see on page 13), Marla is only helping if they relinquish the gift the party got from the fox. She justifies this move with accusing the Ghostly Fox of being one of the evil fey spirits she tries to fend of.

If the characters accept the bone witch's binding, you can read or paraphrase the following:

The half-elf reaches into her hessian satchel and pulls out the skeleton of a rabbit. The bones are connected by strands of what must be hair.

"Don't fear the poor dear, it's a grisly necessity I'm afraid. The bone witch's binding is an old kind of magic, but nothing to be scared of."

She peers into her satchel again, then furrows her brow. "Wanda! Glinda!" Marla shouts. Two half-elven women appear from inside the cottage, looking agitated. "Where is the thyme?" Marla demands.

Glinda reaches into her pocket, retrieves a strand of fresh thyme dotted with bright green leaves, and hands it to Marla. Wanda's nose twitches at the heady scent, and she makes an odd sort of growl low in her throat.

Marla encircles the rabbit's neck with the twine of thyme. Slowly, Marla begins a strange sort of hopping dance around you, shaking the cony skeleton with each jump. As she circles you, she gets faster and faster, and starts throwing a fungal-smelling powder into the air over your heads. At the zenith of the ritual, Marla calls out in a strange tongue, her body shaking with the effort.

The frantic druid tumbles back, clearly exhausted.

"Forgive me." She mutters. "I'm not as fit as I used to be. The enchantment will turn away any blade destined for your heart for as long as you remain in the woods."

Approaching Stealthily

While the hags are arguing, a successful DC 13 Dexterity (Stealth) check allows the characters to get close to the house without being detected. Succeeding in a DC 15 Wisdom (Perception) check reveals a **shambling mound** in this area of **The Garden** (see page 35). Failing this check and moving into the shambling mound makes it hostile, and the characters are surprised.

Failing the Stealth check or engaging in combat with the shambling mound alerts Marla to a sound outside the house; depending on how far off the characters were from passing or failing the check, the DM can decide if Marla sees the characters or simply goes outside to investigate.

On a successful Stealth roll, the characters can hear the argument. Inside the cottage, Marla, Glinda and Wanda are arguing about what to do with Faen.

You can read or paraphrase the following:

Three raspy female voices argue loudly, and the sound carries into the garden.

"A waste of a perfectly good meal, if we keep him alive!" one exclaims.

"Hush, Wanda," says another. This voice is calm and logical, although not without its own hint of impatience and annoyance.

"The wolf is our leverage. The Warriors will come for him, and we can trade him for what we need."

"But they outnumber us and will kill us for holding the wolf hostage!" The first voice continues to plead. "Let's just eat him," she whines.

A third voice joins the conversation, making a noise of disgust.

"Think beyond your appetite, Wanda. I agree with Marla. Don't do anything stupid!"

You hear something that sounds suspiciously like someone being smacked upside the head, and a subsequent, "Ow!"

"Get back to cleaning, Wanda, and don't you dare think about eating the wolf," says the third woman, infusing her order with a threat.

Sneaking in the open. If the characters wait until the fight ends, the Dexterity (Stealth) check should be raised to DC 18, for Marla is outside in the garden. Failing this check prompts an interaction with Marla. (See **Meeting Marla** on page 33.)

Infiltrating the cottage. A successful DC 18 Dexterity (Stealth) check allows characters to approach close enough to peek inside the cottage, either through a window or the front door, which is cracked open a few inches. The characters can see Wanda and Glinda inside the main room of the cottage. Glinda sits at a wooden table, grinding herbs with a stone mortar and pestle. Wanda lurks in front of a closed door, cleaning the floor with a broom.

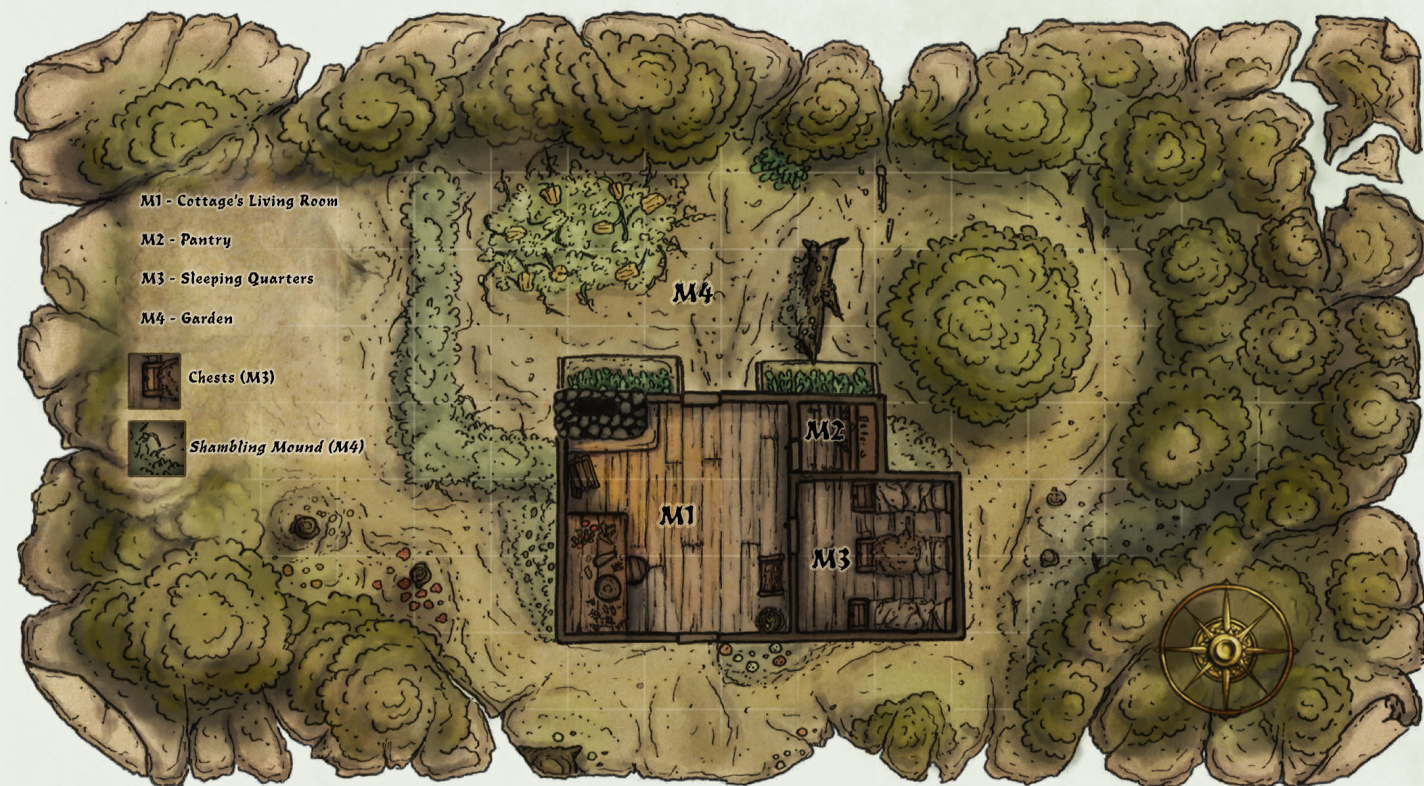
If the characters can see inside the cottage, you can read or paraphrase:

The cottage is small, functional, and unkempt. The back door is open to allow easy access into the garden, and as such, the wooden floor is covered in a layer of dirt.

A fire crackles in the stone hearth; the stone continues up the wall, forming the chimney, which funnels the smoke out into the clearing. A wooden table, covered in chipped clay bowls filled with colorful substances, a mortar and pestle, various feathers, and a dozen mushrooms recently plucked from the soil, sits next to the hearth.

Inside the cottage are two doors. One is open, revealing a small, windowless room with three beds covered in ragged blankets. A small wooden chest sits at the foot of each one. The other door is closed.

Across from the front door is the door leading into the garden.



A SLIGHT MISUNDERSTANDING

If the characters allude to hearing the druids discussing a “wolf” during their argument, Marla and Glinda deflect and try to brush it off, claiming they recently found a dead wolf in the forest and are curing its hide to use for a blanket. A successful DC 6 Intelligence (Insight) check by the characters sees through this ruse.

01. THE COTTAGE'S LIVING ROOM

The main living space is sparsely furnished and contains a small hearth in the left corner, used for cooking. A wooden table near the door is covered with mushrooms, herbs, and other flora. A large stone mortar and pestle also sits atop it.

You can read or paraphrase the text if the characters can see inside the cottage. (See **Approaching the Cottage** on page 32.) However, reasonable changes should be made depending on where the characters are entering from

02. SMALL PANTRY

The pantry, where Faen is held, is stocked with canned preserves, empty vials, and drying herbs and flowers. A successful DC 14 Wisdom (Medicine) check reveals the plants are all poisonous. Faen is in the pantry, bound and muzzled. (See **Freeing Faen** on page 35.) The hags do anything to prevent the characters from reaching the pantry, eventually turning hostile if the characters continue to make an attempt to investigate it.

If the characters open the pantry, you can read or paraphrase the following:

A young wolf, bound and muzzled, flinches at the sight of you. Its fur is matted and dirtied, and it looks thin and weak. Behind the wolf are crudely built floor-to-ceiling wooden shelves. An assortment of dried, leafy plants and colorful ground-up powders fill glass jars and containers made of braided twigs. But the aroma of the plants isn't earthy and herbaceous; there is something unpleasant about the substances in the pantry.

If Syllin is visible to Faen, you can add the following:

The wolf's eyes widen with excitement and relief at the sight of Syllin, and it stops shivering for a moment.

If the characters have Lia's necklace with them, visible to Faen, he calms at the familiar sight.

03. SLEEPING QUARTERS

You can read or paraphrase the following:

This chamber is small and windowless and as such, is quite dark. A beam of light filters in from the other room, illuminating particles of dust. The room contains three beds, each covered with ragged, moldering blankets. The wooden walls show signs of rot from the rain and dew that trickles in from the outside. There is a chest at the foot of each bed.

The second-largest room is where the hags sleep. The room contains three beds with ragged blankets, and a chest at the foot of each one. Each chest contains items specific to each of the hags.

Marla's chest. The chest is unlocked but trapped, which can be detected with a successful DC 14 Intelligence (Investigation) check. If the trap is not disarmed, the hinge emits a puff of poison, causing 1 point of poison damage.

The chest contains an interesting variety of items that alludes to Marla's personality and aspirations, including an *alchemy jug* and several empty vials that all look very different, hinting that they may have been collected from various places. A stack of parchment has been torn from a notebook. Two spells—*faerie fire* and *sleep*—are neatly written in ink on two separate pages, accompanied by simple drawings that depict the effects of the spell. Marla has made notes on these pages in thin charcoal, and her handwriting is much less refined. Additional notes in this stack, written in the same neat handwriting as the spells, refer to a research expedition in Baldur's Gate. The writer notes their interest in catching a glimpse of the Ghostly Fox.

Glinda's chest. Glinda's chest is locked. Succeeding in a DC 16 Dexterity using thieves' tools opens the lock. Glinda's belongings hint at her desire to become more than just a subservient member of Marla's coven. Her chest contains a small wooden mortar and pestle; three small wooden boxes; and a stoppered vial of one *potion of longevity*. Each wooden box contains a powdered substance. A successful DC 12 Wisdom (Medicine) check confirms that one box contains unicorn horn; another contains powdered nightshade; and the other contains powdered charcoal.

Wanda's chest. Wanda's chest is unlocked. Wanda keeps an odd assortment of gemstones, coins, and animal bones, amounting to a value of 250g. All her belongings are scattered around the chest, not neatly organized like her sisters' items. Curiously, the coins Wanda possesses are from different areas of the world, lifted from the corpses of the unfortunate hunters and ill-equipped adventurers who encountered a hungry and feral Wanda.

04. The GARDEN

You can read or paraphrase the following:

In the back of the rustic abode is a garden, unkempt and overgrown, filled with spindly flowers, scaffolded peas, and vines heavy with gourds.

Succeeding in a DC 15 Intelligence (Nature) check or a DC 15 Intelligence (Investigation) check reveals a **shambling mound** in the garden, hidden among the overgrowth.

If the characters approach the shambling mound at this point, it does not attack them. The shambling mound is under the control of Marla.

FREEING FAEN

The characters can attempt to rescue Faen. Some potential outcomes are outlined below. Regardless of which route the characters take, Faen can be found inside the cottage's pantry. (See **Small Pantry** on page 34.) The pantry door is closed, but if the characters are inside the cottage, they can detect his presence with a successful DC 14 Wisdom (Perception) check, alerting them to the sound of muffled noises coming from the pantry. While Faen is in the house, he is prevented from transforming out of his wolf form, even if his necklace is returned to him. Syllin recognizes Faen in his wolf form. Once he is away from the cottage and in possession of his necklace, he returns to his original state. However, he is too weak to assist in any fight.

FIGHT TO FREE FAEN

If the characters choose to attack openly, all three hags turn to fight, and call upon the **shambling mound** (see **The Garden** on page 35). The characters can retrieve Faen once the hags are defeated.

DRUIDIC DIPLOMACY

An alternative to combat is to find a way inside the cottage and convince the hags to give up Faen. Each hag can be bargained with and has her own motivations.

Feeding Wanda. Wanda disagrees with Glinda and Marla and is driven by her unsatiated hunger for flesh. A successful DC 15 Charisma (Persuasion) check convinces Wanda to let Faen go if she thinks she is going to have a larger, meatier creature to consume instead. If the characters refuse to let her eat Faen, Wanda asks for one of the characters in exchange and eventually turns hostile if she is denied any chance to feed. Wanda acts feral and is hard to reason with, and her attention span is short.

Conspiring with Glinda. Glinda resents having to follow Marla's lead, although she agrees with using Faen as leverage against the Warriors. She doesn't display her resentment to Marla; she keeps Marla entertained while working to amass her own power. Glinda seeks to break free of the coven and obtain power on her own as a warlock, a path she has seen Marla embark on and seeks to follow in her own way.

Glinda has attempted to find a patron who provides her with what she needs so she can overthrow Marla and take control of the forest. So far her quest has proven fruitless, and she agrees to let Faen go if the characters help her defeat Marla. Glinda then serves as an ally to the characters in any subsequent fight against her sisters.

Bargaining with Marla. Marla is willing to trade Faen in exchange for the grimoire. Marla does not make this offer early in the encounter with the characters; this is a last resort for her.

ARMED WITH ALLIES

The characters do not have to approach the hag's cottage alone. They may instead and the assistance of two potential allies:

Sneaking with Syllin. The characters may choose to bring Syllin along to help find Faen. Upon learning that Faen is inside, Syllin wants to take a stealthy approach and avoid attacking the hags outright.

Calling to Higher Spirits. The characters can enlist the help of the Ghostly Fox. Faen's necklace holds an enchantment linked to the Ghostly Fox's power, which means that if the necklace is separated from its rightful owner for more than a day, the Ghostly Fox detects that something is amiss.

The necklace can be used to summon the Ghostly Fox. With a successful DC 16 Intelligence (Arcana) check, characters can learn that the necklace can summon a fey creature but won't know that the fey creature is the Ghostly Fox.



Marla Moonglove

When the Ghostly Fox is summoned he sends the aid of **1 dire wolf** and **1d6 + 2 wolves**. The wolves attack anyone who is not a Pianthis or an ally of the Pianthis.

If the characters use the summoning power of Faen's necklace, you can read or paraphrase the following:

The illuminated outline of the Ghostly Fox appears at the outskirts of the cottage area, and suddenly more eyes blink in the shadows. The Ghostly Fox himself remains shrouded in the tree line, but an unnaturally large wolf pack emerges from the forest, silver eyes gleaming. The wolves release a collective, ear-piercing howl, wait briefly for a response, then rush in at once, attacking anyone in sight who is not an ally to the Pianthis family.

If Duskbringer has already been defeated when the characters go to free Faen, the grimoire can still be used as a bargaining chip if they took it from Ravenglade Keep. Marla is willing to trade Faen in exchange for the grimoire.

If the characters do not have it and attack outright, they have to fight Marla, her sisters and the **shambling mound** (see **The Garden** on page 35) that comes to Marla's aid. The characters can also attempt a stealthy entrance into the cottage; it helps if they create a distraction to lure Glinda and Wanda outside.

REUNITING WITH FAEN

If Faen is successfully freed, Syllin and Faen have a heartfelt reunion. But rather than a weepy, dramatic embrace, the Pianthis siblings enthusiastically greet one another; Syllin ruffles Faen's hair, and Faen pinches her in response, which causes Syllin to tug on his wonky ear. Despite their mildly aggressive behavior, it is easy to see how deeply the Pianthis siblings care about one another.

Faen's Plea. If Faen is freed before the characters find Syllin, he reveals his true nature as a werewolf and asks the characters to rescue his sister. Although he is too weak to fight, he does what he can to aid in the rescue.

THE PIANTHIS SIBLINGS' NECKLACES

The necklaces that Faen, Syllin and Lia wear are bound to the Pianthis bloodline and are remnants of a rich magical history. Lia offering hers to the characters is a monumental gesture of trust. Each necklace contains parts of what was once a larger relic, which served as a ward of the Wood of Sharp Teeth. Much like Aelar's sword, Moonpetal, the necklaces are linked to the elves who once lived in Askavar.

The Pianthis necklaces can be used to summon the help of the Ghostly Fox, alluding to the history of the family's link to the Wood of Sharp Teeth. Because the necklaces tie to the Pianthis bloodline, the summoning only works by a member of the Pianthis family. The Ghostly Fox can sense when the Pianthis family is in mortal danger; however, the one seeking help needs to stand on the soil in the Wood of Sharp Teeth to effectively summon the fey being.

WONDROUS WOODS

Witches Three is one of many examples on how to change the events in the Warriors of Sehanine adventure module. Feel free to take some of the elements and give them a good shuffle.

What if Syllin made it down Sky's Ascend instead of Faen and the Ghostly Fox found her, not revealing her location, until Faen is rescued as well?

What if Marla could convince the orcs to work for her, once they made it to the keep and she has a firm grip over the wood enslaving the Ghostly Fox to do her sinister bidding?

What if Lucan escaped the Star's Council and stalks the Wood of Sharp Teeth with an unquenchable thirst for blood?

The answer to all of that lies with you!

How DANGEROUS Is A WOUNDED DRAGON?

A black dragon has seized Ravenglade Keep, though not without resistance!

Badly wounded in the fight, the Warriors of Sehanine have fled their home and now turn to the outside world for help.

There's no time to lose! Can you arrive at Ravenglade Keep in time and discern allies from foes on the way?

A **DUNGEONS & DRAGONS** adventure for characters of level 3 to 5.

