



RISING SHADOWS

troubled visions

D&D
**ADVENTURERS
LEAGUE**

CCC-BMG-moon6-2

a. s. evrard

RISING SHADOWS

TROUBLED VISIONS



A newly opened moonwell proves unstable. An eladrin community in the Feywild calls for aid, as their home has been torn asunder and transformed by planar rifts. You must enter the moonwell to seal the rifts threatening the region before this instability pours over to the Prime Material.

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

By A. S. Evrard

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Producer: Baldman Games
Lead Editor: Amy Lynn Dzura
Moonshae Story Architect: Eric Menge
Cartography: Sydney Cook, Mike Schley
Cover Illustration: Ullision [Shutterstock]
Design & Layout: Erik Nowak
D&D Adventurers League Guildmaster: Chris Lindsay
D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett
D&D Adventurers League Administrators: Amy Lynn Dzura, Claire Hoffman, Greg Marks, Alan Patrick, Lysa Penrose, Travis Woodall



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Adventure Primer

Faerie is a grand place, full of wonder and glory. Just don't forget yourself, remember everything is a magical fabrication, and try not to get too upset when you discover thirty years have passed since your return.

—Elminster

Background

After the new Seers of Rushwood declared the Rushwood moonwell be opened, all seemed well. The Earthmother's power grew, and nothing came forth from her wells to ransack and destroy the isle of Alaron. Through the moonwell, a portal was opened, allowing communication and the possibility of trade between the Feywild community of Temerity Bay and the isles of the Moonshaes.

Now, however, the portal is disturbed. Communication with Temerity Bay has been cut off, and the Weave wobbles in the region. Druids call to the Earthmother for answers but receive none. Elven-accented ravens squawk from rooftops in Dorset and elsewhere, summoning adventurers to the Rushwood forest. Seers **Riwal** and **Olivia** call for aid once more.

Episodes

The adventure is spread over three episodes and should be contained to two hours of play. The adventure begins with a Call to Action scene.

- **Episode 1: Don't Blink.** The adventurers enter the Rushwood moonwell and travel to the Feywild community known as Temerity Bay. This is the **Call to Action**.
- **Episode 2: Seal Your Gaze.** The adventurers must seal the planar rifts powering the burgeoning portal in the fountain. They must choose which of the rifts they will seal — each is dangerous in its own way, and there may not be time to close them all. This is **Story Objective A**.
- **Episode 3: No Witnesses.** With a flash of light and a deafening blast, the Unseelie Count Uznezzir arrives with his retinue and threatens the settlement. His spirit was sealed within the fountain for horrible crimes against nature, and he is furious at anyone and everyone who surrounds his imprisonment and release. This is **Story Objective B**.

Bonus Objectives

This adventure additionally includes two 1-hour bonus objectives that may be pursued given adequate time. These objectives may be found in the appendices.

- **Bonus Objective A: Family Legends.** Waiting at the moonwell is Mairin Saliquelin, a half-elf emissary from the Sarifal Faithful, a group that encourages relations with the Fey. Mairin has a request: Confirm her family's legend that they have an eladrin ancestor. Mairin does not believe that she is the product of infidelity, but of latent bloodline. Her only clue is an ancient stone marked with cuneiform language, a lost script that she says is a name: "Aodh." It would be impolitic for her to pursue a claim of lineage so swiftly upon opening relations, but she can't help but want to know the truth.
- **Bonus Objective B: Blind Obedience.** Closing a rift does not close off another quadrant if using this objective; all four rifts must be sealed.

Episode Sequence

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

How Will You Play?

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

Story Objectives Only

The players begin with Episode 1. During Episode 2, sealing one rift will cause another quadrant to become inaccessible, limiting the size of the dungeon. Once two rifts have been sealed OR you are 30 minutes away from your end-of-play time, Episode 3 begins.

Bonus Objectives

You can extend the adventure by one hour each per bonus objective. Each quadrant should take a half hour to complete. If including **Bonus Objective A**, Mairin is present in **Episode 1**. If including **Bonus Objective B**, sealing a rift does not cause another quadrant to seal off.

Quadrant Choice

Each of the quadrants has multiple paths through. Not all scenes will be used. Options will be presented at the beginning of each quadrant. For expediency's sake, you should choose which options are used, but the players should choose the quadrant. The Bay and Park are shorter than the Library and Residences, because they do not have a monster at their rifts. Use this information when sealing a quadrant (e.g. if the Park's rift is sealed, you should close off the Bay).

Episode 1: Don't Blink

[Call to Action]

Estimated Time: 15 minutes

Scene A. Unforeseen Consequences

The adventure begins at the Rushwood Moonwell, recently cleared of hostile monsters and reopened to the Feywild. The opening, however, has proven unstable. Planar rifts threaten the fey community of Temerity Bay, located in the Feywild.

Depending on whether the adventurers took part in the previous series, their reasons for entry may differ. See **Appendix 3A** for a map of Alaron.

- **Opened the Rift.** It was by your hand that the moonwell was opened—Seer Olivia has summoned you again, for chaos reigns in the realms beyond. Arriving at the moonwell, the adventurers discover the Seer in a deep trance before the moonwell.
- **Heard the Call.** Riwal of the Llewyr has put out a call for aid. Olivia, the new Seer of Rushwood, has gone into a deep trance, and the moonwell is unstable.

Area Information

The area has the following features.

Dimensions & Terrain. The moonwell is surrounded by tall trees; the well appear to have no bottom, but lilies dot its surface and animals react to it as a normal pond.

Weather & Lighting. A storm roils overhead, the vortex centered on the moonwell. Occasional gusts of wind and rain knock against the party, pattering on arms and armor. The area is dimly lit and the wind is strong.

Smell & Sounds. The aroma of wet soil, the howling of wind and the sharp, spiced tang of an otherworldly forest, somehow soured. The smell of food wafts from the moonwell, sickly sweet.

Creatures/NPCs

The two Seers of Rushwood, **Olivia Eriniur** (LN female [she] human **archmage**) and **Riwal** (CG nonbinary [they] Llewyr elf **archdruid**) kneel before the moonwell, which churns violently. Olivia is not particularly able to speak with the characters, busy murmuring an incantation for the duration. Riwal is tending to a wounded eladrin, **Last Leaf Celestri** (CN male [they] fey), the leader of Temerity Bay.

Objectives. Olivia is focused on maintaining the moonwell's stability. Riwal is as well, but through other means. Riwal is tending to Celestri, who has been badly wounded. They want the moonwell stabilized. Celestri wants his home back.

What Do They Know? Celestri explains the situation beyond the portal. Due to events on the Prime Material (notably the opening of a planar gate in MOON6-1), a protective ward was broken, and an Unseelie Count named Uznezzir has escaped, intending to claim Temerity Bay for his own. Uznezzir was imprisoned beneath the statue for terrible crimes so foul eating babies seems like a misdemeanor. They only have hours before his prison collapses, and Celestri isn't sure what will happen when it does, but he's sure it will be bad. The only way in is through the moonwell, and there is no way out until the rifts are sealed—Temerity Bay has been subsumed by Uznezzir's prison and is now a demiplane of its own.

Riwal doesn't know much about Uznezzir, but legends speak of a fey with that name who snuck into homes and stole freshly born babies for meals, straight from their mother's arms. That's not the kind of individual anyone wants traipsing about. The chance for new allies is something that can't be ignored as well. Celestri and his fellow fey beyond are members of the Autumn Court, a generally neutral coalition of rebels and outcasts who don't fit into either the Seelie or Unseelie Courts. They're usually chaotic but rarely intentionally cause harm. Helping them is a worthy cause.

Bonus Objective A

Waiting at the moonwell is **Mairin Saliquelin**, (CG female [she] half-elf) a half-elf emissary from the Sarifal Faithful, a group that encourages relations with the Fey. Mairin has a request: Confirm her family's legend that they have an eladrin ancestor. Mairin does not believe that she is the product of infidelity, but of latent bloodline.

Her only clue is an ancient stone marked with cuneiform language, a lost script that she says is a name: "Aodh". It would be impolitic for her to pursue a claim of lineage so swiftly upon opening relations, but she can't help but want to know the truth, especially given the current situation. Therefore, she hasn't even asked Celestri about this. (Celestri knows Aodh, but not if she is Mairin's ancestor)

Characters with a passive perception of 14 or more notice Mairin occasionally fondling a necklace of exquisite make: three maple leaves set in amber within a ring of strange wood, held up with silver chain.

Call to Action

Celestri states that the planar rifts tearing Temerity Bay apart will extend to the Prime Material if they are not sealed. Not only that, but the foul fey Uznezzir threatens the citizens of Temerity Bay and beyond. The adventurers must battle the rifts and ensure this chaos is not let loose into the world.



Episode 2: Seal Your Gaze

[Story Objective A]

Estimated Duration: 60 minutes

Setting: Temerity Bay

The characters arrive at the Feywild haven known as Temerity Bay. Temerity Bay has been torn apart by the opening of the Rushwood Moonwell. Only the central square with its moving fountain of Corellon Larethian remains intact, but instead of looking over the quarters of a timeless town Corellon's gaze now falls on the quadrants of an elemental dungeon. The bay, the park, the library and the residences themselves have all been transformed. Wisps of fey spirits drift through the air, their energies distorted and trapped by the moonwell's sorceries.

See **Appendix 3B** for a map of Temerity Bay.

Prerequisites

The adventurers begin this section after entering the Moonwell during the **Call to Action**.

Story Objective A

Closing two rifts and stopping the Unseelie Count Uznezzir is Story **Objective A**.

There are **four** rifts, each in one quadrant. Each quadrant is treated as a mini-episode with multiple scenes. Each rift must be sealed either by performing a unique action or a savage beating. After sealing a rift the characters will be teleported back to the central square to decide where to go next. Rifts may be closed in any order, but sealing one rift makes another quadrant inaccessible, so only two will be used unless you are including **Bonus Objective B**.

After two rifts have been sealed, the Unseelie Count Uznezzir will appear and assault the adventurers. He erupts from the statue of Corellon Larethian, beginning **Episode 3**.

Area Information

The area has the following features.

Dimensions & Terrain. The square is 40 feet by 40 feet. The square features a dazzling mosaic of natural splendor beneath the gaze of a 30-foot tall statue of Corellon Larethian. The statue doubles as a fountain, water pouring from his upturned hand into a pool filled with terrified fish. Swirling energies of a terrible rift flow in the now-crimson waters. Thin lines of energy travel from the fountain to each quadrant. A heavy horror grows in the mind of whoever looks within or touches the energy lines.

There are four exits from the square, each leading to a vastly different area. (See **Appendix 6** for quadrant descriptions.)

Weather & Lighting. A storm of souls swirl overhead, the sun shining brightly through the eye. A chill wind blows from the park.

Smell & Sounds. The smell of flowers and brine is strong. Sylvan whispers and cries from fey both trapped and present haunt the square, understandable by characters who speak either Elven or Sylvan. A successful DC 15 Intelligence check reveals one or more of the phrases in the sidebar at the DM's discretion. Characters with a strong fey background, ancestry or class ability (such as elves or Warlocks of the Archfey) may make this check with advantage. This check may be repeated every five minutes of playtime (or, for simplicity, every time they enter a quadrant). Each of these phrases is a clue to later defeating Uznezzir.

"He eats only flesh."

"He cares for no hero."

"He laughs only at sorrow."

"He finds beauty in horror."

Creatures/npcs

Small fey cluster at the edges of the square, hiding from the adventurers. Satyrs, pixies and dryads are all here but wounded and terrified; their power comes from locations, and theirs have been essentially obliterated. They flee if approached, disappearing into foliage too dense to enter. Any character who speaks Sylvan may attempt to calm the fey. A successful DC 16 Charisma (Persuasion) check allows the adventurers to converse with one of the locals.

What Do They Know? Not much, unfortunately. Assuming they can be spoken with, the fey tell the adventurers about the different quadrants and that Uznezzir hasn't been seen yet, just monsters brought in who are loyal to him.

Bonus Objective A

If you are running **Bonus Objective A**, the fey state someone named Aodh resides in Temerity Bay but has been swallowed by the chaos. Uznezzir always fancied her, and she denied his advances for good reason. For whatever reason, Uznezzir used the chaos to trap her rather than instantly escape. She is trapped in a planar prison like Uznezzir's. The fey says the rift will make some sort of sound and should be more stable than the ones the adventurers are meant to destroy—in other words, they can likely enter.

Quadrant A: The Park

Area Order

Choose either:

Area 1, followed by **Area 2**

OR

Area 3, followed by **Area 4**

Finish with **Area 5**.

Area 1: A Cautious Camp

Once a park, this area is now a wasteland. A small path under icy trellises welcomes the adventurers to snow-covered structures, gazebos and benches.

A forest lies just beside the path, which curves around and reaches past the woods. Striking through would be a shortcut, but imprints in the snow suggest someone else has trod these grounds.

Area Information

The area has the following features.

Hidden Path. Characters who succeed on a DC 15 Wisdom (Survival) check discover paths that allow bypassing of either Area 1 or 2.

Dimensions & Terrain. The ice and snow combined with the natural terrain makes movement difficult.

Weather & Lighting. The sun shines brightly down upon the snow, affecting any characters with the Sunlight Sensitivity trait.

Smell & Sounds. The wind hisses across the park.

Creatures/NPCs

The forest guards a secretive camp of seven **quaggoths** drawn here by the planar distortion who do not wish to be disturbed. They distrust elves and characters speaking Elven and become hostile in the presence of either. The quaggoths may be bargained with, though since their language is lost only a *comprehend languages* spell will do. Otherwise, any Charisma check involving the quaggoths is made with disadvantage. If negotiations fail, the quaggoths chase the adventurers out of the woods and back to the path. They will flee if the adventurers prove too powerful.

Objectives. The quaggoths want to live in peace and have a home. They have traveled the planes searching for a place to live after fleeing the elves thousands of years ago.

What Do They Know? The quaggoths have been brought to some region of the Feywild from their most recent home on the Plane of Air. They sought refuge in the

woods from the elves they assume rule this place. They know a shortcut through the woods that would allow the adventurers to bypass **Area 2**.

Area 2: Frozen Riches

The path bends around the woods, climbing towards a bridge. A rock garden of incredible precision and beauty lays under a thick bed of frost and ice to the side of the path. Precious gems seem to line the ice, glinting with the faint glow of magic. The gems are ensorcelled to draw the eye and relax the spirit. Characters who spend more than one round in the garden must make a DC 15 Wisdom saving throw or fall asleep, subjected to terrible nightmares. Upon waking, sleeping characters take 10 (3d6) psychic damage. Characters must repeat the saving throw at the end of each round they remain in the rock garden.

Bonus Objective A

If including **Bonus Objective A**, Aodh's rift may be located in the center of the rock garden. If Aodh has already been rescued, disregard this and other **Objective A** notes.

Area Information

The area has the following features.

Dimensions & Terrain. The rock garden is 60 feet across. The ice and snow, combined with the natural terrain, make movement difficult.

Weather & Lighting. The sun shines brightly down upon the snow, affecting any characters with the Sunlight Sensitivity trait.

Smell & Sounds. The wind hisses across the ice.

Area 3: A Dangerous Crossing

An ice-covered bridge crosses a deep chasm that once held a mighty river. The bridge is etched with stories of Autumn Fey, great feasts and thrilling plays. These repeating motifs suggest this Autumn Court does little more than eat and entertain. The bridge is guarded by a wyvern who attacks any would-be crossers and chasm jumpers. Bypassing it is no simple task.

Creatures/NPCs

The **wyvern** guards this bridge fiercely; it was summoned into being through the Feywild's magics and is determined to defend the frozen park from any and all intruders.

Adjusting the Scene

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Strong:** The **wyvern** has 165 hp.
- **Very Strong:** The **wyvern** has 165 hp. Increase the wyvern's Strength score to 20, and its poison saving throw DC to 16.

Area Information

The area has the following features.

Dimensions & Terrain. The chasm is two hundred feet across. The bridge is twenty feet wide with small walls that provide quarter cover. The bridge is icy smooth. Characters must make a DC 15 Strength (Athletics) or DC 15 Dexterity (Acrobatics) or fall prone the instant they step onto the bridge.

Weather & Lighting. A snowstorm whips across the chasm, limiting vision to 40 feet. Strong winds gust across the bridge.

Smell & Sounds. The sounds of flapping wings and the occasional roar from the clouds mix with the howling winds.

Area 4: The Sword in the Lake

The surface of a crystal-clear frozen lake is broken by a skeletal hand thrusting an exceptional sword upwards. The sword glimmers with conjuration magic to those capable of magical sight. Reclaiming the sword leads to the lake 'melting' and swallowing any character stepping on its surface.

The trap is magical in nature; the ice is actually a kind of psychic slime that it will dissolve any flesh within it and leave metal unscathed. Any character who contacts the ice takes 7 (2d6) acid damage every round they remain touching. In addition, once the sword has been removed, images of happy, playing fey fill the lake.

Beautiful eladrin beckon the characters to return. Any character capable of sight within 30 feet of the lake must make a DC 15 Wisdom saving throw or be charmed into returning to the lake. The effect breaks as soon as the character take damage, or after one minute.

Playing the Pillars

- **Combat.** The wyvern has claimed the region. It will try to knock intruders into the chasm and attacks any flying characters first.
- **Social.** The wyvern is hardly sociable but a charismatic trainer could possibly calm the beast. It only wishes to defend its territory; if for whatever reason the adventurers can convince it they aren't a threat, it will leave them be.

- **Exploration.** The wyvern has been building a nest on the eastern cliff face. Having laid one egg already, if the adventurers were to discover the egg the wyvern would become very diplomatic indeed.

Treasure

The sword may be the *moon-touched sword* if that reward has not already been discovered.

Area 5: The Windy Peak

The final turn of the path leads to a windswept hilltop overlooking the chasm. A zephyr rift flutters capelike against the wind. Visions of crackling storms and booming doom ripple in the air. The rift must be sealed by either bringing its hit point total to zero or piercing it with non-magical fire. Fey spirits swirl about the hill, desperate to be returned to material form.

Area Information

The hilltop has the following features.

Dimensions & Terrain. The hilltop is a circle with a 30 foot radius centered on the rift. The snow is deep, and creatures smaller than Medium size will find it difficult terrain.

Weather & Lighting. Strong winds shriek and howl. The sun shines down and reflects brightly off the ice, affecting those with Sunlight Sensitivity.

Smell & Sounds. A strange, noxious odor like rotten eggs is on the wind, appearing to come from the rift itself.

Zephyr Rift

The rift is a magical object with the following statistics:

AC: 14

HP: 50

Damage Immunities: cold; bludgeoning, piercing and slashing from nonmagical attacks

Sleet Storm. Nonmagical fire is easily extinguished by the rift's winds, and the temperature is far below freezing. Any character within 20 feet of the rift must make a DC 15 Wisdom (Survival) check or have any carried flames be extinguished. In addition, any character that ends their turn within 20 feet of the rift automatically takes 7 (2d6) cold damage.

Portal Collapse. Once the rift reaches 0 hit points, it collapses in a violent swirling portal that swallows the entire quadrant. The adventurers are sucked in and after a brief transit through the star-lined corridors of the in-between, are returned to the statue of Corellon Larethian in Temerity Bay's central square.

Quadrant B: The Bay

Area Order

Choose either:

Area 1, followed by **Area 3**

OR

Area 2, followed by **Area 4**

Finish with **Area 5**.

Water Breathing Required!

If the party lacks access to *water breathing* or some other solution to the long swim distance, a blue dryad will briefly appear, speak in Sylvan (“please find my sister”), and cast *water breathing* on the party.

Area Description

All locations within the bay have the following features unless noted:

Dimensions & Terrain. The path between the coral is 20 feet wide. The outer coral wall is endless, and no amount of digging will grant escape. The inner walls are 15 feet thick. Unless otherwise stated, the characters are assumed to be walking along the bottom of the bay, not swimming—they are probably wearing armor and holding swords, after all. Treat this as difficult terrain, but otherwise use the normal underwater combat rules.

Weather & Lighting. The bay is brightly lit by a distant planar sun and luminescent coral and fish.

Smell & Sounds. Beyond the brine it’s difficult to smell, even with the aid of magic. Sounds are muffled to any character without a natural swim speed—some ears are designed for air, others water.

Area 1: A Crevice

Reef walls glimmer behind a towering mass of water. The mountainous ocean would be impossible anywhere but the Feywild. A path through beckons, lined with shattered ships and sharp coral. Though the waters are clear and clean, this unnatural sea sings of danger.

The first sight within the maze is actually a blockade. A jagged crevice in the coral appears the only way forward. A successful DC 16 Dexterity (Acrobatics) check navigates the passage. Characters with Swim speeds make this check with advantage. Any character capable of teleporting may do so through the crevice to the area beyond.

Expanding the hole physically or failing causes the coral to collapse and spread poison 30 feet into the surrounding

water. The poison automatically grants characters in the area the sickened condition until the end of the next encounter. In addition, characters must make a DC 14 Constitution saving throw or take 7 (2d6) poison damage.

Area 2: Merrow in the Morning

A school of fish scatters as the adventurers approach an open area lined with sea grass and tall kelp. Ghostly phantasms drift through the water, visions of the fey trapped by the planar distortion. Strange forms move through the wisps of green.

Bonus Objective A

If including **Bonus Objective A**, Aodh’s rift may be located within the kelp forest. If Aodh has already been rescued, disregard this and other Objective A notes.

Creatures/NPCs

Three **merrow** have claimed this region. The merrow are native to the Elemental Plane of Water and were brought here via the rift; they’ll take a sea in the Feywild as well as any other.

Objectives. The merrow want space and fish and power; they didn’t have much of the latter back home so this new place seems great.

What Do They Know? A rift opened up and pulled them in. The merrow found this place and they are happy to be here. They would kill and steal whatever they can to get more powerful.

Adjusting the Scene

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Remove one **merrow**.
- **Weak:** The **merrow** are fat from gorging and have disadvantage on their first round of attacks.
- **Strong:** The **merrow** have been waiting for prey and gain advantage on their first round of attacks.
- **Very Strong:** Add two **merrow**.

Area 3: A Drowned Dryad

A trapped **dryad** swirls within a vortex here, battered about by the vortex against the coral. She can be freed (or not) in a variety of ways. A number of spells will cancel out the vortex, such as *watery sphere*, *shape water* or some other combination; the DM should use their judgement. A successful DC 18 Strength (Athletics) check will free the dryad, but failure means the rescuer is pulled into the vortex with them. (If, for some reason

every adventurer is caught in the vortex, it collapses. This is another potential solution). The DM may decide other methods of disabling the vortex.

If the dryad is successfully rescued, she offers the adventurers this piece of information: “*The nature of these seas will save you.*” She then returns to whatever approximates dry land as quickly as she can.

Area 4: Darker Depths

The flow of water grows forceful as the coral tunnel narrows, moving into the spiral at a speed of 30 feet per round against the adventurer’s movement. The final chamber lies beyond (**Scene E**). Characters with a passive Wisdom (Perception) of 11 or more notice that the water flowing in is fresh.

Adjusting the Scene

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Strong:** Two **swarms of quippers** are waiting at the thermocline.
- **Very Strong:** Four **swarms of quippers** are waiting at the thermocline.

Area Description

The area has the following features.

Dimensions & Terrain. The path between the coral is 10 feet wide, and closes into a tunnel 10 feet tall.

Weather & Lighting. The tunnel is dimly lit by luminescent coral and fish.

Smell & Sounds. Deep calls and heavy thumps from a large beast echo from the chamber beyond.

Area 5: Ancient Water

Fresh water pours from a wet rift (see sidebar), while deeper, darker water lurks beyond. Free of brine, pure elemental water flows into the reef.

The rift must be sealed by either bringing its hit point total to zero or inundating it with salt. One pound of salt or five gallons of seawater will be enough to close it.

Area Information

The rift chamber has the following features.

Thin Walls. The coral walls here are thin; a character who succeeds a DC 20 Strength check or deals 10 points of damage can rip a chunk out and create a hole. Three holes will create a crossflow that will salinate the rift in 1d4+1 rounds. Each additional hole reduces the time required by one round.

Dimensions & Terrain. The lair is circular with a 50-foot diameter, centered on the rift. The coral walls are thinner here, only a foot thick in places.

Weather & Lighting. Far above a storm swirls over the waters of the bay; the light dim at best.

Smell & Sounds. The water’s scent is fresh and clean, purer than any earthly liquid could be.

Wet Rift

The rift is a magical object with the following statistics:

AC: 14

HP: 50

Damage Immunities: lightning; bludgeoning, piercing and slashing from nonmagical attacks

Lightning Conduit. If the rift is hit by an attack that deals lightning damage, that attack deals the same damage dealt back to the attacker.

Portal Collapse. Once the rift reaches 0 hit points, it collapses in a violent swirling portal that swallows the entire quadrant. The adventurers are sucked in and after a brief transit through the star-lined corridors of the in-between, are returned to the statue of Corellon Larethian in Temerity Bay’s central square.

Quadrant C: The Library

Area Order

Start with **Area 1**

THEN

Area 2 OR **Area 3** OR **Area 4**

Finish with **Area 5**.

Area 1. Hungry Tomes

Dark bookcases loom in place of walls. Stained glass ceilings depicting a wide variety of autumn-themed fey at a feast. However, the feast has turned vicious, with the game returned to unlife. Zombie deer bite the necks of would-be diners, and even the fruit has amalgamated and become carnivorous. The scent of meat and sugar wafts through the halls.

Area Information

The area has the following features.

Trapped Bookcases. Both hallways leading from the entry are magically trapped. Shadows flit from the bookcases, causing tomes of immense proportions to tumble onto the adventurers. The books seem to aim for blood, snapping and flapping as they fall. The pages themselves are not as dangerous as the stories within. As the parchment flaps and rustles, tales of culinary horror leak out: boiled paladin, fried rogue, sautéed sorcerer with a side of poached familiar. Adventurers must succeed on a DC 16 Wisdom saving throw or take 22 (4d10) psychic damage.

The trap may be detected by a DC 16 Intelligence (Investigation) check and may be defused by eating delicious food as they walk through, or by using *dispel magic*.

Dimensions & Terrain. The bookcases are tight, the path meant only for a single person at a time. The path is five feet wide, but twenty feet tall. Books are scattered across the floor but are not difficult terrain.

Weather & Lighting. The light coming through the stained glass is dim but colorful. There is no weather except for a section of books labelled “weather inspired”.

Smell & Sounds. Raw meat, slapping wet flesh, unearthly groans and, strangely enough, noodles permeate the air. Angry squawking may be heard coming from the southern corridor.

Area 2: Hidden Woes

This room appears to have been ransacked, someone seeking a particular item but failing to find it. Books are scattered about and many seemed to have been pulled only halfway out of their cases. That someone appears to still be here, as books fly off the shelf and low cursing can be heard as pages are flit through and then discarded. The culprit is a **satyr** named Rainblossom who has become permanently invisible after eating some food in the library and has been stuck like this for some time.

Area Information

The area has the following features.

Trapped Hidden Passage. Behind a treatise on proper gelatin recipes is a door. Finding the door requires a successful DC 16 Intelligence (Investigation) check. It opens easily but doing so unleashes a *glyph of warding*: explosive runes with a DC of 16. The passage leads to **Area 5**.

Creatures/NPCs

Rainblossom the **satyr** is here.

Objectives. Rainblossom is trying to figure out how to get out without getting eaten and how to become visible. Both goals seem to contradict one another right now. Rainblossom is a loyal but low-tier servant of this Autumn Court, and he would like to stay that way. Responsibility isn't his thing.

What Do They Know? Rainblossom is aware that some changes have taken place recently, as the books didn't bite before, but he doesn't know much. Assuming the party can speak to Rainblossom, he promises to help them find the secret passage in the room if they help him. If they assist the satyr (*dispel magic* or *remove curse* will solve the problem), he tells the party about the secret door in the room, and that it is trapped.

Area 3: A Foul Kitchen

Oily remnants sizzle and pop on stone ovens lit by burning runes. A sticky, dripping sound comes from somewhere in the room. Meat and vegetables lie scattered about in various states of freshness and decomposition.

Characters with a passive Wisdom (Perception) of 14 or greater notice a gelatinous mass on the ceiling. Characters with passive Wisdom (Perception) of 18 or greater also notice muffled groans coming from within the ooze.

Area Information

The area has the following features.

Hidden Passage. Behind a fantastically carved spice rack is a hidden door. Finding the door requires a successful DC 16 Intelligence (Investigation) check. Characters proficient with **woodcarving tools** make the check with advantage.

Creatures/NPCs

An eladrin is trapped within the ooze, close to death. After the last adventurer has entered the room, a **gelatinous cube** drops onto them. The eladrin is inside. The cube appears in the form of a sugary gelatin cake and may be eaten instead of attacked—eating a “mouthful” of ooze deals 1d6 damage to the ooze. A character who eats more than 10 hit points worth of ooze must make a DC 10 Constitution saving throw or gain the sickened condition. Once defeated, the ooze lets the eladrin free. They are sick and wounded, and not capable of combat. Once rescued, they say they heard some horrible noises coming from the spice rack.

Bonus Objective A

If including **Bonus Objective A**, Aodh’s rift may be located below the ooze. If Aodh has already been rescued, disregard this and other Objective A notes.

Area 4: Foul Fowl

The books lying around this room have illustrations of fowl in various forms of preparation. A roasted **hook horror** is still pretty upset about being cooked and has ravaged the poultry section. It is currently on fire and loses 1d6 hit points at the beginning of every round. The room has additional dangers: thanks to the hook horror’s flammability, the bookcases are also on fire—in this case revealing the “hidden” passage.

Area Information

The area has the following features.

Burning Passage. The hall beyond is no longer hidden, but it is on fire. The hall is 40 feet long. Characters inside take 10 (3d6) fire damage for each round they remain inside.

Area 5: Bad Eats

A **chaos rift** threatens to overwhelm the most beautiful section of the library, housing mostly recipes for aromatics and drinks. The rift tears the room apart, changing floor to meat and books to stones.

Defending the rift is a strange noodle recipe involving tomatoes and meatballs come to life. The noodles devoured the other dregs of the Library’s *Bad Eats* section, and now it desires more sauce. The edible horror (a **shambling mound**) within attempts to add to its mass in any way possible, and attacks as soon as the characters are within sight.

Area Information

The area has the following features.

Dimensions & Terrain. The room is circular with a 60-foot diameter, centered on the rift. Books and food litter the floor, making movement difficult.

Weather & Lighting. Red sauce spatters the ceiling and lights in this room; it is dark in a 10-foot radius around the center, and dim in the rest of the room.

Smell & Sounds. The horror smells delicious, of spices and herbs like none any of the characters have smelled before. The urge to eat is striking. The sounds, however, make any appetite gained flee. Slurping and wet slapping make a moist mess.

Creatures/NPCs

The edible horror (a **shambling mound**) is a terrifying mass of living food that craves the flesh of the living.

Adjusting the Scene

The edible horror absorbs necrotic damage instead of lightning damage.

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Reduce the **shambling mound’s** hit points to 50.
- **Weak:** Reduce the **shambling mound’s** AC to 13.
- **Strong or Very Strong:** Increase the **shambling mound’s** AC to 16.

Playing the Pillars

- **Combat.** The horror attempts to consume any adventurer it can. It will engulf the weakest or most available and concentrate on killing them.
- **Social.** The horror is not particularly social, but it understands Sylvan and Elven and will respond to appropriate phrases like “I’ll let you eat me.”

- **Exploration.** Characters with the **brewer's tools** and/or **cooking utensils** proficiency may make a DC 14 Intelligence (Investigation) check to find ingredients nearby helpful in defeating the noodle creature such as milk, vinegar and wine. Applying any of these ingredients to the horror reduces its AC by 2.

Chaos Rift

The rift is a magical object with the following statistics:

AC: 14

HP: 50

Damage Immunities: psychic; bludgeoning, piercing and slashing from nonmagical attacks

Confusion Aura. Any character that comes within 10 feet of the rift or stares directly at it must succeed a DC 15 Wisdom saving throw or suffer the effects of a *confusion* spell. Any character that succeeds this saving throw may not be afflicted by this effect again for 24 hours.

Portal Collapse. Once the rift reaches 0 hit points, it collapses in a violent swirling portal that swallows the entire quadrant. The adventurers are sucked in and after a brief transit through the star-lined corridors of the in-between, are returned to the statue of Corellon Larethian in Temerity Bay's central square.



Quadrant d: The Residences

Area Order

Start with **Area 1**

THEN

Area 2 OR **Area 3** OR **Area 4**

Finish with **Area 5**.

Area 1. Shadows of Spirits

The residences of Temerity Bay are beautiful to behold, even as an umbral echo. The word echo is doubly applicable for the spirits roaming the streets. Not ghosts, the spirits are impressions of the fey and eladrin who resided here. The echoes wander the town, performing the same actions they always did, though now twisted and perverse. Summoning foods and beasts, laughing and drinking, preparing for the next feast and resting after the last. This Autumn Court exists to eat, and even here that heart remains true. The adventurers must navigate these haunted grounds to find the rift within.

Area Information

The area has the following features.

Dimensions & Terrain. The town is only four streets and five standing buildings. Each of the buildings has only active floor — the rest are but shadows. The streets are twenty feet wide, cobbled, and show little sign of wear.

Weather & Lighting. A red moon simmers behind wisps of midnight cloud. There is no wind yet the shadows move even when the trees do not. Darkness reigns even where torches are lit: characters with darkvision have their sight range halved, and all light spells emit only half their normal distances.

Smell & Sounds. Wood creaks as shadows trod umbral floors. Whispers slither from corners and doorways, their words cold and dreadful

Area 2: Is Aodh Home?

Aodh's house, a 60 foot tall spiraling crystal structure, juts from a once vibrant garden. The shadows of flowers and vines twist against the once gleaming structure. The doorway opens to a single chamber. The walls are filled with paintings and artworks of different variations of the same elf. A bed circles the room 20 feet in the air. The books are mostly diaries and memoirs of apparently the same person named *Aodh*, but the narrative is inconsistent and may be fictional; no page agrees with another.

Creatures/npc's

Hiding atop the bed is a **holdrith** and four **giant spiders**.

Bonus Objective A

If including **Bonus Objective A**, Aodh's rift may be located atop the bed. If Aodh has already been rescued, disregard this and other Objective A notes

Area 3: Voiced Complaints

More of an open plaza, this forum is surrounded by linteled columns made from stone that flows and changes from lava cool to the touch to gorgeous composites of seashells and small stones. Shadowy impressions of the fey who once parleyed in within this space now wander back and forth, arguments whispering across the floor, focused on a sword held on a pedestal.

Creatures/npc's

The forum is host to deadly phantasms; two **ghosts** lurk within the columns, striking out at whoever comes close. The ghosts are fell echoes of the fey who resided here; they are not truly undead but negative energy constructs who function the same as undead. The ghosts blend with the non-hostile shades, taking full advantage of their incorporeal state and the dark to make hit-and-run attacks.

Adjusting the Scene

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak or Very Weak:** Remove one **ghost**.
- **Very Strong:** Add one **ghost**.

Treasure

The sword may be the *moon-touched sword* if that reward has not already been discovered.

Area 4: Oeuf au l'Elf

Celestri's home is little more than a gazebo containing a hammock and a number of cooking utensils, this structure appears to be made of intricately carved bone. A desk made of still-living shrubs holds a treatise on the proper cooking of eggs, complete with visual instruction.

Area Information

The area has the following features.

Trapped Treatise. The treatise is real, but has been cursed by Uznezzir's magics. Any character who examines

the treatise must succeed against a DC 16 Charisma saving throw or begin reading the treatise aloud, dealing 3 (1d6) psychic damage to all characters (including themselves) within hearing. The book is dull and painful, magically so—it's the worst book on cooking the adventurers have ever read. The reader may repeat the saving throw at the beginning of the following round. Success breaks the spell until the next buffoon opens the book and reads it.

- A *silence* spell stops the psychic damage unless all the characters are deaf and have been signing to each other or using telepathy, but readers are still entranced by the treatise until they pass their saving throw.
- Characters who are proficient with either **calligraphy** or **cooking tools** gain advantage against the trap's saving throw—some mistakes are too obvious to professionals.

Area 5: Crimes of Theater

The **umbral rift** swirls within a mass of shadows above the stage of an amphitheater. Ghostly fey watch enthralled as the cosmos' worst play is enacted before them by shadowy players. An invisible heckler calls out insults in Sylvan.

Area Information

The area has the following features.

Dimensions & Terrain. The stage is a 20-foot circle and recessed 50 feet beneath the earth. Large 5-foot-wide stairs run between the seats. The back of the amphitheater is a sheer wall.

Weather & Lighting. Shadows rule here; vision remains limited.

Smell & Sounds. Elven and Sylvan whispers replace the wind. The scent of fried snacks permeates the air.

Creatures/NPCs

Uznezir's foul temperament has manifested as two **invisible stalkers**, who assault any adventurer who dares to stop the act. They allow the adventurers to gain sight of the **umbral rift** and hopefully summon some **shadows** before attacking.

Adjusting the Scene

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Remove one **invisible stalker**.
- **Weak:** Reduce the AC of the **invisible stalker** to 13.
- **Strong:** Increase the AC of the **invisible stalker** 15.
- **Very Strong:** Add one **invisible stalker**.

Playing the Pillars

- **Combat.** The stalkers use hit and run tactics, relying on their invisibility to keep the adventurers from hitting them.
- **Social.** Each of the stalkers are based on fey people with personalities. They prefer love and light to this; characters who bring either to the stage by succeeding a DC 16 Charisma (Perform) check stun all nearby hostile creatures automatically.
- **Exploration.** There's not much to find in the amphitheater, but characters who pay attention to the taunts notice they are insulting a single person's acting—perhaps Uznezir's crimes were not only moral, but artistic.

Umbral Rift

The rift is a magical object with the following statistics:

AC: 14

HP: 50

Damage Immunities: necrotic ; bludgeoning, piercing and slashing from nonmagical attacks

Memory Leech. At initiative 10, one character within sight of the rift must succeed a DC 13 Charisma saving throw or have their memories sucked from their minds; they do not forget the events, but the events manifest. (For inspiration, ask the character what the worst thing to happen to them was before describing the manifestations.) The character's memories manifest as 1d4+1 shadows. (1d6+1 for strong or very strong groups, 1d3+1 for weak and very weak) This effect repeats at the end of each round that the rift remains in sight, choosing a new character every time. After making this saving throw, the character may not be afflicted by this ability again for 24 hours.

Portal Collapse. Once the rift reaches 0 hit points, it collapses in a violent swirling portal that swallows the entire quadrant. The adventurers are sucked in and after a brief transit through the star-lined corridors of the in-between, are returned to the statue of Corellon Larethian in Temerity Bay's central square.

Episode 3: No Witnesses

[Story Objective B]

Estimated Duration: 30 minutes

Setting: Temerity Bay Square

With the rifts sealed, Uznezzir's time has come. The statue of Corellon Larethian explodes. Uznezzir appears in a burst of shadowy cloud and the stench of a thousand latrines. His clothes, while complex and fashionable in cut, are made of uncured leather and his teeth resemble an abandoned cemetery. His hair is wild and unkempt, overgrown and filled with vermin. He eyes the characters and declares: "*You smell delicious, but I have other plans.*"

Uznezzir would rather not fight the adventurers—that's boring, even though he's been trapped for a bit. He'd rather play a game, and actually get some satisfaction. He issues a series of challenges (see sidebar). If the party wins, he will leave, and never visit Temerity Bay again (nor, if including **Bonus Objective A**, seek out Aodh's attention). If Uznezzir wins, he gets to take the fey he has trapped here as servants for the Unseelie.

Prerequisites

The adventurers must have either sealed two rifts or run out of time.

Story Objective B

Defeating Uznezzir is **Story Objective B**. The adventurers complete the objective for doing so.

Area Information

The area has the following features.

Dimensions & Terrain. The square is unchanged.

Weather & Lighting. Uznezzir prefers shade; he summons clouds to blot out the sun and lengthens the shadows with an angry word. The square is dimly lit.

Smell & Sounds. Rotten meat and foul body odor permeate the square. Uznezzir burps and farts while fighting and talking, even sneezing on his foes for a laugh.

Creatures/NPCs

Uznezzir is here, with his various allies.

Objectives/Goals. Uznezzir wants Temerity Bay for himself. He can't take the region itself (yet), but he'll start with its citizens. If he could do the same to the Moonshaes, he'd do so, but he'll do with what he can.

What Do They Know? Uznezzir knows many secrets and truths but won't really bother telling any of them. He hates almost everyone, especially the people he truly respects or desires. Despite this, he is well-travelled for a fey. He offers tidbits and possible connections to powerful beings to the characters if they'll let him take Temerity Bay.

Let's Play a Game

Uznezzir wants control of the Bay for himself, but he knows the party will fight him for it, and that's a fight he *might* lose. A game, however, he's sure of winning. He offers a series of challenges as an alternative to beating the snot out of each other.

The number of challenges is based on which quadrants were entered, regardless of whether the rift was ultimately sealed. When the adventurers defeat a challenge, Uznezzir becomes Hostile and demands another. If the party has only visited one quadrant, choose another challenge randomly from the list. After the party has won two challenges, Uznezzir concedes. If they only win one, he leaves but warns that he will return.

- **Took the Bay:** Prove they can handle a party. Uznezzir summons a powerful drink known as "Liquid Pixie." He pours three glasses and invites the adventurers to choose among them who will drink. Each character who drinks must make a DC 18 Constitution saving throw or fall unconscious and gain the sickened condition until they complete a short rest. If even one character remains conscious, the players win this contest.
- **Picnicked in the Park:** Show Uznezzir something beautiful. A dance, a painting, a person or a landscape. As an Unseelie, it's possible his view of beauty is something entirely opposite the average denizen of Toril. A simple way to run this is to have each character make a tool proficiency check, attempting to create something beautiful. A successful DC 18 check in a related skill such as Leatherworking Tools is enough to create an object Uznezzir will deem worthy.
- **Paid the Library's Late Fees:** Feed Uznezzir something new. It doesn't have to be good, but it has to be food and it has to be made into a meal; the players can't just toss him a strange organ and hope he likes it. A successful DC 18 Intelligence or Wisdom check (Brewer's Tools or Cook's Utensils) is enough to create a satisfactory meal. Each of the adventurers may assist in making the meal by either using their tool proficiency or providing an ingredient. Each additional character assisting reduces the DC by 1, to a minimum of 10.

- **Resided in the Residences:** Tell Uznezzir a tale of adventure. Acting out the tale counts. This may be simplified to a “Best of Three” DC 16 Charisma (Perform) checks. If two checks are successful, consider the tale well enough told. Otherwise, the DM decides.

Bonus Objective Effects

If the adventurers completed **Bonus Objective A**, Aodh appears and taunts Uznezzir about his awful disposition and tactlessness.

If the party is playing Uznezzir’s game, Aodh tells the party secrets of Uznezzir to aid them in the contest.

- **Bay:** The drink’s power may be weakened by eating salt beforehand. Eating salt provides advantage on the saving throw.
- **Park:** Uznezzir thinks broken, blighted and sinful things are beautiful. Knowing this grants advantage on the player’s tool check to create a beautiful object.
- **Library:** Uznezzir’s favorite foods are raw and dirty; he doesn’t actually like anything cooked, unless it’s made into a sludge. Knowing this grants advantage on checks made to create food for Uznezzir.
- **Residences:** Uznezzir prefers tales of adventurers who suffer an ironic fate in the end. Knowing this grants advantage on the player’s Charisma (Perform) check.

If the party has decided to combat Uznezzir violently, her *aid* runes activate.

Additional Modification: If the party is **Weak** or **Very Weak**, or just in really bad shape at this point (such as having 50% or fewer HP remaining on average), Aodh’s taunting has the following effect: At the beginning of each round, Uznezzir must succeed a Charisma saving throw DC 14 or have disadvantage on his next attack.

Fighting Uznezzir

If the party decides to combat Uznezzir (a **winter eladrin**) rather than play his games, he has the following bonus allies based on which rifts remain open.

- Wet Rift: three **giant octopuses**.
- Zephyr Rift: two **spined devils**.
- Chaos Rift: one **redcap**.
- Shadow Rift: one **displacer beast**.

Adjusting the Scene

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Include only one rift bonus.
- **Very Strong:** Double the allies from one rift.

Bonus Objective B

If **Bonus Objective B** has been completed, use the following modifications. These are not cumulative.

- **Very Weak:** Uznezzir has 17 AC.
- **Weak:** Uznezzir has 18 AC.
- **Very Strong:** Uznezzir summons one **shadow** to aid him. If this shadow is destroyed, it rises again at the beginning of the next round. This effect can repeat once for each adventurer in the party.

Concluding the Adventure

Uznezzir leaves, defeated, in a swirling screaming vortex of rage. The adventurers are returned to the moonwell and **Rival** and **Olivia** thank the adventurers with words, healing grace and rest.

Temerity Bay is stable now and may be visited in the future as an actual city, not just a dungeon, so long as the moonwell remains open. The adventurers are welcome to return whenever the Earthmother allows, or they figure out another way to get to the Bay.

While the planes are stable in this region now, there may be residual effects, both magical and political. Consistent access to a Feywild community, or the Prime Material itself is a valuable asset. Many would kill to control the Earthmother’s Eye.

Treasure

Celestri gives the party a pair of *eladrin boots of elvenkind*.

Rewards

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

Character Rewards

The characters earn the following rewards:

Advancement

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

Gold

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

Tier	Hourly GP Award	GP Limit per Level
2	30 gp	240 gp

Magic Items

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 7**:

- *Eladrin Boots of Elvenkind*
- *Moon-Touched Sword*

Story Awards

Characters playing the adventure may earn the following Story Awards. These are described in **Appendix 7**:

- **Saviors of Temerity Bay**
- **Mairin's Debt**

Dungeon Master Rewards

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

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

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



Appendix 1: nPCs

The following NPCs feature prominently in this adventure.



Last Leaf Celestri

[**Seh-LESS-tree**] (CN male [they] fey)

Standing little over five foot, Celestri looks more like a birch tree than a human being; brown and white lines run up and down his skin and clothes, which are themselves mere wisps of wood panels, soft as silk. With a sharp nose to match his hawkish features, Celestri is positively avian even for an elf. To wit, sparrows flit to and from his shoulders at any given moment — when Celestri is attacked, the sparrows circle and angrily chirp. He carries no weapons but for the magics in his mind and soul. Unlike most eladrin, Celestri rarely changes his appearance, believing his “genius” is better spent on crafting novel tastes. Celestri has risen to the top of this small community due to his exceptional hundred-course menu, copied even by the Winter Court, if you believe the rumors. A culinary adventure, Celestri’s meal is a history of his life and travels amongst the planes, which frankly all have to do with food so it’s not quite as ingenious as he’d have you tell it. Like all those of this Autumn Court, Celestri is naturally drawn to mortal meals—even animal ones—so long as they are grand in scale or novel in concept. Many of the recipes in the Caves of Cuisine are his, notably, the “mantiboar,” an experiment in making manticore palatable.

Personality: One more animal should do the trick.

Ideal: I will make a meal so good it kills a god.

Bond: My community is my core.

Flaw: My community follows me for a reason.

Quote: “*THAT’s Common? Are you sure you don’t speak Elven?*”



Mairin Saliquelin

[**MARE-in SAL-ee-quel-in**] (CG female [she] half-elf)

Little over five foot four with brown-and-gold braids wrapped tightly around her head, Mairin looks far more serious than she actually is. Brown eyes belie an elven shape; without her ears she might be confused for a traveler from Kara-Tur than a half-elf. She seems almost mundane, until you notice her skin tone changes with the weather. Pale, almost high-elf white in clear skies, oak-brown during rain and almost black when it snows. To handle the inevitable color clash, Mairin wears a cape of many fashions, which she typically has in the form of a relatively plain dress and tabard combination. The tabard always displays the herald of the Sarifal Faithful. Characters with a passive perception of 14 or more notice Mairin occasionally fondling a necklace of exquisite make: Three maple leaves set in amber within a ring of strange wood, held up with silver chain.

Personality: There’s more to life than this.

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

Bond: I will not let the lonely suffer.

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

Quote: “*I just think we should stop focusing on the negatives.*”



Riwal

[REE-wahl] (CG nonbinary [they] Llewyr elf **archdruid**)

Riwal's sorrowful eyes and silverbark staff are the only things unchanging about them. Blessed of Corellon, they change appearance frequently, be they male, female, or androgynous, though they will always be an elf of darker skin tone and old to the point of frailty. A member of the Sarifal Faithful, Riwal seeks to bring elvenkind back to Faerûn in greater numbers. They would see the realms of old rebuilt and believe their ancestral connections to the fey are the best means of doing so. They are still, however, a powerful druid, one who knows the Moonshae Isles well and is proud to serve the leShay as an emissary to the outside world.

When not in use, their staff roots in whatever soil is available. They are always more than happy to give advice on the area, its people and animals, and to set heroes off on their destined paths.

Personality: We are all manifold beings.

Ideal: The only limits are those we make for ourselves.

Bond: The world will not get better without action.

Flaw: Those who act first are rarely those who should get involved.

Quote: *“Our actions echo across eternity. What will your ancestors hear?”*

Appendix 2: Creature Statistics

Choldrith

Medium monstrosity, chaotic evil

Armor Class 15 (studded leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft, climb 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	10 (0)

Skills Athletics +5, Religion +2, Stealth +5

Senses darkvision 60ft

Languages Undercommon

Challenge 3 (700 XP)

Fey Ancestry. The choldrith has advantage on saving throws against being charmed, and magic can't put the choldrith to sleep.

Spellcasting. The choldrith is a 4th level spellcaster. Its spellcasting ability is Wisdom (save DC 12, +4 to hit with spell attacks). The choldrith has the following cleric spells prepared:

- Cantrips (at will): *guidance, mending, resistance, thaumaturgy*
- 1st level (4 slots): *bane, healing word, sanctuary, shield of faith*
- 2nd level (3 slots): *hold person, spiritual weapon* (dagger)

Spider Climb. The choldrith can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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

Web Sense. While in contact with a web, the choldrith knows the exact location of any other creature in contact with the same web.

Web Walker. The choldrith ignores movement restrictions caused by webbing.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage plus 10 (3d6) poison damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; 5 hit points; vulnerability to fire damage; immunity to bludgeoning, poison and psychic damage).

Cambion

Medium fiend, lawful evil

Armor Class 19 (scale mail)

Hit Points 82 (11d8 + 33)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Str +7, Con +6, Int +5, Cha +6

Skills Deception +6, Intimidation +6, Perception +4, Stealth +7

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

Senses darkvision 60 ft.

Languages Abyssal, Common, Infernal

Challenge 5 (1,800 XP)

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

Innate Spellcasting. The cambion's spellcasting ability is Charisma (spell save DC 14). The cambion can innately cast the following spells, requiring no material components:

- 3/day each: *alter self*, *command*, *detect magic*
- 1/day: *plane shift* (self only)

ACTIONS

Multiattack. The cambion makes two melee attacks or uses its fire ray twice.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Fire Ray. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 10 (3d6) fire damage.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

Displacer Beast

Large monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft.

Challenge 3 (700 XP)

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

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The displacer beast makes two attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

Dryad

Medium fey, neutral

Armor Class 11 (16 with barkskin)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

- At will: *druidcraft*
- 3/day each: *entangle*, *goodberry*
- 1/day each: *barkskin*, *pass without trace*, *shillelagh*

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

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

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her 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 Large or bigger.

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad 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 dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

Gelatinous Cube

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10+40)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires making a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one creature. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creature's spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost 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.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Giant Octopus

Large beast, unaligned

Armor Class 11

Hit Points 52 (8d10 + 8)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest).

A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Giant Spider

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Hook Horror

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 60 ft., darkvision 120ft, passive Perception 13

Languages Hook Horror

Challenge 3 (700 XP)

Echolocation. The hook horror can't use its blindsight while deafened.

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

ACTIONS

Multiattack. The hook horror makes two hook attacks.

Hook. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Invisible Stalker

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

ACTIONS

Multiattack. The stalker makes two slam attacks.

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

Merrow

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The merrow can breathe air and water.

ACTIONS

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

Quaggoth

Medium humanoid (quaggoth), chaotic neutral

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft.

Languages Undercommon

Challenge 2 (450 XP)

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

ACTIONS

Multiattack. The quaggoth makes two claw attacks.

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

Redcap

Small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d6 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Acrobatics +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

ACTIONS

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10+4) bludgeoning damage and be knocked prone.

Satyr

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shadow

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

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

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Shambling Mound

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

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

Challenge 5 (1,800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

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

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

Spined Devil

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

ACTIONS

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

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

Fork. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

Swarm of Quippers

Medium swarm of tiny beasts, unaligned

Armor Class 13

Hit Points 28 (8d8 - 8)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled

paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

Water Breathing. The swarm can breathe only underwater.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

UznezziR [Winter Eladrin]

Medium fey (elf), chaotic neutral

Armor Class 19 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	16 (+3)	18 (+4)	17 (+3)	13 (+1)

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

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

Fey Step (Recharge 4-6). As a bonus action, the eladrin can teleport up to 30 feet to an unoccupied space it can see.

Innate Spellcasting. The eladrin's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:

- At will: *fog cloud*, *gust of wind*
- 1/day each: *cone of cold*, *ice storm*

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

Sorrowful Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 13 Wisdom saving throw. On a failed save, the creature becomes charmed by the eladrin for 1 minute. While charmed in this way, the creature has disadvantage on ability checks and saving throws. The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to any eladrin's Sorrowful Presence for the next 24 hours.

Whenever the eladrin deals damage to the charmed creature, it can repeat the saving throw, ending the effect on itself on a success.

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8 + 4) slashing damage, or 5 (1d10) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.

REACTIONS

Frigid Rebuke. When the eladrin takes damage from a creature he can see within 60 feet of it, the eladrin can force that creature to succeed on a DC 16 Constitution saving throw or take 11 (2d10) cold damage.

Wyvern

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

ACTIONS

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

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

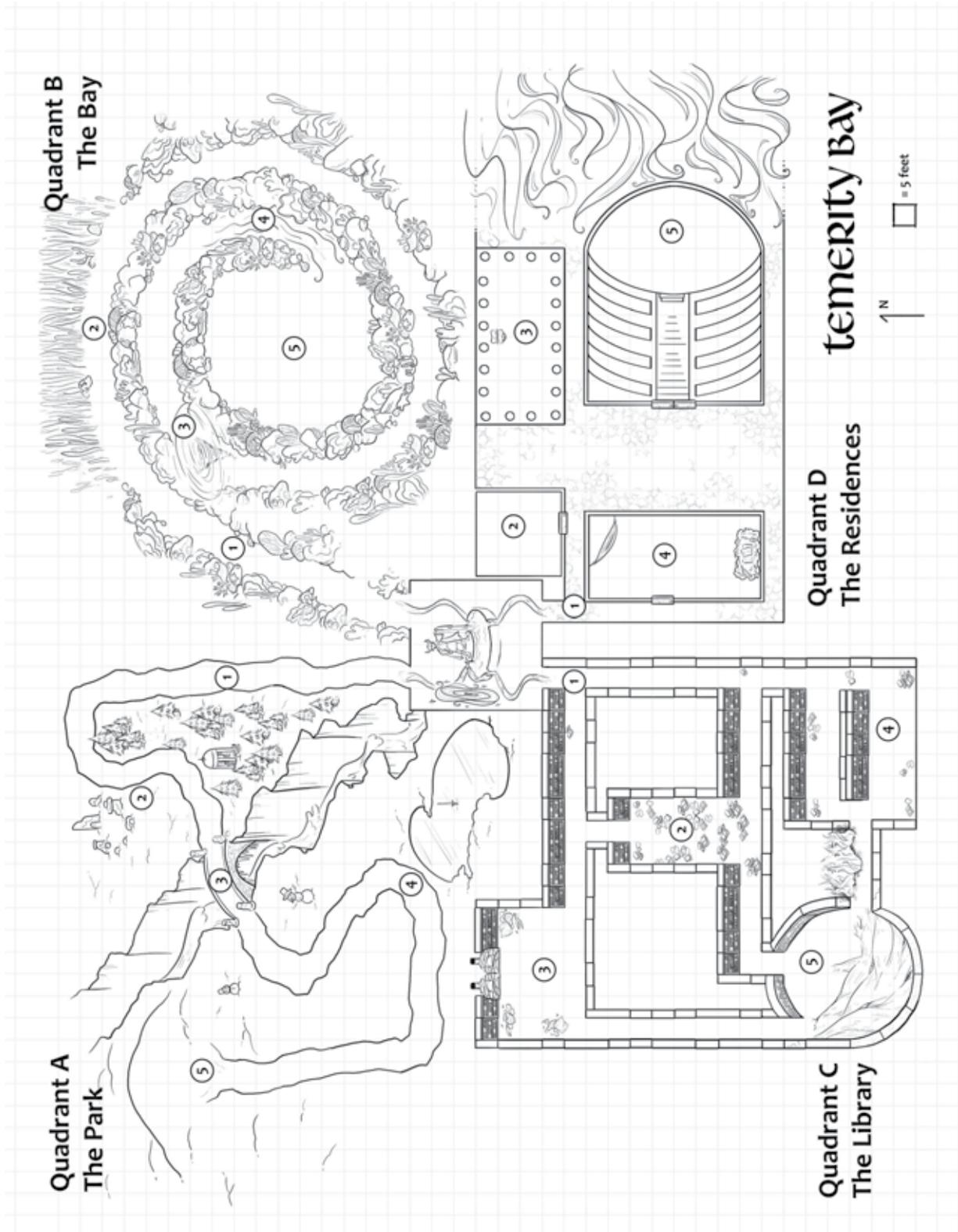
Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

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

Appendix 3a: Map of Alaron



Appendix 3B: Map of Temerity Bay



Appendix 4: Family Legends

[Bonus Objective A]

Estimated Duration: 45 minutes

Setting: VARIABLE

Aodh is probably in Temerity Bay. The problem is, where? All the denizens of Temerity Bay who could fled, and those trapped within are generally inert. Finding her will be a matter of luck as much as skill.

Prerequisites

The adventurers must have spoken to Mairin about her ancestry and treated her nicely enough that she asked for their help.

Bonus Objective A

Finding Aodh is **Bonus Objective A**. Since the adventurers choose which quadrants they're completing and in what order, it's up to the DM to decide where Aodh's portal is located. Possible starting locations are noted in each quadrant. She is trapped inside a planar boil and must be rescued. Successfully rescuing Aodh grants a defensive boon for the final encounter, as well as earning Mairin's favor.

Finding Aodh. Aodh's rift functions as a portal, so any characters with portal sensing abilities such as find portal will be able to discover its location. In addition, the rift makes sounds audible within 60 feet by characters with a passive Wisdom (Perception) of 12 or higher and is automatically audible within 30 feet. The rift is a black tear in space, jagged and fluttering in the air as though the world were a pierced piece of paper. Discovering and entering the rift is Scene 1.

Who Is Aodh?

History/Personality. One of the more adventurous eladrin, it is rumored Aodh was once consort to the Queen of Summer herself. She visits Faerun as often as she can, bringing back rich stories and sometimes more. The question of where so many half elves come from might have a simple answer. Indeed, her power is such that she should rightfully be the leader of Temerity Bay, but her flighty nature and whimsical attitude mark her as too unreliable for service, even by fey standards. Uznezzir fancied her and was incredibly jealous of her abilities and appearance and demanded she be his wife

Appearance. Aodh has chosen a female form for the past hundred or so years and generally prefers transitory hues fit for dawn and dusk. Her clothing is a swathe of living leaves and vines that crawl and search kleptomaniacally for new items to add as jewelry. She wears many baubles and jewels, but one item seems out of place to those with the eyes to know; a wooden maple leaf pendant. [Passive Perception 14 and above, or proficiency with woodcarving tools.]

Goals. Aodh seeks access to the Prime Material; opening the moonwell is just phase one in her mind. The Earthmother could decide to change where the pools go at any time; she wants more serious ties. She'll marry, sacrifice or deify whatever and whoever to make sure she has constant access to Faerun. Any relationship she creates with mortals will be focused around this goal. Therefore, she won't acknowledge any possible relationship unless it's shown that being related to Mairin will ensure easier access to the Prime Material; she doesn't just want a child romping around the Bay and ruining her relationship with the other Fey. She will also release the truth assuming the adventurers can prove her relationship—through the necklace or otherwise.

Scene 1

Depending on where you have chosen to place the rift, the introduction for its description will vary. Don't worry too much, the descriptions herein are meant to be location agnostic and should work for any of the quadrants regardless of how the adventurers are traversing them. Entering the rift doesn't require any special checks or abilities.

Area Information

The area has the following features.

Dimensions & Terrain. The rift is just under four feet high, and flaps in the air like a shredded flag. Strong winds buffet the air in a fifteen foot radius around the rift. Any character that enters the area feels weighted down even if they wear nothing.

Weather & Lighting. The area around the rift is warm, and light like a summer's day pours from the other side. Increase whatever lighting was in the area by one step, to a maximum of bright.

Smell & Sounds. The hush of waves lapping against a sandy beach emanates from the rift. The smell of brine and grass and wine flows forth (even if the adventurers are underwater).

Scene 2

Travelling through the rift is as easy as walking through a door; this prison was made to trap only one. Words line a domed sky sectioned into pieces like stained glass, poems and love letters to a person called Aodh. The poems are in a variety of languages for artistic reasons and are universally awful, proclaiming such things as:

- “You are mine forever, even if you say yes never.”
- “Aodh is hot, the rest are not.”

A gorgeous bedroom has been created in the middle of a small sandy island; the bed appears to be in the shape of someone’s face. A woman sits at the edge of the beach, lazily kicking at the ocean.

Area Information

The area has the following features.

Enchanted Poetry. The bedroom is filled with notes and books for Aodh to read, purportedly so she’ll fall for Uznezzir. Any character who reads one must make a DC 16 Charisma saving throw or suffer the effects of a *dominate person* spell. The spell activates when the cambion appears. If the cambion has already been defeated, the books have no effect other than to offend the sensibilities.

Creatures/NPCs

The woman at the beach is **Aodh**. When she spots the adventurers, she says “Oh my. Are you my rescuers? I’m afraid my would-be suitor isn’t quite as amiable as I’d like. Precisely why he’s would-be and not be. If you could, I’d be ever so grateful if you could destroy my captor here. He’s immune to me and I’m growing rather tired of living in this cage.” She gestures to the bedroom. “You have to call him, but he’s started ignoring me. I’m not sure how to make him appear again.”

Aodh’s captor takes the form of a **cambion**, but he must be summoned to defeat him. There are a number of ways to do so:

- Attacking Aodh.
- Casting *dispel magic*.
- Casting *remove curse* on Aodh.
- Succeeding a DC 16 Intelligence (Arcana) check to discern the nature of the prison spell (Disrupting the spell manifests a hostile spirit), then performing a ritual in which no less than two spell levels are expended. This may be a group ritual. Characters who took part in the ritual gain Advantage on their first attack against the cambion. If none of the adventurers have the ritual casting ability, this option may not be used.
- Insulting Uznezzir *a lot* (DM’s discretion).

Development

After they best the cambion, Aodh thanks the adventurers and promises to aid them against Uznezzir, mainly by showing up and taunting him. Most of her power has been sapped; she hasn’t gotten much rest in this place. However, she casts *circle of healing* immediately, and scrawls a rune onto the foreheads of up to 6 characters who accept it. Once battling Uznezzir, these runes will activate an *aid* spell. The adventurers may leave by walking out of the rift; the demiplane will collapse after Aodh leaves.

Appendix 5: Blind Obedience

[Bonus Objective B]

Estimated Duration: 60 minutes

All the Quadrants

When using this objective, closing one rift does not cause another quadrant to become inaccessible. All four rifts must be sealed for the adventurers to complete this objective and gain a treasure point.

Regardless, at least one-half hour before the session is due to complete, Episode 3 begins.

PREREQUISITES

The adventurers must have passed through the portal into Temerity Bay.

Bonus Objective B

Closing the rifts in all four quadrants is **Bonus Objective B**.



Appendix 6: Quadrant Descriptions

Quadrant A: The Park

A gorgeous park has become a tundra, trees frozen solid. Delicate leaves hang still-green but sheathed in ice. The slightest wind could cause a cascade of deadly shards. The creatures of the woods have become wooly and dire—even the elk have no mercy for trespassers. The snow is tall and the frozen brush is thick. The planar disturbance at the center of these new woods leads to a place unknown, but certainly cold.

Quadrant B: The Bay

The port has been swallowed; the bay's waters rise to the skies and beyond. The sun shimmers behind the shadows of sharks. Reef walls rise, titanic and twisting, trapping sailors within sunken ships. Within the reef maze thrums a rift to deepest elemental seas, drawing forth ancient monsters.

Quadrant C: The Library

Where once stood a library so vast no mortal was deemed worthy to enter it (It housed almost entirely recipes) now lurks a whirlwind of pages and monstrous artifacts. Demons hide within books and tables hunt, hungry for flesh. Some meals have become real, and will devour those who wander too near. Whatever rift has opened here must be closed post haste—who cares where it goes.

Quadrant D: The Residences

Last, the residences themselves have been transformed. Echoes of those who once dwelled here now wander the twisting streets and shadowy halls. Darkness reigns here, yet shadows cast, long and solid. The disturbance here leads to an evil place, and yet music and the sound of laughter emanate from the unlit homes.



Appendix 7:

Character Rewards

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

Eladrin Boots of Elvenkind

Wondrous item, uncommon (requires attunement)

Unworn, these eladrin-crafted boots appear to be little more than crude tubes of birch bark sewn roughly together with sinew. Worn, they transform into slippers that match the seasons. Elk-hide in winter, kelp-wrapped for the wet spring, straw sandals for summer and soft down-lined shoes for fall. While worn, your steps make no sound, regardless of the surface beneath your feet. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

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

Moon-Touched Sword

Weapon (any sword), common (requires attunement)

The blade is thin to the point of being paper. Geometric runes run along its length, in stark contrast to the sweeping elven make. The script is unknown, but purportedly (or with the help of *comprehend languages*) it reads: "I am but a shard. Find Xintocan." In darkness, the blade sheds bright light for 15 feet, and dim light for an additional 15 feet.

This item is found in *Xanathar's Guide to Everything*.

Saviors of Temerity Bay [Story Award]

The adventurers saved a community of immortals from a troublesome peril; while it's unlikely any eladrin or powerful fey will actually show up to help you if you ask, a spirit of the woods might allow you to pass, or a dire bear might decide to look elsewhere for a meal.

Gained by completing both **Story Objectives**.

Mairin's Debt [Story Award]

Mairin is deeply indebted to you for proving her lineage. She has travelled to many places and knows a good deal of people across Faerun. If you need an item or expert that isn't easily obtained, she might be able to get it for you—given enough time.

Gained by completing **Bonus Objective A**.



Appendix 8: Dungeon Master Tips

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

New to D&D Adventurers League?

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

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

Preparing the Adventure

Before you start play, consider the following:

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

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

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

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

Adjusting This Adventure

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

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

Determining Party Strength

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



RISING SHADOWS

SHEET #

CCC-BMG-MOON6-2 TROUBLED VISIONS ADVENTURE LOGSHEET

Character Name	Class	Moonshae Organization (optional)
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Player Name	Event and Date	Dungeon Master
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LEVELING	MAGIC ITEMS
Starting Level	Starting
Level Accepted?	Earned
Ending Level	Spent
	Total

GOLD	DOWNTIME
Starting	Starting
Gained	Earned
Spent	Spent
Total	Total

MAGIC ITEMS
<p>Eladrin Boots of Elvenkind <i>Wondrous item, uncommon</i></p> <p>Unworn, these eladrin-crafted boots appear to be little more than crude tubes of birch bark sewn roughly together with sinew. Worn, they transform into slippers that match the seasons. Elk-hide in winter, kelp-wrapped for the wet spring, straw sandals for summer and soft down-lined shoes for fall.</p>
<p>Moon-Touched Sword <i>Weapon (any sword), common, XGtE</i></p> <p>The blade is thin to the point of being paper. Geometric runes run along its length, in stark contrast to the sweeping elven make. The script is unknown, but purportedly it reads: "I am but a shard."</p>

STORY SUMMARY

The Earthmother's Eye, a moonwell portal to the Feywild, formally opened, connecting the isles of the Moonshaes to the Feywild community of Temerity Bay. Lately, Temerity Bay is being torn apart by planar rifts, rifts that threaten to reach into the Prime if unchecked, and the Seers of the Rushwood have asked for your help again.

You discovered that the rifts have inadvertently disturbed the prison of the foul Unseelie Count Uznezzir, a fey rumored to eat flesh and love the sound of tears. You crossed into the Feywild, Temerity Bay now transformed into an elemental dungeon, to seal the rifts and stop Uznezzir.

Was Aodh rescued? Yes No
 Did you rescue the dryad in the Bay? Yes No
 Did you assist Rainblossom in the Library? Yes No
 Did you help the emissary Mairin discover the truth about her family legend? Yes No

Finally meeting Uznezzir himself, you emerged victorious from his challenges and stabilized the portal between planes. Things seem at peace for now, though with communication and trade available through the Earthmother's Eye, surely political and magical challenges lie ahead.

ADVENTURE NOTES

Story Awards
Saviors of Temerity Bay. The adventurers saved a community of immortals from a troublesome peril; while it's unlikely any eladrin or powerful fey will actually show up to help you if you ask, a spirit of the woods might allow you to pass, or a dire bear might decide to look elsewhere for a meal.

Mairin's Debt. Mairin is deeply indebted to you for proving her lineage. She has travelled to many places and knows a good deal of people across Faerun. If you need an item or expert that isn't easily obtained, she might be able to get it for you — given enough time.

