



ADVENTURERS LEAGUE™

HERALD OF THE MOON

Elanil Ellassidil, an elf bard of no small legacy, has put out a call for trustworthy agents. It is time, it seems, for a quietly hidden piece of elven history to become known to the world. Meira Faerenduil, lost knight of Myth Drannor, has been discovered, and must be brought back to civilization. A four-hour adventure for 5th-10th level characters.

Adventure Code: DDEX3-7

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EXPEDITIONS™

Debut: September 3, 2015

Release: October 1, 2015

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INTRODUCTION

Welcome to *Herald of the Moon*, a D&D Expeditions™

adventure, part of the official D&D Adventurers League™ organized play system and the Rage of Demons™ storyline season.

This adventure consists of five mini-adventures, and is

designed for **three to seven 5th-10th level characters**, and is optimized for **five 8th level characters**. Players with 4th level characters may spend twenty downtime days to level up to 5th level. Characters outside this level range cannot participate in this adventure.

The adventure is set in the Moonsea region of the Forgotten Realms, in and around the forest of Cormanthor.

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a [DCI number](#). This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the [D&D Adventurers League home](#).

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the [D&D basic rules](#) or the *Player's Handbook™*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will 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 XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes 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 Player's 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 THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels than the optimized group size. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 8th level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

DUNGEON MASTERING THE ADVENTURE

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*™ has more information on the art of running a D&D game.

DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the [D&D basic rules](#) or the [D&D Adventurers League Player's Guide](#) for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some

downtime activities help with lifestyle expenses or add lifestyle expenses.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Faiths that can call upon spellcasting services in and around Hillsfar include the following: Chauntea, Lliira, Mielikki, and Tempus.

CHARACTER DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the D&D basic rules).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

DEATH

A character who dies during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is not

available.

ADVENTURE BACKGROUND

Nearly a thousand years ago, in 538 DR, the remnants of the once-great Netherese Empire struck a dying blow against the Cormanthyr elves in a vicious conflict called the Crown against Scepter wars. The elves emerged victorious, but the price was high in both blood and treasure, and the wary elves swore to remain forever vigilant against their foes' return.

Centuries later, in 1344 DR, entire elven kingdoms departed Faerûn in a mass exodus known as The Retreat. But not all elves abandoned the mortal world: among those who chose to remain were a small number of oath-sworn guardians and caretakers who bound themselves to certain sites holy to their people. One of these was Meira Faerenduil, a knight of now-lost Myth Drannor, who pledged to guard Eventide Abbey in the great forest Cormanthor against any Netherese threat that should emerge. Meira was among the faithful of Labelas Enoreth who, in his capacity as the elven deity of time and longevity, decided that this oath would bind Meira in death just as in life.

But none did. And though Meira's life ended naturally, the strength of her oath kept her bound to a forgotten and abandoned temple, sworn to protect the now-ruined Abbey from an enemy that would never come.

Recently Elanil Elassidil, the Moonsilver Herald of Elventree and a direct descendent of Meira Faerenduil, discovered a possible solution to the plight of her ancestor's trapped spirit: if the spectral guardian could be allowed to fulfill her oath by defending the Abbey from the Netherese, she could pass on from this world.

To that end, Elanil has put out a call for adventurers willing to journey to the ruins of Eventide Abbey while magically disguised as a Netherese raiding party in order to offer her ancestor's spirit the battle she was denied in life. And time is of the essence: the key to the deception lies in the fading power of an ancient relic, a shade coin that marks its bearer as an agent of Netheril. If Meira's oath is not fulfilled in the next few days while the coin's magic endures, it could be many years before Elanil has another opportunity to give her ancestor peace.

Finally, to complicate matters, the forest Cormanthor surrounding Eventide Abbey has lately become tainted with the influence of the demon lord Graz'zt seeping up from the Underdark below. The great wood is always a dangerous place, but the corruption of demonic madness makes every step beneath the soaring shadow

top trees fraught with peril.

LABELAS ENORETH

The Sage at Sunset and the Lord of the Continuum as he is known, Labelas Enoreth is associated with the long lifespans of elves and their fate after departing the mortal realm.

A philosopher and teacher, he patiently provides wisdom and knowledge to the elves. He is also loosely associated with the sun and the passage of time.

OVERVIEW

This adventure is divided into three parts:

Part 1. The adventure begins in the village of Elventree, where the party learns of a trapped spirit in need of rest. They have an opportunity to solicit advice and provision themselves before setting out.

Part 2. The party ventures into the forest Cormanthor in search of the ruined Eventide Abbey. As they press ever deeper into the legendary wood, it becomes clear that the forest itself suffers from a strange ailment that drives those who linger there to madness.

Part 3. Ascending to the treetops to enter the Abbey, the adventurers confront the lingering spirits of the temple's defenders in an attempt to free them from the bonds of undeath.

ADVENTURE HOOKS

The adventure begins in Elventree, a modest community east of Hillsfar on the southern shore of the Moonsea. The party may have its own reasons for visiting, or one of the following adventure hooks can help speed them on their way.

A Friend in Need. Adventurers who met Elanil Ellassidil in an earlier adventure, such as *DDEX3-3 The Occupation of Szith Morcane*, receive an urgent letter asking them to meet her in Elventree to assist her with a personal matter that relates to her family.

Shade Fanatic Background. Adventurers with a particular curiosity regarding remnants of the Netherese Empire have heard rumors of Elanil Ellassidil of Elventree taking a sudden interest in shade relics. When that name appears again on an open call for adventurers, the temptation to learn more is too much to resist.

Whatever Help I Can Get. If none of the above adventure hooks apply, the party is approached outside of the gates of Hillsfar by a young elven messenger named Nari, soliciting help in exchange for offered gold. Interested parties should make haste to Elventree, and seek out the Moonsilver Herald, Elanil Ellassidil.

Secret Mission: Harpers. Members of the Harpers are notified through their usual channels that Elanil Ellassidil, a high-ranking Harper agent in Elventree, requires assistance from 'discreet operatives with stout hearts'. Adventurers who have obtained the rank of Harpshadow (Rank 2) or above are also told "Perhaps you could even make some headway with this Hillsfar refugee situation, while you're at it..."

Secret Mission: Emerald Enclave. Members of the Emerald Enclave receive a messenger bird from Serinia of Elventree, requesting that they help her do a favor for a friend. Adventurers who have obtained the rank of Summerstrider (Rank 2) or above in the Emerald Enclave are asked for by name, with the addition of "This could be a good opportunity for us to assess the situation in Cormanthor; the rumors coming out of the wood are...disturbing."

PART 1: GHOSTS OF THE PAST

ELVENTREE IS A MOONSEA COMMUNITY LIKE NO OTHER...[It] is a place of tranquility and beauty where visitors may research magic, old stories, or songs. Its people are so peaceful and tolerant, I found it hard to believe that this place is part of the cursed Moonsea.
— Mendryll Belarod, *The Moonsea*

ELVENTREE

The adventure begins in Elventree, in the tree cottage of Elanil Ellassidil, where the party has answered her call.

Elventree is a modest community largely comprised of nonhuman refugees from Hillsfar's Great Law of Humanity. Surrounded on three sides by low hills dotted with caves, Elventree's dwellings are constructed primarily in the branches of trees, with rope ladders and walkways connecting them. The ground is reserved for cook fires and gathering spaces where residents meet to pass news or share a song.

ELANIL ELASSIDIL'S COTTAGE

Elanil Ellassidil is an elven bard of some renown who has served as the Moonsilver Herald of Elventree for nearly a century. This meeting, however, takes place away from the normal trappings of authority in the community; it is a private matter, and so Elanil has invited the party to speak with her in her modest cottage built into the boughs of a tree.

After initial pleasantries are exchanged, she withdraws a small parcel of expensive cloth from a hidden pocket in her jacket, and opens it to reveal a plain coin.

It doesn't look like much, just an old coin weathered nearly black with age. Still, the obvious care with which Elanil Ellassidil, the Moonsilver Herald of Elventree, handles the relic suggests there is more to it than meets the eye. Elanil lifts the coin delicately from its velvet wrap, holding it away from herself with some distaste as she offers it to you for inspection.

"I know it doesn't look like much, but this scrap of metal was both expensive and dangerous for me to obtain. I appreciate you answering my call so quickly...what little shadow magic remains inside this coin is fast fading, and it could prove to be the key to righting an old wrong that has long distressed my

family."

ROLEPLAYING ELANIL ELASSIDIL

Elanil Ellassidil, known as the Moonsilver Herald, serves as the de facto leader of Elventree, a position she has held for nearly a century. Famous throughout the Moonsea for her accomplishments as a bard, her true calling is less publicized: Elanil is a high-ranking Harper, and finds herself involved behind the scenes in many of the region's intrigues.

She is clever, generous, and kind to those who would be her friends. Elanil is largely responsible for Elventree's peace and safety, even as chaos spreads in the outside world. She takes her role as protector quite seriously, and moves decisively against those who threaten her charges.

Quote: "One song to soothe a temper flare / another for a broadened view / and soon you'll find a pint to share / a friend to sing along with you."

In soliciting the party's service in freeing her ancestor's spirit from its oath, Elanil relays the following:

- Elanil's ancestor was a knight of the now-ruined elven kingdom of Myth Drannor named Meira Faerenduil. When the elves departed in *The Retreat*, Meira swore an oath to Labelas Enoreth to defend one of his temples from their long-time enemies the Netherese.
- Eventide Abbey was constructed centuries ago by elven treesingers. Massive shadow top trees were gradually coaxed into the desired position, and the Abbey took form high in the tree branches.
- The Netherese never came, and Meira eventually died and her spirit was bound to the Abbey she had sworn to defend. She does not serve alone, however. When the elves withdrew during the retreat, they left guardians behind to ward their most sacred sites. The Abbey is likely to contain the spirits of its defenders, and may still house active magical traps designed to thwart intruders.
- The coin is a *shade coin*, a token of favor long-used to signify rank in the Empire of Netheril, which Elanil obtained by calling in various favors among the Harpers. It is harmless now, but still contains lingering traces of shadow magic that marks its bearer as an agent of Netheril. Elanil believes that bringing the coin to the heart of Eventide Abbey will allow Meira to fulfill her oath to Labelas Enoreth by defending the temple from the Netherese.
- The power within the coin is quickly fading and unlikely to last more than a few days longer, spurring Elanil to act in haste. If the coin's magic dissipates entirely before reaching the Abbey and drawing Meira's spirit into combat, it might be years before

Elanil gets another opportunity to free her ancestor from the oath which trapped her for eternity.

- There is one person in Elventree with vast knowledge about Cormanthor: Serinia, a priestess of Mielikki who oversees the Hall of the Unicorn. She may be able to offer some wisdom regarding traveling in the forest.
- This matter isn't official Harper business; Elanil is funding the expedition out-of-pocket. She has already spent much to acquire the shade coin, but can offer the party a total of 1,000 gp from her personal wealth to undertake the mission. She is willing to provide up to 200 gp in advance for the characters to prepare for their trip.

DEVELOPMENTS

When the party has no further questions for Elanil, she thanks them for agreeing to undertake this mission and bids them act in haste.

"The road to Eventide Abbey is long, and time is short; I know not what dangers you will discover there, but if the last strains of shadow escape the shade coin before my ancestor's spirit is freed from her oath, all will have been for naught. Take the coin and give Meira a battle worthy of a bard's song, and I will feast you properly when next we meet!"

SECRET MISSION: HARPERS

If any of the adventurers are members of the Harpers, Elanil asks them to hang back a moment as the others get ready to depart, and provides them with a secret mission.

- Recent disturbances within the Underdark have driven a number of its denizens to the surface. With the gates of Hillsfar sealed to outsiders, and refugees already sheltering within the outskirts of Cormanthor, tensions are rising as people become increasingly desperate.
- Many of the nonhuman refugees fleeing Hillsfar's Great Law of Humanity have found shelter in the outskirts of Cormanthor forest. There have been reports from Harper agents within the refugee camps of drow elves sighted deeper within the wood.
- Recent events in the drow outpost of Szith Morcane has caused a flood of refugees throughout the area; including Cormanthor Forest. For their protection and to avoid any Hillfarian entanglements, the drow must be convinced to cooperate with the factions.
- If you do encounter any drow, you must convince

them to join the other refugees at the forest's edge; if they behave themselves, they will not be harmed. They are likely to be suspicious of surface dwellers and hostile to any such suggestion; convincing them to join us will be difficult.

- Being able to converse the drow will be of the utmost importance, so hopefully, someone either speaks Elvish, or better yet, Undercommon.

THE HALL OF THE UNICORN

The Hall of the Unicorn, Elventree's Temple of Mielikki, is fashioned from the hollowed-out trunk of a towering tree.

The Hall of the Unicorn is a serene place, even by the generally placid standards of Elventree as a whole. The entrance to the temple is carved into the hollow trunk of a vast oak whose branches spiral overhead, resembling an enormous pair of antlers. Wildflowers and colorful mosses grow along the walls, and a sense of peace and harmony soothes you.

Sweeping out the temple's archway with a crude cob broom is a female gnome. She wears simple green robes, and sprigs of fern wind through her hair. As she looks up at you from her task, her eyes widen. "Oh...oh! You! You're here already! Come, come!" she calls over her shoulder as she bustles inside.

Through the doorway you see an enormous wooden statue of a unicorn, captured in flawless detail. "Let me see, where did I put the saucers now?" floats out from a side room as the gnome reappears, bearing a platter of fresh honey cakes and a steaming pot of tea. "Now we can make for a proper welcome! I am Serinia, but if you're here for the reason I suspect, you'll already have known that. Elanil's already given me some of the basics...what do you need to know?"

Serinia is concerned for the fate of her friend Elanil's family, and is able to offer the following guidance:

- Cormanthor is an ancient forest, whose origins were long forgotten even before the first elves walked the land. It is divided into three regions. First, the Rimwood: loose, low growth that spans a ten-mile perimeter around the forest's edge. Second, the Midwood, the bulk of the forest, where a dense canopy shelters a thriving variety of plant and animal life. Finally, the deepest, oldest section of Cormanthor is known as the Starwood, where shadow top trees soar hundreds of feet overhead, an unbroken blanket of leaves blocks out the sky, and the oldest elven civilizations were born.

- The ruin of Eventide Abbey is located within the Starwood, southeast of Elventree. Forging directly into the wood is not advisable, as those unfamiliar with the forest's twisting paths would soon become hopelessly lost. There is, fortunately, an old path that was used on pilgrimages long ago.
- To find the path, take the road called the Moonsea Ride south from Hillsfar, into Cormanthor. You'll pass through the Rimwood, and recognize the beginnings of the Midwood when you start to see white ash and beech trees mixed in among the pines. Look for a path branching east off of the Moonsea Ride near the border of the Midwood, and you'll find your trail.
- Traveling to the site of the Abbey on foot can be achieved in under a tenday at a brisk pace. The journey can be made a couple days shorter by using mounts.
- The journey though Cormanthor isn't just a stroll in the woods, as the unprepared soon learn. The deeper stretches of the forest can experience total darkness even at Highsun, and scaling the ancient trees can be as perilous as any mountain climb. Some even find resting in the forest to be difficult, their senses overwhelmed and their dreams troubled.

ROLEPLAYING SERINIA

Serinia is a forest gnome with a nervous disposition. Elventree is hardly a bustling metropolis, but she still finds the number of people here to be somewhat overwhelming, preferring to spend her time in the company of small animals or in quiet communion with the natural world.

Quote: *"It's so crowded here! Why, there must be nearly a dozen people in this inn...maybe I should sleep outside."*

SECRET MISSION: EMERALD ENCLAVE

If any of the adventurers are members of the Emerald Enclave, Serinia asks them to step into a shadowed vestibule of the Hall to speak privately, and provides them with a secret mission.

- Something has changed of late within the forest Cormanthor, and not for the better. The animal denizens of the wood are fearful, keeping to the edge of the trees—or fleeing all together. Many of the dryads and other tree spirits are uneasy and sense a 'wrongness' that they cannot identify.

- One of the guardians of the wood, a treant who calls himself Brightleaf, watches over the small residents of Cormanthor. He is a friend to the Emerald Enclave, and provides occasional wisdom regarding the state of the wood. Serinia has not heard from him in some time, and is concerned by the silence.
- Your path to Eventide Abbey will take you near Brightleaf's grove; pay your respects on our behalf, and do anything you can to assist him as caretakers of the wood.

THE ROAD

When the party has gathered the necessary information and made whatever preparations they desire, they can set out for the Abbey.

Their journey takes them first west, toward Hillsfar, before turning south on the Moonsea Ride that cuts through the forest Cormanthor.

DISTANCE

The trip from Elventree to the edge of the forest is not the focus of this adventure, and can be quickly narrated. If it's useful to give players a sense of distance overall, refer to the chart below.

TRAVELING TO EVENTIDE ABBEY

Distance	Location
80 mi.	Elventree to the Rimwood
10 mi.	Rimwood to the Midwood
25 mi.	Midwood to the Starwood
50 mi.	Starwood to Eventide Abbey

SPEED

With the magic of the shade coin fading, time is of the essence. The adventurers never know exactly how long they have until the coin becomes inert, and you can use that to narrative advantage.

In general, party decisions and actions that increase travel speed at the cost of resources or increased danger leave more of the shadow magic in the coin when they confront Meira. Traveling at a more conservative pace or taking excessive rests make it more likely that the magic fades and the ruse proves unsuccessful.

The first test of this comes in the group's travel from Elventree to the edge of Cormanthor. The party travels at the pace of its slowest member; if they unanimously decide to push themselves or their mounts to the limit, they can increase their speed at the risk of exhaustion.

If the group decides to do so, each character must succeed on a DC 15 Constitution saving throw. On a success, they are able to bear the aches and weariness of long days on the road without ill effect. On a failure, they receive one level of exhaustion which, though they do not know this, **they will not be able to recover by resting in Cormanthor**. (As Serinia hinted, "*some find resting in the forest to be difficult*").

The characters are troubled with unsettling dreams as they sleep in the forest. Visions of debauchery and betrayal dance in their heads. Even the trances of any elves are unnerving.

Whatever the party decides, record the outcome on the chart in DM Appendix: The Fading Shadow. The results has an impact on the adventure's conclusion.

The stragglers you pass along the road outside of Hillsfar draw hoods and avert their eyes from a distance; these are unfriendly times, and a stray glance is as likely to earn you a drawn blade as a greeting.

The dusty miles roll by uneventfully until, in the distance, you make out the sea of shadowy trees that swallow the horizon.

You have arrived at the forest Cormanthor.

PART 2: CORMANTHOR

THE GODS MUST HAVE TRULY LOVED CORMANTHOR, FOR IT WAS THE FINEST FOREST THEY EVER CREATED.

— Lyra Sunrose, *Elminster's Ecologies: Cormanthor*

The great wood Cormanthor is ancient even by the long reckoning of elves, though its proudest days are far behind it.

The forest is naturally divided into four regions named for the elven settlements that called Cormanthor home at the height of their empire millennia ago. In this adventure, the party explores the easternmost section of the wood known as Elven Court, venturing through increasingly dense, dark, and dangerous stretches of wildwood south of Elventree in search of Eventide Abbey.

MADNESS IN THE DARK

As the party ventures deeper into Cormanthor, there are two separate phenomena to be aware of: the passage of time and the unwholesome influence of the forest itself.

First, if party is to complete its mission to Eventide Abbey, they must arrive at the temple while the shade coin still contains enough shadow magic. Try to maintain a sense of urgency throughout the journey, particularly when there is discussion of when to rest, and keep track of party decisions in DM Appendix: The Fading Shadow. The consequences of traveling too slowly do not become clear until the adventure's conclusion.

Second, the recent changes to Cormanthor have not yet been properly recognized for what they are, but result from the infernal influences currently corrupting the Underdark being drawn up to the surface via the vast root systems of the forest's ancient trees. Emotions are heightened within the wood, and any travelers who linger there are likely to find themselves pushed to the brink of insanity. Those who sleep in the deeper, darker parts of the forest find their dreams full of decadence and indulgence.

After emotionally-heightened moments in Cormanthor, especially combat, the party may become tainted with the Indefinite Madness of Graz'zt, described in the following table.

MADNESS

At the best of times, the Underdark is a bizarre, alien, and inhospitable world, but the influence of the demon lords has transformed it into a domain of madness and chaos. *Faerzress* acts as a catalyst, spreading the demon lords' madness throughout the Underdark.

A creature's madness level starts at 0. When the creature fails a madness saving throw, its madness level increases by 1, and the creature immediately suffers the level's effect (as determined by rolling on the Short-Term Madness, Long-Term Madness, or Indefinite Madness table in the *Dungeon Master's Guide*, as appropriate). When the effect ends, the creature's madness level doesn't change. Any time the creature's madness level increases, it suffers the effect of the new level.

If a creature with level 3 madness fails a madness saving throw, its madness level becomes 1. In this way, characters can potentially accumulate multiple forms of madness. If a character accumulates a form of madness that they are already suffering from, reroll until a new result is reached.

Bouts of short- and long-term madness can be cured as described in the *Dungeon Master's Guide*. Given the demonic source of the madness, *remove curse* and *dispel evil* are also effective as cures. A *greater restoration* spell or more powerful magic is needed to cure indefinite madness and also resets a creature's madness level to 0.

In adventures set during *Rage of Demons*, madness is measured in three levels:

MADNESS LEVEL

Level	Effect
1	Short-term madness (lasts 1d10 minutes)
2	Long-term madness (lasts 1d10 x 10 minutes)
3	Indefinite madness (lasts until cured)

INDEFINITE MADNESSES OF GRAZ'ZT

Graz'zt influence on the region has manifested itself in the different forms of madness that characters may develop. Upon reaching madness level 3, instead of rolling on the Indefinite Madness table on page 260 of the *Dungeon Master's Guide*, roll on the following table and the character gains the madness listed below. Have the player note it on his or her character sheet.

If the roll results in a madness already possessed by the character, reroll until a new result is reached.

01-20	Narcissism: "There is nothing in existence that is more important than me."
21-40	Megalomania: "Anyone who doesn't do exactly what I say does not deserve to live."
41-60	Infatuation: "I will not rest until I have made someone else mine, and doing so is more important to me than my own life or the lives of others."
61-80	Hedonism: "My own pleasure is of paramount importance. Everything else, including social graces, is a triviality."
81-100	Abomination: "The mores of society are a lie, meant to shackle free thinking people. I will revel in that which others find shocking or disgusting to demonstrate my rebellion."

1. RIMWOOD

The outermost section of Cormanthor, the Rimwood is a ten mile wide band of pine trees that separates the deeper reaches of the Midwood and the Starwood from the wider world.

Passing under the first trees that mark the border of the forest Cormanthor, you are struck by the age and majesty of the place. There is power to be found in the ancient places of the world, and it is easy to imagine this wood standing sentinel at the dawn of Faerûn.

GENERAL FEATURES

The general features of the Rimwood section of Cormanthor are as follows:

Trees. The shallow-rooted blueridge and needleleaf pines that grow here are well-suited to the Rimwood's sandy soil. The trees are widely spaced, rarely touching, and most are around twenty feet tall.

Light. The trees in the Rimwood are small enough and spaced far enough apart that they do not interfere with normal daylight.

Sounds. A thick carpet of springy pine needles dampens the Rimwood forest floor, reducing footfalls to near silence and granting advantage to creatures attempting to move silently.

Fauna. Sparse vegetation makes larger mammals less common in the Rimwood (though this is changing, see Love Nest, below), but winged insects and the birds that prey upon them thrive.

RESTING IN CORMANTHOR

The wood is unsettled by the influence of Graz'zt, making lingering there decidedly unpleasant. If the party decides to take a long rest within the wood, they may do so. However, upon completing the rest, the following applies:

- **Exhaustion:** Resting within Cormanthor does not permit a character to recover levels of exhaustion. Long rests otherwise function as normal in terms of resources recovered.
- **Madness:** Upon completing a long rest, each character must succeed on a DC 15 Wisdom saving throw. On a failure, their madness level increases by 1 and they are potentially affected by the Indefinite Madness of Graz'zt (see table).
- **Time:** The shade coin's magic fades more quickly within the wood. Whenever the party completes a short or a long rest, record it in the appropriate space in DM Appendix: The Fading Shadow. After the party completes their first rest under the trees of Cormanthor, the DM should make it clear that it seems as if the coin is becoming less dark, as if the shadow is draining away into the shadows beneath the trees.

LOVE NEST

The more dangerous denizens of Cormanthor normally dwell deeper in the great forest, but recent changes to the atmosphere of the wood have driven skittish prey out into the Rimwood area...and the predators have followed them.

While still on the outskirts of the Rimwood, the adventurers begin to see the first signs that all in Cormanthor is not as it should be. Smaller trees and shrubs show signs of having been trampled flat, and several carcasses of deer and boar are strewn about in the pine needles, badly mauled but uneaten. A DC 10 Intelligence (Nature) check suggests that the meat is reminiscent of how a hunter might bait a trap...

Just off of the road, you see a shallow pit forty feet across and perhaps fifteen feet deep at its lowest point. A one foot high ridge of displaced dirt and loose stones encircles the depression, and the smell of rotting meat pervades the air.

There are several downed trees - mostly smaller pines - in the area surrounding the pit. The ground nearby is stained with blood and occasional scraps of fur.

Investigating the pit reveals that the ground within is covered with a fine white powder, which can be identified as crushed bone with a successful DC 10 Wisdom (Medicine) check by anyone who ventures inside to examine it. Identifying the pit as a bulette mating nest requires a successful DC 15 Intelligence (Nature) check, which can be made with advantage if the bone was previously recognized. Two **bulettes** live within the nest.

As soon as the adventurers understand the nature of the nest (or, failing to do so, as soon as they prepare to move on), the ground trembles beneath their feet and erupts into a cascade of dirt and pebbles as an enormous bulette emerges from the earth with a bellowing roar. The bulette had been resting twenty feet below the bottom of the nest, so detecting it before it emerges requires a successful DC 18 Wisdom (Perception) check to avoid being surprised, which the party may make with advantage if they recognized the danger of being so close to a bulette mating nest.

After the surprise round (if any), a second bulette crashes through the nearby tree cover to join the fray in the normal initiative order. Any adventurers inside or adjacent to the pit must contend with the loose dirt and bone dust, treating the area as difficult terrain and suffering disadvantage on Dexterity saving throws while they struggle for footing.

A successful DC 10 Wisdom (Insight) check recognizes that the bulettes are engaged in a grisly and competitive mating ritual, and treat slaughtering the adventurers as an opportunity to prove their worth as mates to one another. They fight until slain, frequently burrowing into the earth between rounds and using *deadly leap* to knock adventurers prone so that the other bulette may *bite* unconscious targets with advantage.

ADJUSTING THE ENCOUNTER

An average party should find this to be a hard combat encounter. Here are recommendations for adjusting it to suit the group at your table. These are not cumulative:

- **Very weak party:** Remove the bulette emerging from the forest in the first round
- **Weak party:** The adventurers are not surprised by the bulette emerging from the ground; roll initiative normally
- **Strong party:** Add a second bulette emerging from the forest in the first round (three total)
- **Very strong party:** Add a second bulette emerging from the ground in the surprise round (three total)

TREASURE

A thorough search of the nest reveals the remains of an unwary traveler or two mixed in with crushed animal bones and larger bits of rotting carcass. Among the offal is a handful of small gems and gore-covered coins worth a total of 150 gp.

FINDING THE PATH

As the Rimwood gives way to the deeper Midwood, the party must leave the Moonsea Ride and strike off deeper into the forest.

The woods begin to deepen, trees growing closer together in a chaotic jumble of branch and leaf. The boundary between the Rimwood and the Midwood must be near, but one tree looks much like another, and numerous tracks and paths wind away from the Moonsea Ride in either direction.

To correctly identify the proper point at which to leave the road, ask the players what signs they are looking for. Those who heed Serinia's advice know they seek "white ash and beech trees" and "a path that branches east."

To find the path, the characters must succeed on a DC

13 Wisdom (Survival) **group** check. If the group remembered Serinia's directions, they may make the check with advantage. If they did not remember, each character other than druids, rangers, and those with the Cormanthor Refugee background make the check with disadvantage. If more than half of the group succeeds on the check, they can progress normally. If half or more of the group fails, they must spend valuable time deadheading back down several wrong trails before eventually finding their way.

Record the result in DM Appendix: The Fading Shadow.

2. MIDWOOD

The bulk of Cormanthor is known as the Midwood, a vast stretch of unbroken tree cover that shrouds the forest below in darkness.

The thickening tree canopy fills the forest below with shifting shadows as you plunge into the Midwood.

The path winds back and forth upon itself in an easily-lost tangle, and clusters of briars and nettles overgrow the trails and threaten to choke the life from smaller trees.

The overgrowth can be identified as relatively young (at least in the forest's terms) by a successful DC 12 Wisdom (Nature) check. Succeeding on the check by five or more recognizes that the growth is not magical, but is more symptomatic of a failure of the forest's natural defenses.

Thicket. Huge thickets, 8-foot-high and 30-foot-deep, stretch off into the forest in either direction. Any creature that enters the thicket or starts its turn within it must succeed on a DC 12 Dexterity saving throws, taking 11 (2d10) piercing damage on a failed save, and half as much on a success. The thicket is considered natural difficult terrain.

Characters that take the time to cut or burn away the brambles automatically succeed on any saving throw made to move through it, but doing so angers Brightleaf in the subsequent encounter, making him far more likely to become hostile and attack.

SECRET MISSION: EMERALD ENCLAVE

If any of the characters are members of the Emerald Enclave and accepted the secret mission, skip Encounter A. Sticks and Stones and proceed to Encounter B. Secret Mission: Emerald Enclave, below. Otherwise, if there are no members of the Emerald Enclave, run Encounter A and skip Encounter B.

GENERAL FEATURES

The general features of the Midwood section of Cormanthor are as follows:

Trees. A greater variety of tree species thrive in the rich soil of the Midwood, including numerous streaks of white ash and beech trees packed tightly among the pines.

Light. Even in the brightest hours of day, the dense leaf canopy of the Midwood reduces the forest floor to no brighter than dim light. During the day, creatures lacking darkvision or a light source have disadvantage on perception check. During the evening hours, the forest is heavily obscured by darkness.

Smells. The smell of wet bark and moldering vegetation wafts from rotting logs and damp hollows.

Sounds. What little breeze stirs here rustles leaves and small branches with a rhythmic, swaying sound that resembles breathing.

A. STICKS AND STONES

The path opens into a moderately-sized clearing. Read:

This otherwise placid, serene clearing is sullied by a harrowing sight. Around a bend in the clearing, you see a large stag with fur the color of alabaster lying in a bloody ruin on the ground. Pinned beneath it is the body of an elf; clad in tattered leather armor.

The brush at the side of the clearing rustles and explodes as a number of immense forms emerge from the cover of the forest, the ground shaking beneath their feet.

A pair of **hill giants** have recently slain the elf and his mount using a thrown rock. A successful DC 15 Intelligence (Religion) recognizes white stags as holy to Labelas Enoreth. Both the giants and the **giant boar** that accompanies them arrive shortly after the characters do. Neither side is surprised.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting it to suit the group at your table. These are not cumulative:

- **Very weak party:** Remove the giant boar
- **Weak party:** Remove 1 hill giant; add 2 giant boars
- **Strong party:** Add 2 giant boars
- **Very strong party:** Add 1 hill giant

TREASURE

The slain elf is dead. However, he bore a satchel containing a wooden flask containing a *potion of animal friendship*, and a delicately etched leaf that functions as a *scroll of protection from plants*.

B. SECRET MISSION: EMERALD ENCLAVE

This encounter is run only if there is a member of the Emerald Enclave of suitable rank and only if that character accepted the secret mission.

The path opens up into the grove of a treant named Brightleaf. Normally a place of strong natural harmony, the grove has become a focal point of the forest's corruption.

The path in front of you is overgrown with a solid mass of wicked looking thorns and bramble blocking the way.

On the far side of the thicket, you can see the path widen into a shadowy clearing with a single large elm at its center. The undergrowth on either side of the path is a hopeless tangle, even less appealing than forging ahead.

The elm at the center of the clearing is Brightleaf, a **treant** that acts as the guardian of this stretch of the Midwood. Brightleaf has almost completely succumbed to a messiah complex induced by the influences of Graz'zt; believing himself to be the god of Cormanthor. He has no knowledge of the world beyond the Rimwood's borders.

ROLEPLAYING BRIGHTLEAF

Brightleaf is wary of outsiders, but not immediately hostile. He engages in conversation with the adventurers if they are suitably respectful, though he drones on condescendingly about the greatness of Cormanthor and how well it reflects upon his own glory. He speaks metaphorically and painfully slowly in a rich bass and almost never reaches a point. (Remaining polite should be a strain for even the most diplomatic party.)

Signs of the treant's madness can be detected with a DC 10 Wisdom (Insight) check, though Brightleaf steadfastly denies the possibility that any outside force could influence a being as wise and powerful as he.

Quote: "You... rootless... ignorants... wouldn't... comprehend... my... methods... but... the... true... freedom... of... my... forest... demands... deep... roots... and... strong... branches... to... withstand... the... storm... of... liars... and... heretics."

Six **vine blights** who have been drawn to the taint of Brightleaf's grove feed his delusions with a cruel mockery of worship and whispers of heretical intruders come to challenge his divinity. Throughout the characters's conversation with the treant, any character that succeeds on a DC 15 Wisdom (Perception) check hears the vine blights climbing through Brightleaf's branches continually whisper dire warnings of imminent treachery from the characters, particularly regarding any adventurers with an obvious affinity for natural lore; such as elves, druids or rangers, or anyone who openly identifies themselves as a member of the Emerald Enclave.

TO TREAT WITH A TREANT

If the party remains completely respectful and has taken no action harmful to Cormanthor (such as setting fires or cutting trees), Brightleaf discusses the state of the forest indefinitely—frequently repeating himself and obviously misrepresenting the health of the wood, which he believes to be impeccable. He allows the group to depart peacefully whenever they wish. If the group lingers, Brightleaf drones on endlessly about his delusions.

In order to cure Brightleaf of his malady, the characters have two primary options (though other particularly clever ideas should be rewarded):

Cure Brightleaf. Any character that casts an appropriate spell of 3rd-level or higher (such as *dispel evil*, *greater restoration*, *remove curse*, etc.) upon the treant successfully cures it of its madness. However, in order to do so, they must first be adjacent to the treant. If any of the characters approaches within 20 feet, Brightleaf attacks. If a character that succeeds on a Charisma (Deception or Persuasion) check opposed by Brightleaf's Wisdom (Insight) check, the treant allows that character to approach without attacking. Due to the whispers of the blights, characters with obvious ties to nature (rangers, druids, self-proclaimed members of the Emerald Enclave, etc.) make this check with disadvantage.

Once adjacent, however, they discover that the treant is not willing to allow someone to cast spells upon him. In order to successfully cast the spell on Brightleaf, the caster must succeed on an opposed Dexterity check to touch him. If successful, the spell is effective, and Brightleaf is cured of his malady. If the caster fails the check, the spell is lost and Brightleaf is unaffected. If the characters managed to calm Brightleaf and then failed to cast the spell on him, Brightleaf attacks.

Incapacitate Brightleaf. If the characters are unable to cast *greater restoration*, they must incapacitate the treant in order to cure him. Similarly, if an adventurer offends Brightleaf by persisting in any claim that he is either unwell, disputes his divine status, or otherwise performs any action against the treant or his blight worshippers that he believes is hostile, Brightleaf attacks.

The vine blights drop from his branches and cover as much of the grove as is possible in *entangling plants* before running into the brush. Brightleaf *animates trees* and commands them to "destroy the fleshlings!" He remains at a distance, ripping rocks from the ground and hurling them at restrained adventurers.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting it to suit the group at your table. These are not cumulative:

- **Very weak party:** Brightleaf does not animate trees.
- **Weak party:** Replace the trees animated by Brightleaf with the statistics for awakened trees.
- **Strong party:** Brightleaf animates three trees, instead of two.
- **Very strong party:** Brightleaf animates four trees, instead of two.

DEVELOPMENTS

If Brightleaf is reduced to 0 hp, he has an obvious moment of surprised clarity, a break in his madness as he slips into unconsciousness. If an adventurer acts within three rounds to stabilize him or restore hit points to the treant, Brightleaf is revived normally. Otherwise, Brightleaf dies at the end of the third round, and his spirit returns to the soil, forever lost.

Similarly, if the characters successfully cast their restorative spell on the treant, he is similarly returned to normality.

If Brightleaf is saved, he thanks the adventurers:

The cracked bark of the treant's massive face draws together in a deep frown. "My... forest... suffers... and... I... have... been... unsound. There... are... wrongs... to... be... righted. Thank...you...for...showing...me...my... failure. I... have... much... work... yet... to... do."

If Brightleaf is killed, or the party leaves him to his fate within the grove without aiding him, each member of the party must succeed on a DC 15 Wisdom saving throw to resist the wrongness of the place. Any elf, druid, ranger, or member of the Emerald Enclave makes this saving throw with disadvantage on as the remorse of their part in the destruction of one of the forest's great guardians

washes over them. On a failed save, the character's Madness Level is increased by 1.

TREASURE

If Brightleaf is saved, he also gives gifts of thanks to the party. He has no material wealth, but provides a wooden flask containing a *potion of animal friendship*, and a delicately etched leaf that functions as a *scroll of protection from plants*.

XP REWARD

If Brightleaf is saved or the group departs without fighting him, each member of the party receives 200 XP.

3. THE STARWOOD

The deepest sections of Cormanthor where outsiders rarely tread is known as the Starwood. Sacred to the elves, it was here that their empires were founded, and the deep shadows of the forest still contain many ruins.

SECRET MISSION: HARPERS

If any of the characters are members of the Harpers and accepted the secret mission, the following encounter has additional parameters as detailed in Secret Mission: Harpers, below.

The trees grow thicker, taller as you enter the heart of Cormanthor, known as the Starwood. The shadow tops, as the great pines are called, stretch hundreds of feet from the forest floor to a canopy so dense that no light filters through to the ground below, plunging the forest into an almost subterranean darkness.

GENERAL FEATURES

The general features of the Starwood section of Cormanthor are as follows:

Trees. The shadow top trees are massive on a scale rarely encountered in the outside world, soaring up to 400 feet high with trunks that must be 80 feet in diameter.

Light. The canopy of thick, dark green leaves overhead is so dense that no light reaches the ground below, leaving the area in darkness at all hours of the day.

Ruins. Decaying signs of an ancient civilization are scattered throughout the Starwood. Long ago picked clean by tomb raiders and adventure hunters, there are still scraps of broken weapons, shattered worked stone, and the occasional sign of a collapsed wall or building strewn throughout the forest.

Surveying the scene reveals the following, based upon the success of a Wisdom (Perception) check—keeping in mind that a light source bright enough to help see these details immediately reveals the party's presence to the drow.

- **DC 10: The Spiral Stair.** One of the larger trees around has a delicately-carved spiral staircase encircling its trunk and winding straight up into the darkness.
- **DC 15: The Sign of Morning.** That shadow top tree also bears a large bas relief depiction of the setting sun, containing a face with vaguely elven features. It is partially overgrown with moss and bark, but can be identified as the symbol of Labelas Enoreth, the ancient elven god of time.
- **DC 20: The Abbey Above.** Especially keen-eyed adventurers get the barest sense of a large structure resting in the shadowed branches high overhead.

DROW CAMP

A number of displaced drow have fled the brutality of the fire giant occupation of the Underdark outpost of Szith Morcane. Escaping to the surface via The Waydown, a sinkhole that recently opened near Hillsfar. Some dark elves—having been persecuted both above ground and below—have taken refuge within the deepest stretches of Cormanthor's Starwood.

This group has little interest in the long-ruined Abbey resting high in the boughs above them; they have made their camp by chance beneath the shelter offered by the shadow top trees.

The forest, however, isn't quite so indifferent to them: the Madness of Graz'zt that drove the drow from the Underdark still holds sway on them here, leaving the dark elves in the throes of a wild hedonistic revel when the party finds them.

A raucous peal of laughter and the jarring, up-tempo strains of a poorly-tuned stringed instrument echo strangely off of the trunks around you. Elven voices arguing over a carafe of wine and the rhythmic clapping of hands responding to the call of the music's beat fill the silent wood with the unmistakable sounds of a party coming from just beyond the thick brush ahead of you.

The group of **drow** refugees are making no effort to conceal their presence, dancing wildly (and drunkenly) to the atonal sawing of an out-of-tune fiddle that a female is playing terribly. The elves are distracted and have disadvantage on any Wisdom (Perception) check made to notice the adventurers's arrival (disadvantage imposes a -5 penalty on their **passive** Perception score). Recognizing that this behavior is very unusual for drow, especially on the surface, requires a successful DC 15 Intelligence (History) check; whereas a successful DC 10 Wisdom (Insight) check detects something slightly unhinged about their demeanor.

The revelry comes to an abrupt halt as soon as the adventurers reveal themselves, with the drow scrambling for weapons and taking up a defensive posture; otherwise, the music and dancing lasts for several hours before breaking down into exhausted squabbling and bitter muttering as the drow drop into meditative trances to rest. If the adventurers opt to wait out the revel to gain an advantage over the drow, reflect that choice in DM Appendix: The Fading Shadow.

DEVELOPMENTS

When the drow become aware of the party, they spring to readiness, grabbing for shortswords and crossbows.

The dark elves before you look uncertainly towards the female drow who casts her fiddle carelessly aside; rocking unsteadily on her feet as she draws a thin blade. Despite being slurred with drink, her voice carries the unmistakable air of command as she shouts instructions to the others.

Drava T'syrr is a **drow elite warrior** who convinced the group of eight **drow** to flee the Underdark and take their chances on the surface, but her lack of direction and descent into hedonism has left her position in the group vulnerable. She commands the others to attack in Undercommon, but the order is not immediately obeyed. Most of the drow do not wish to fight, and look to Ilztoj A'Qaran, a **drow mage**, for guidance.

ROLEPLAYING DRAVA T'SYRR

Since arriving in Cormanthor, Drava has completely given herself over to hedonistic impulses fueled by the Indefinite Madness of Graz'zt. She has ignored the entreaties of her companions, drinking through their stores and dancing to the screeching melodies she plays upon a stolen fiddle. She is fearful of surface-dwellers, convinced that any meeting will inevitably end in blood. When the adventurers meet her, she is drunk and frightened and consumed by her own reveling.

She refuses to divulge any explanation for the drow's presence in the forest. She does not agree to relocate to the refugee camps, but can be persuaded to take her group and depart this section of the Starwood without bloodshed.

Quote: *"Pass the flagon; we'll all be spider food soon enough, and I'm not going to the Demonweb Pits sober."*

ROLEPLAYING ILZTOJ A'QARAN

Unlike Drava, Ilztoj has managed to keep his wits about him inside the maddening wood, and has even begun to take an interest in the forest around them. He still honors his people's social norms, and defers to Drava while she is present.

Quote: *"Caution is a far sharper blade than that of heedlessness...I will bide my time and in so doing, hone my dagger to a razor's edge."*

In their moment of hesitation, there is a brief opportunity for the party to treat peacefully with the drow. None of the group speaks Common; they communicate with each other in Undercommon, though they also can speak heavily-accented Elvish.

If the adventurers wish to parley with the drow, at least one adventurer must succeed on a DC 15 Charisma (Persuasion) check to prevent the sudden outbreak of violence. Characters that speak Undercommon make this check with advantage. If the characters have killed any of the drow, the check is made with disadvantage. If Drava is alive, any checks made to intimidate the drow automatically fail. If she is slain, however, the drow become more susceptible to threats. In this case, they may be intimidated, however any check to do so is made with disadvantage.

If Drava is slain or the adventurers arrange to speak to Ilztoj privately, the characters can learn the following information:

- The group of dark elves fled the Underdark several tendays ago to escape enslavement at the hands of fire giants. There couldn't stay in the Underdark as it seemed filled with insane impulses. It was chaos when they left, and he has no knowledge of how things below the surface now stand.
- Cormanthor feels strange, somehow. As if the wild impulses that have swept through the Underdark also hold sway here. Has the entire world gone

mad?

- An ancient elven temple spans the boughs of several of the massive shadow top trees far overhead. He was curious about it when the drow first arrived, but the lingering traces of still-active magical wards persuaded him to leave well enough alone.
- This group of drow seeks only safe passage and refuge from the madness below ground. They hope to travel far enough over land to escape the fate of their settlement, and plan on eventually returning to the Underdark once they have put some distance behind them. Ilztoj is eager for guidance and any news about how things stand in the lands around Cormanthor.

If any adventurer successfully engages the drow in conversation, the characters must succeed on a DC 12 Charisma (Persuasion or Deception) **group** check to show that they mean no harm, gaining advantage on the roll if they do not have weapons displayed or unsheathed. If at least half of the group succeeds, combat is avoided; if more than half of the group fails to convince the drow of their peaceful intentions, the dark elves immediately attack and gain a surprise round against any adventurer who lowered their guard.

FOES AND TACTICS

In combat, the drow fight as a highly-trained, cohesive unit, making use of the tactical advantage offered by the gloom of the shadow top trees. The drow use *darkness* in order to disorient their opponents immediately after their allies have attacked, ending concentration the following turn in order to attack without penalty. The elite warrior focuses her attacks on any adventurers who are carrying a light source, and the drow mage relies upon *Evard's black tentacles* and *cloudkill* to make the battlefield decidedly unpleasant for the party after attempting to summon a **shadow demon** in the fight in the first round.

The drow's hearts are not entirely in this battle, and they are unlikely to fight to the death; if Drava is slain or the odds seem decidedly in the adventurers' favor, any surviving drow attempt to surrender.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting it to suit the group at your table. These are not cumulative:

- **Very weak party:** Ilztoj does not summon a shadow demon.
- **Weak party:** Ilztoj does not summon a shadow demon.
- **Strong party:** Add 1 drow elite warrior.

- **Very strong party:** Add 2 shadow demons under Ilztoj's control at the start of combat; he does not summon additional demons.

SECRET MISSION: HARPERS

In order to succeed in their secret mission given by Elanil, Harpers must convince the drow to join the other refugees in the other camps on the border of the forest.

Any attempt to convince the drow to acquiesce involves dealing with Drava. If alive, she absolutely refuses to the characters's terms. Any attempts to persuade or intimidate her into agreeing automatically fail. She is proud and believes that she will lose the confidence of her people if she acquiesces to terms issued by surface-dwellers. If pressed too far, she may grow tired and simply respond with violence—in which case, the other drow attack the characters as well.

Any sort of peaceful interaction with the drow makes it clear that Drava has only half-hearted support from her followers. As such, her removal from power is likely going to end up being the key to this encounter. The characters should be encouraged to be creative in determining the best way to do facilitate this. Suggestions of some possible actions by the characters follow:

Attacking Drava. If Drava is attacked her followers leap to her defense (see Foes and Tactics, above). Once she is defeated, any surviving drow automatically agree to the characters terms. If none of her followers survive, the characters fail the secret mission.

Challenging Drava to a Duel. Drava gladly accepts any challenges to single combat from the characters. However, she has no intention of fighting fairly. At the beginning of each round after the first, roll a die. On an even result, she prompts one of her followers to attack her opponent with a poisoned crossbow bolt using a sort of sign language. The attack is made with advantage unless the targeted character notices the treachery by succeeding on a DC 15 Wisdom (Insight) check.

Fomenting Dissent. The characters may try to attempt one or more of Drava's followers to betray their leader. Convincing a drow requires a successful DC 12 Charisma (Deception or Persuasion) check. This check must be made for each individual drow that the characters wish to sway.

Unless the characters instruct them otherwise, the drow attempt to poison her with the drow sleeping poison. If allowed to do so, roll 1d8. Compare the result to the number of drow recruited:

- **Equal to or Less.** The drow successfully poison her

and she falls unconscious.

- **Higher.** Drava notices the act and she and her followers attack; save for those recruited by the characters.

Convince Ilztoj to Take Charge. The drow mage supports Drava only because he is accustomed to doing so. If suitably inspired, he can be swayed into helping the characters defeat Drava.

If a character succeeds at a DC 20 Charisma (Persuasion) check, he agrees to assist them in defeating Drava. If the character is an arcane spellcaster makes this check with advantage. Similarly, if the character has the story reward **Friends in Low Places** (DDEX2-16 *Boltsmelter's Book*), finds that Ilztoj has actually heard of the character from a colleague named Murssvayas Dhuurniv and automatically succeeds on this check.

The mage agrees to whatever plan of attack the characters arrive at. Seeing the mage assisting the characters is enough to persuade the other drow from participating in the battle. In this case, do not use the tactics described in the Adjusting the Encounter toolbar, above.

Other Methods. The characters may come up with clever ways of dealing with Drava on their own. Assign checks with DCs appropriate for their level and the challenge of the encounter. Let the characters shine here.

TREASURE

If the characters defeat the drow or convince them to return to the refugee camps, they are able to secure a bag containing stolen valuables within the drow camp: an amber-colored *potion of climbing*, and pilfered jewelry worth 240 gp along with coins worth 160 gp.

If Ilztoj is defeated, the characters also find his spellbook, a tome bound in fleshy gray leather that secretes an oily sheen that smells of sweat. It contains the following spells that may be scribed into a character's spellbook using the rules in the *Player's Handbook*.

1st Level: *mage armor*, *magic missile*, *shield*, *witch bolt*

2nd Level: *alter self*, *misty step*, *web*

3rd Level: *fly*, *lightning bolt*

4th Level: *Evard's black tentacles*, *greater invisibility*

5th Level: *cloudkill*

XP REWARD

If the party successfully completed the Harper secret mission, award each character an additional 200 XP.

PART 3: EVENTIDE

ABBEY

TIME AS A STRAIGHT LINE TO OBLIVION TO THOSE WHO VIEW IT WITHOUT WISDOM. To the faithful of Labelas Enoreth--those who have sought out and learned from the knowledge of those that have passed before--time is instead a myriad of lines; a thousand and thousand paths each leading to a thousand and thousand new stories.

— Author unknown

Eventide Abbey spans the branches of three massive shadow top trees, hundreds of feet above the Starwood forest floor.

Having reached the final approach to Eventide Abbey, you take a last moment to examine the shade coin that brought you to this place. Has its dark color faded? Does the diminishing shadow magic Elanil claims it holds still remain? Will it be enough to draw the spirits into battle? You can't be certain.

Craning your heads back to examine the barely visible structure tucked into the branches at a dizzying height overhead, not is the time to climb.

GENERAL FEATURES

The general features of Eventide Abbey are as follows:

Height. The Abbey sits 200 feet in the air, built into the shadow top trees. The branches are sturdy, but small gaps occur naturally and offer a dizzying gaze straight down to the forest floor below. Gentle swaying movements within the treetops make for a terrifying and nauseating experience for those unfamiliar with such heights.

Foliage. Moving around on the branches of the trees is much like moving through a corridor; dense growth blocks sight and passage away from the paths on the limbs themselves.

Light. Having ascended to the highest branches of the shadow top trees, the Abbey receives direct sunlight appropriate to the time of day.

Sounds. The wood creaks and groans as adventurers move about, and occasional snaps and pops of smaller breaking branches crack through the otherwise still air.

Fauna. Little lives at this height, though occasional birds's nests and spiders's webs show some signs of animal occupation.

DEATH FROM ABOVE

Exploring Eventide Abbey presents many dangers, but chief among them should be the imminent threat of plunging hundreds of feet to your messy death on the forest floor below; from this height, none but the heartiest (or luckiest) adventurers are likely to survive a fall. Fortunately for our heroes, fear of the dive is far more important than the body count at the base of the shadow tops.

Make sure the group is constantly aware of their precarious position high in the trees; stress the sway of branches, the crumbling of loose bark beneath their feet, the slickness of the aged wood. Generously reward caution and smart teamwork; a good system of ropes to tether the party together goes a long way towards averting disaster, and a selfless dive to catch the hand of a falling friend is the stuff inspiration is made of.

That said...groups that ignore the obvious dangers (and explicit warnings) may find themselves dropping like flies.

1. THE WINDING STAIR

The stairway winding round the shadow top is the only viable alternative to a dangerous and time-consuming climb. Adventurers who insist on going up "the hard way" can scale the trunk at half speed with a successful DC 15 Strength (Athletics) check; ten successful checks are required to reach the upper branches. Failing a check by more than five results in a fall to the forest floor below unless the climber is sufficiently tethered.

The craftsmanship of the elven treesingers is a marvel to behold, even after over a century of neglect. The delicate staircase before you is shaped from finely-woven branches and broad enough for two to walk abreast. The spiral winds around the perimeter of the massive trunk, climbing from the forest floor to branches that must be two hundred feet overhead.

It is a long and wearying climb to the top. Each adventurer must make a successful DC 10 Constitution check or suffer one level of Exhaustion.

The branches beneath your feet sway gently as you emerge onto a wide landing carved into the side of the tree. A set of gorgeously embossed oak doors standing before you depict a dazzling sunset over a vast forest.

To your right, the limb you're standing on tapers to a narrow bridge that stretches towards a second distant tree.

There are two principal paths through the Abbey: navigating from branch to branch via perilous exterior walkways, or forging into the chambers sculpted into the trunks of the great trees, with not knowing what may remain inside.

2. HALL OF WELCOME

This chamber is where long-ago visitors to the Abbey were first met and welcomed by novices.

This wedge-shaped chamber is adorned with serene mosaics formed from slight variations in the color of individual bark chips. Each of the six works lining the walls depicts common scenes from elven life, with the setting sun featured prominently in each. Whatever color once infused these mosaics has long since faded, giving the room a washed-out, muted feel.

Two doors are set into the walls opposite, with a wooden lectern growing seamlessly from the floor between them. Several benches rest half submerged into the tree walls, as if in the process of being reclaimed by the shadow top.

This room once served as the Abbey's reception area where petitioners would be processed according to their need. Those seeking consultation on a point of divine law would be shown through the left door to be assisted by a novice; those with greater business within the Abbey would pass through the right door to be received by higher-ranking clergy.

When the bearer of the shade coin enters this chamber, the spirits lingering here become active. The five **will o' wisps** may have forgotten themselves, but they have not forgotten their hatred for the living. They begin the encounter invisible. Only characters with the ability to detect invisible creatures can see them.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting it to suit the group at your table. These are not cumulative:

- **Very weak party:** Remove 2 will o' wisps.
- **Weak party:** Remove 1 will o' wisp.
- **Strong party:** Add 1 will o' wisp.
- **Very strong party:** Add a 2 will o' wisps.

3. CONSULTATION CHAMBERS

Here is a room for one-on-one conversations when lay petitioners journeyed here to consult with the clergy on a point of law.

A series of paired plain benches face each other across simple tables lining the walls, with two sturdy looking doors leading out.

TREASURE

A dusty and partially moss-covered panel set into the wall can be discovered with a successful DC 12 Wisdom (Perception) check. Sliding it open reveals a cache of very old religious texts beautifully illuminated in the elven style. To a collector, they could fetch up to 500 gp.

4. HALL OF THE FAITHFUL

This was once a comfortable lounge in which weary pilgrims to the Abbey would rest to refresh themselves from the long climb before going about their business.

Carved wooden divans with rotted, tattered cushions and a small, dry fountain with no obvious source of water suggest that this chamber was once a pleasant place when the Abbey was occupied.

Heavy double doors lead deeper into the Abbey, while two smaller doors stand back towards the entrance.

The double doors are sealed shut with overgrown bark and require either a successful DC 15 Strength check or ten minutes of hacking away excess bark with tools to open.

5. TWISTED BRANCHES

Adventurers can move from tree to tree at points where the branches of two trees connect. Traversing the narrowest limbs hundreds of feet in the air is a harrowing experience, and an unprepared party is likely to have a brief and bloody reunion with the forest floor below.

The tapering branches of the great shadow top stretch across the empty air to meet the nearest narrow limb of a distant tree, forming a living bridge.

Set into the far trunk, you can barely make out the rough shape of another doorway leading deeper into the abbey complex.

Crossing the bough bridge requires a successful DC 10 Dexterity (Acrobatics) check. The use of a rope, climbing gear, or other appropriate preparations grants advantage or other appropriate bonuses to the roll. On a failure, a character may attempt to catch themselves as they fall by succeeding on a successful DC 10 Strength saving throw, though they suffer 5 (1d10) bludgeoning damage in-so-doing. On a failure, the adventurer plummets to the ground below and takes 70 (20d6) bludgeoning damage on impact.

6. ARCHIVE ENTRANCE

The keeping of records—especially births and historic events—was sacred to Labelas Enoreth; all temples had great reverence for the storage of such texts and the spreading of the knowledge they contained.

An elaborately carved archway marks the passage into the trunk of the second shadow top tree. Delicate rune-letters in a variety of languages, both Common and unidentifiable, mark this place as a library of divine laws.

7. ARCHIVE

At the height of the Abbey, the Archive contained a vast repository of Labelas Enoreth's wisdom that the elves took with them when they departed for The Retreat.

Stacked rows of carefully ordered shelves stretch towards the vaulted ceilings 50 feet overhead, but now sit empty; no sign remains of whatever tomes and scrolls they once held. The entire chamber is spotlessly preserved with no traces of dust or the signs of abandonment you've seen elsewhere in the Abbey.

Two closed doors are set into walls across from you.

The archive is magically warded to preserve the valuable manuscripts which once resided here. That knowledge is long gone, but the lingering energy has prevented the three **black puddings** which reside here from corroding the wood of the room itself, even as they have consumed all other matter.

The puddings dwell in the narrow cracks in the ceiling overhead; they may be detected by a successful DC 15 Wisdom (Perception) check, though the dim conditions make them appear only as darker blotches within the shadows. If undetected, the puddings attack with surprise, dropping down among the party as it attempts to cross the room.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting it to suit the group at your table. These are not cumulative:

- **Very weak and weak party:** Replace black puddings with ochre jellies.
- **Strong and very strong party:** Add 1 black pudding.

TREASURE

Among the goopy remains, the party finds a slightly-goopy, slime-covered silver bracelet that the oozes were unable to digest. It seems likely to fetch 200 gp if sold at market.

8. MEDITATION AREA

The one-time residents of the Abbey would gather here after sunset services to engage in quiet meditation on their completed duties of the day.

A large branch stretches out into the tree canopy, but ends in only empty space. There is a stillness here; so far above the earth below, the tranquility here is absolute.

9. READING ROOM

Higher-ranking clergy who wished for greater privacy while perusing the archives would gather here, in this comfortable reading room.

Low chairs and small side tables have turned dry and nearly petrified over years of disuse. A large, empty bookcase against one wall has partially collapsed, blocking a door behind it.

Another door opposite you leads out of the trunk.

The bookcase blocks the entrance to area 10, and can be moved with a successful DC 10 Strength check to clear passage for the doorway beyond.

10. ARCHIVIST'S OFFICE

A small chamber over-filled with writing desks, the Abbey archivists would keep track of their collection in this room.

Desks and lecterns crowd this small room where a number of the Abbey's faithful must have once worked in too-close quarters. A closed door stands opposite.

The door to Area 9 is wedged shut from the other side; forcing it open requires a successful DC 20 Strength check which must be made with disadvantage by anyone attempting to avoid damaging the door.

TREASURE

A hidden compartment in the base of one of the lecterns can be discovered with a successful DC 16 Intelligence (Investigation) check. Within rests an ornate holy symbol of Labelas Enoreth, finely-wrought in an old elven style. It is worth 450 gp.

11. SWAYING BRANCHES

When the Abbey was properly maintained, this bridge was one of the major thoroughfares. In neglect, the bindings that held the branches of the two trees together have failed, and they have grown apart.

The branches reaching towards each other from the distant trees clearly once formed a bridge. Now, broken at the center of their span to reveal a 12-foot gap between one limb and the next, the branches sway gently in the stirring breeze.

Adventurers with a Strength score of 12 or higher can clear the gap with a long jump with a ten-foot running start. Otherwise some creativity and teamwork is required to span the gap. Landing on the swaying branch on the far side requires a successful DC 10 Dexterity (Acrobatics) check to avoid falling prone and sliding towards the edge of the branch.

12. LIVING MURAL

A large mural depicting Labelas Enoreth is now home to a curious spirit.

A huge mosaic formed from colorful--albeit flaking--chips of colored bark covers a fifty foot wide concave landing shaped into the heart of the tree. The image depicts a silver-haired elf sitting in silent contemplation wearing robes of green, grey, blue, and white. A large tome rests in the one of the elf's hands, and an hourglass in the other. A patch covers one of his eyes--the dim light of a setting sun shining from beneath it. A door hangs awkwardly on rotted hinges next to the mural, and the branch path to your right curves away into the foliage.

Close inspection of the mural with a successful DC 13 Intelligence (Religion) check recognizes the work as depicting Labelas Enoreth in his role as the keeper of time.

The mural conceals the **ghost** of Kesymys, an acolyte who remained behind as a caretaker of Eventide Abbey when it was abandoned during the elven Retreat.

The first time a party member touches or closely examines the mural, Kesymys emerges from the tree wall to speak with the adventurers.

ROLEPLAYING KESYMYS

Kesymys is curious about the group and their intentions within

the Abbey; visitors are exceptionally rare here, and she hasn't spoken to anyone in ages. Emerging from the mural to address the party, her voice is little more than a strained whisper, as if speech has become difficult for her.

Quote: "It's good to see the candle of faith has not yet burned out completely...without visitors to the Abbey, why do we maintain our vigil?"

She is curious about the outside world, and only indulges the party if they answer one of her questions for every one they pose of her. If treated with politely, she can convey the following:

- The spirits currently occupying the abbey swore a binding oath in the name of Labelas Enoreth. The deity, charged with overseeing the elves's long lifespan and their fate upon dying, and has not yet seen fit to release them from their vigil.
- If asked about Meira Faerenduil, Kesymys knows that the knight remains bound to the inner temple.
- If asked about the Abbey or its defenses, she reveals that the bough bridge ahead (area 15) is protected by a *glyph of warding* to repel non-elven intruders approaching the inner temple. Speaking the pass phrase "*I walk the long path of wisdom*" allows safe passage.

Kesymys is not inclined to be hostile, but if the party attempts to harm her or despoil the abbey, she defends herself and her home. In the event of combat, Kesymys focuses her efforts on possessing a foe, then leaping from the branches in her borrowed body. The unfortunate host takes 70 (20d6) bludgeoning damage from the fall, and Kesymys disappears unharmed into the Ethereal Plane.

13. FORKED BRANCHES

The branches here are somewhat thinner, and divide in the center to form two narrow paths to the third shadow top tree.

The thinnest branches you've yet seen since ascending to the Abbey reach out over empty space towards a third shadow top ahead of you.

The branches fork into two narrow paths that converge again as they near the far trunk.

The branches here are fragile, and cannot individually bear the weight of an entire party traipsing across. If the group divides roughly their weight across the two spans roughly equally, or proceeds across one at a time, they cover the distance with little difficulty.

If too much weight is placed upon a single branch, it snaps as the first adventurer reaches the midway point. That character can succeed on a DC 10 Dexterity saving throw to avoid falling, rolling with advantage if they were wary of the possibility of the branch breaking. Any untethered adventurer that fails by 5 or more falls to the forest floor, taking 70 (20d6) bludgeoning damage upon impact.

14. TEMPLE DOORS

These doors were intended to welcome the clergy of Labelas Enoreth and other residents of the Abbey to worship at the inner temple.

These handsome double doors depict the cyclical phases of the sun: dawn, noon, dusk, midnight. They appear well-maintained, showing none of the signs of decay you've seen elsewhere.

Precisely etched elven letters declare this the entrance to Fane of the Lastsun.

15. BRIDGE

This tree crossing from the second to the third shadow top contains a still-active magical ward to deter intruders.

The tree bridge here sweeps gracefully from shadow top to the next, the elven craftsmanship that went into merging the limbs of the two trees on fine display.

16. WARDED ARCH

These doors were primarily used by outsiders: lay people and guests passed through this arch when invited to take part in a ceremony at the inner temple.

The heavy double doors fill the archway before you. Glowing runes etched into the center of the door crackle with magical energy that even the uninitiated recognize as a warning and a seal.

Precisely etched letters in common declare this to be the entrance to the Fane of the Lastsun.

A 4th-level *glyph of warding* seals the doors to the inner temple, glowing with a faint magical aura. The glyph triggers whenever a non-elf attempts to cross; it can be deactivated for one minute by speaking the passphrase "*I walk the long path of wisdom*" (which can be learned from Kesymys) in either elvish or common. The glyph can be dispelled by casting *dispel magic* or similar effects as normal; otherwise, the only way to deactivate the glyph is to trigger it by attempting to open the door.

When the glyph is triggered, each creature within 20 feet must make a DC 16 Dexterity saving throw or take 6d8 thunder damage as the ward explodes, or half as much damage on a successful save.

XP AWARD

If the characters bypass the glyph without triggering it, award each character 100 XP.

17. THE FANE OF THE LASTSUN

The innermost sanctum of Eventide Abbey, the Fane of the Lastsun was where the clergy of Labelas Enoreth would perform the Marking of Time; prayers conducted as the sun set each evening.

The inner temple was designed long ago in the style of an open amphitheater, with tiered rows of curved benches facing a wooden altar. Behind the altar, a huge opening in the trunk of the shadow top looks due west, rising well above the forest canopy below.

A female voice echoes in the empty chamber, "At last, you have come; long has been my vigil, but not in vain." The spectral form of an elven warrior shimmers into being ten feet above the temple floor; she is partially translucent, and her eyes blaze with fury. "I swore to defend this Abbey, and that oath has now come due."

The spirit extends her left hand and seems to catch hold of a beam of light filtering down through the leaves overhead; as she pulls her hand back, it grasps a faintly glowing longbow. She cries out in a loud, clear voice, "Defenders! Awaken! The halls are breached! The time has come at last for us to drive the shadows from this place!"

The ghostly knight is **Meira Faerenduil**, and the arrival of the adventurers has finally given her the opportunity to fulfill the oath that bound her to the Abbey in undeath. The presence of the shade coin incites her to attack the party without hesitation, joined by two **banshees** that rise from the floor on their first turn in the initiative order.

Meira initially focuses her attacks on whichever character is carrying the shade coin, relying upon her *stand against the shadow* trait to bring that target down. Once that adventurer is killed or knocked unconscious—or discards the shade coin—Meira uses her high mobility and *incorporeal movement* to flit to locations that allow her to hide via *cunning action* in order to *sneak attack*, to pick off the invaders one-by-one.

STAND AGAINST THE SHADOW

When Meira makes a ranged attack roll with her *oathbow* against a target carrying a *shade coin*, she has advantage on the roll. In addition, her target gains no benefit from cover, other than total cover, and she suffers no disadvantage due to long range. If the attack hits, the shade coin bearer takes an extra 11 (3d6) piercing damage.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting it to suit the group at your table. These are not cumulative:

- **Very weak and weak party:** Replace 2 banshees with 1 wraith.
- **Strong party:** Add 1 banshee.
- **Very strong party:** Add 2 banshees.

DEVELOPMENTS

If the fight is going poorly for the party, they can realize that they can partially succeed in their mission even in defeat, as Meira's oath is fulfilled. If the group attempts to withdraw or flee, Meira does not pursue them and subsequent investigation of the temple find no trace of her, as her spirit is at peace.

Once destroyed, the oath that Meira swore is upheld and she is released from her service. The manner in which this happens depends on the status of the *coin* the characters carry, as described, below:

If the shade coin's magic has faded: Meira's spirit is released from her bond, and she fades into the well-earned rest of true death.

The pale light that burns within the spirit of Meira Faerenduil flares painfully bright. Her sharp features seem to soften in a moment of relaxation as her image frays around the edges. An audible sigh of wind gusts through the temple, catching Meira and dissolving her into mist.

As the spirit disappears, the bow she held clatters to the floor, the only sound within the silence.

If the shade coin's magic remains: Meira is free of her oath, and recognizes the part you played in saving her from an eternal vigil.

The spirit of Meira Faerenduil sighs audibly, a great weight removed from her chest. Lowering her weapons, she looks up at you with pale eyes, now clear of the rage that had burned within them. "You are no agents of shadow, and yet I find myself free at last. I know not what you did, or why, or how, but I know I am in your debt."

Tired from her eternal vigil, she offers you the bow she wielded in both life and death.

As Meira guides you safely from the temple, she begins to speak of the terrible changes that have seeped into the forest from the Underdark below, drawn up by the deep roots of the trees.

"I will visit with my great granddaughter, who set you on this task for no reason other than love and a desire to see things set to rights. I sense greater perils yet remain for the mortals of the world beyond the forest. Perhaps my vigil is not ended, only changed..."

TREASURE

When Meira is slain, or as a gift when she is released from her oath, the adventurers receive *Shadowsong*, an *oathbow*.

CONCLUSION

In freeing Meira, the characters have simultaneously rid the Abbey of any remaining haunting presences. Both the Emerald Enclave and the Harpers plan on occupying the structure and using it as a base of operations for future endeavors.

Upon returning to Elanil, she is pleased with the characters's accomplishments and thanks them for their aid.

REWARDS

Make sure note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Bulette	1,800
Giant boar	450
Hill giant	1,800
Vine blight	100
Treant	5,000
Drow	50
Drow elite warrior	1,800
Drow mage	2,900
Ochre jelly	450
Black pudding	1,100
Will o' wisp	450
Ghost	1,100
Banshee	1,100
Wraith	1,800
Meira Faerenduil	3,900

NON-COMBAT AWARDS

Task Completed	XP per Character
Complete a faction secret mission	200
Bypass the <i>glyph of warding</i>	100
Free Meira with the active coin	500

NON-COMBAT AWARDS

The **minimum** total award for each character participating in this adventure is **4,500 experience** points.

The **maximum** total award for each character participating in this adventure is **6,000 experience** points.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP Value
Bulette nest	150
Drow camp loot	400
Religious texts	500
Silver bracelet	200
Holy Symbol of Labelas Enoreth	450
Elanil's payment	1,000

SCROLL OF PROTECTION (PLANTS)

Scroll, rare

A description of this item can be found in the *Dungeon Master's Guide*.

POTION OF ANIMAL FRIENDSHIP

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

ILZTOJ A'QARAN'S SPELLBOOK

The binding of this spellbook is of a fleshy gray leather that secretes an oily sheen that smells of sweat. It contains the following spells that may be scribed into a character's spellbook using the rules in the *Player's Handbook*.

1st Level: *mage armor, magic missile, shield, witch bolt*

2nd Level: *alter self, misty step, web*

3rd Level: *fly, lightning bolt*

4th Level: *Evard's black tentacles, greater invisibility*

5th Level: *cloudkill*

SHADOWSONG (OATHBOW)

Weapon (longbow), very rare (requires attunement by a ranger)

Each of the elven oathbows are possessed of mythical power and ancient legends. Shadowsong is hewn from a supple length of yew and features curious green metal tendrils snaking through its length. It glows dimly in the presence of humans. The description of this item can be found in the *Dungeon Masters Guide*.

RENOWN

All faction members earn one renown point for participating in this adventure.

Harper characters of rank 2 (Harpshadow) or higher who complete their special mission earn **one additional renown** point and should note the **completion of a special mission** on their adventure logsheet.

Emerald Enclave characters of rank 2 (Summerstrider) or higher who complete their special mission earn **one additional renown point** and should note the **completion of a special mission** on their adventure logsheet.

DOWNTIME

Each character receives **10 downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **400 XP, 200 gp, and 10 downtime days** for running this session.

APPENDIX: MONSTER/NPC STATISTICS

BULETTE

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

GIANT BOAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8

Languages —

Challenge 2 (450 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) slashing damage.

HILL GIANT

Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

VINE BLIGHT

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 10 ft.

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

Skills Stealth +1

Condition Immunities blinded, deafened

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

Languages Common

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

AWAKENED TREE

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages one language known by its creator

Challenge 2 (450 XP)

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

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 14 (3d6 + 4) bludgeoning damage.

TREANT

Huge plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

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

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

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

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

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 16 (3d6 + 6) bludgeoning damage.

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

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

DROW

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

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

ACTIONS

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

DROW ELITE WARRIOR

Medium humanoid (elf), neutral evil

Armor Class 18 (studded leather, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 5 (1,800 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

ACTIONS

Multiattack. The drow makes two shortsword attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

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

SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

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

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

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

Damage Immunities cold, lightning, poison

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

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

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

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

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

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

DROW MAGE

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills Arcana +6, Deception +5, Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 7 (2,900 XP)

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

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *witch bolt*

2nd level (3 slots): *alter self*, *misty step*, *web*

3rd level (3 slots): *fly*, *lightning bolt*

4th level (3 slots): *Evard's black tentacles*, *greater invisibility*

5th level (2 slots): *cloudkill*

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

ACTIONS

Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1)

bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

Summon Demon (1/Day). The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

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

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

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp 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.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Life Drain, or until its concentration ends (as if concentrating on a spell).

OCHRE JELLY

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances acid

Damage Immunities lightning, slashing

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

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

Languages —

Challenge 2 (450 XP)

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

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

BLACK PUDDING

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, slashing

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

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

Languages —

Challenge 4 (1,100 XP)

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

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

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 weapons

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.

BANSHEE

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +4

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

ACTIONS

Corrupting Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith 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.

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

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

MEIRA FAERENDUIL

Medium undead, lawful neutral

Armor Class 16

Hit Points 91 (14d8 + 28)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	16 (+3)	13 (+1)	11 (+0)	17 (+3)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Netherese

Challenge 8 (3,900 XP)

Cunning Action. On each of her turns, Meira can use a bonus action to take the Dash, Disengage, or Hide action.

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

Incorporeal Movement. Meira can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Sneak Attack (1/Turn). Meira deals an extra 13 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Meira that isn't incapacitated and she doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Meira makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Oathbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

DM APPENDIX: NPC SUMMARY

This section is provided to the Dungeon Master to help keep track of the various NPCs present in the adventure.

Elanil Elassidil (EL-uh-kneel uh-LASS-ih-deel).

Female elf. Bard extraordinaire and member of the Harpers.

Serinia (say-RINN-ee-uh). Female gnome cleric of Mielikki. Steward at the Hall of the Unicorn.

Meira Faerenduil (MAY-ruh fey-RENN-dwill). Female elf ghost. In life, a knight of Labelas Enoreth. Swore an oath to defend Eventide Abbey against the Shade Enclave. Died upholding it, but remained as a ghost, bound to the Abbey by her oath.

DM APPENDIX: THE FADING SHADOW

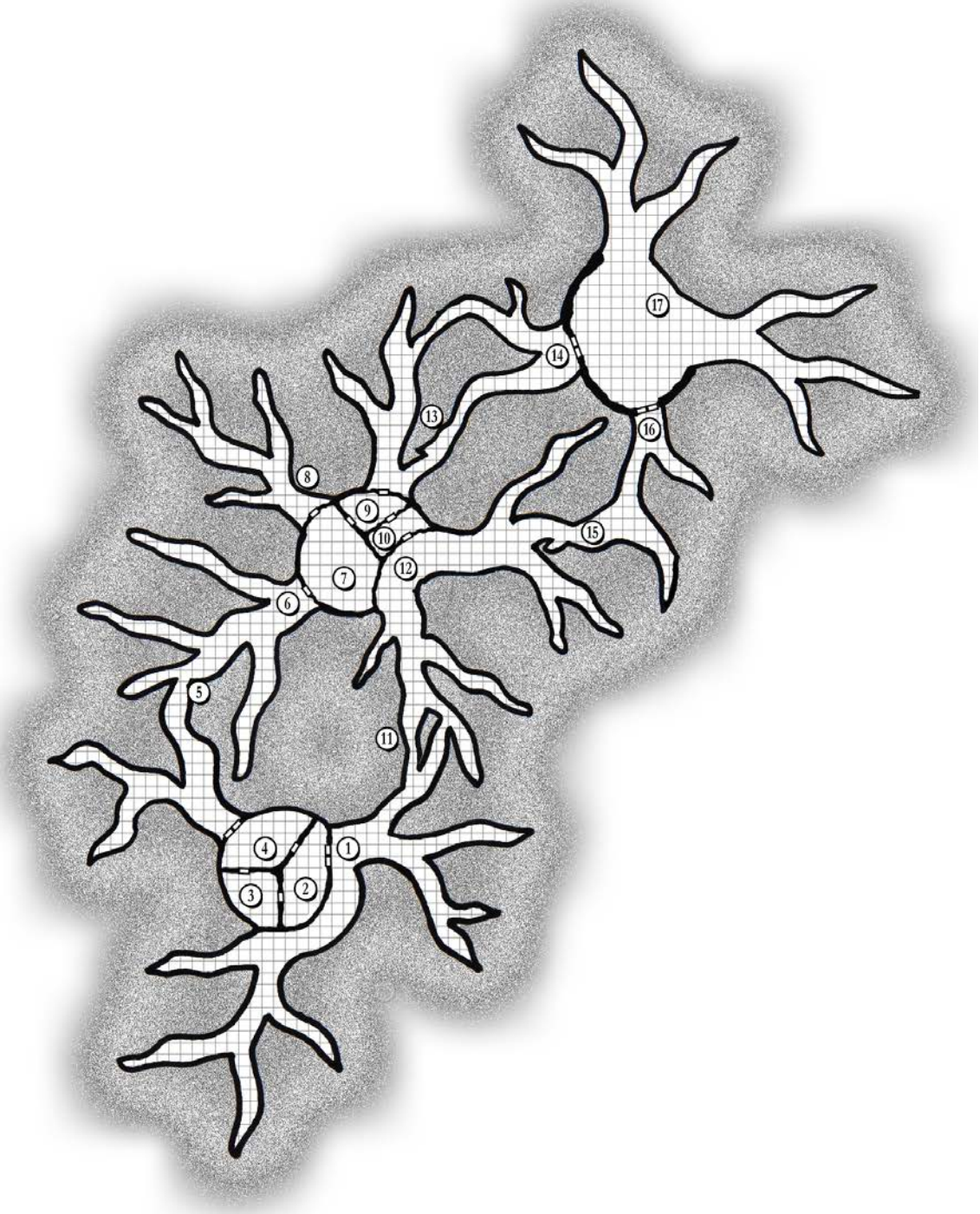
You can use the following chart to help keep track of the amount of shadow magic left inside of the shade coin. Do not share this with the players.

DID THE PARTY...

Header	Yes	No
...travel from Elventree at a moderate pace, rather than make haste to the forest's edge?		
...struggle to spot the trail into the Midwood?		
...tarry in Brightleaf's grove to listen to his ramblings?		
...wait for the drow to tire from their revel before engaging them?		
...take a long rest before entering the Abbey?		
...take a long or short rest after entering the Abbey?		

If the answer to at least three of the above questions is "yes", then the shade coin's magic will have faded by the adventure's conclusion, with consequences for the overall outcome of the mission.

MAP: EVENTIDE ABBEY



RESULTS CODE: SEPTEMBER-OCTOBER 2015

If you are DMing this adventure during the months of September or October 2015, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

