



Secrets of Imaginary Friends



A 2-4 hour Adventure for Tier 1 Characters





The Secrets of Imaginary Friends

An Elua's Lighthouse Adventure



The Moonsea Children's Hospital is now open, and a small town has sprung up around Elua's Lighthouse. The townsfolk share stories about strange occurrences in the area that they attribute to the fiendish creatures that escaped during the hospital's benefit gala. Possibly it is all just rumors, but a peculiar and lonely child at the hospital may hold the answers.

A 2-4 Hour Adventure for Tier 1 Characters. Optimized for APL 3.

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Adventure Primer

“How I was brought up and my imaginary friend means more to me than anything you can ever say or do.”

Penn Jillette

Background

Displaced by the Great Law of Humanity in Hillsfar, a small group of non-human refugees fled to Elua’s Lighthouse, and a small village sprung to life (DDEX 3-3, Occupation of Szith Morcane). While many refugees returned to Hillsfar following the overthrow of the First Lord (DDEX 3-14, Death on the Wall), many decided this new village life suited them better.

While exploring the surroundings of their new home, some of the villagers discovered the forgotten ruins of a decently sized hospital. The residents of Lighthouse decided it was time to put it to good use and opened the Moonsea Children’s Hospital. Acting as not only hospital, but orphanage and safe haven for the region’s children, the Moonsea Children’s Hospital has been welcomed warmly by the surrounding community (CCC-GEL01, Bedlam at the Benefit).

Recently, the hospital has taken in a new arrival. A small human boy, no older than six or seven. He claims to have been led to the hospital by his imaginary friend. The older children tease him mercilessly, and the younger children seem to be afraid of him. As a result, he is usually alone and has a habit of wandering off.

Life is pretty slow in Lighthouse, but lately there have been stories of strange occurrences in and around Lighthouse. Gray figures that look like the recently departed (a skulk), strange howls in the distance (escaped demon from hospital portal), and the occasional rhythmic sound of chanting (clerics of Mystra preparing a ritual) have all been reported.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

Lighthouse. A small town located on the southern coast of the Moonsea.

Moonsea Children’s Hospital. Located a few miles south of Lighthouse, the hospital takes care of orphans.

Elua’s Ride. The road between Hillsfar and Elmwood It is named after the legendary tale about Elua’s valiant ride to Hillsfar. As with most legends, the truth is long lost and with each telling the legend grows. *See Appendix 7 for Garwin Shatterstone’s version of the story.*

Director Erika Salinop (AIR-i-ka SAL-i-nahp). Director of the Moonsea Children’s Hospital.

Falwan Underbough (FALL-won UNDER-bow). Local baker and owner of Falwan’s Half Cakes and Pastries.

Morvine Dunrick (more-VINE DUN-ric). Owner of the Beacon Tavern & Inn.

Garwin Shatterstone (GAR-win SHAT-er-stone). Owner of Elua’s General Store.

Episodes

This two-hour adventure is spread over four episodes. The first episode contains the Call to Action.

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

- **Episode 1: This Job is Better than No Job.** The party is hired by the owner of Elua’s General Store as laborers. This includes escorting supplies to Lighthouse and the Moonsea Children’s Hospital. This is the **Call to Action**.
- **Episode 2: We Are Here, What Now?** The party delivers the supplies to the merchants in Lighthouse and gathers information on local rumors. This is **Main Objective A**.
- **Episode 3: Follow That Boy.** The party responds to reports that a child from the hospital is missing. They must use the information they have uncovered and their exploration skills to find the child.
- **Episode 4: Unhand that Child.** The party finds the child in what appears to be a sacrificial ritual. The party must determine if they are going to attack or negotiate with the abductors. Things may not be exactly as they seem. This is **Main Objective B**.

Is it Really a Hospital?

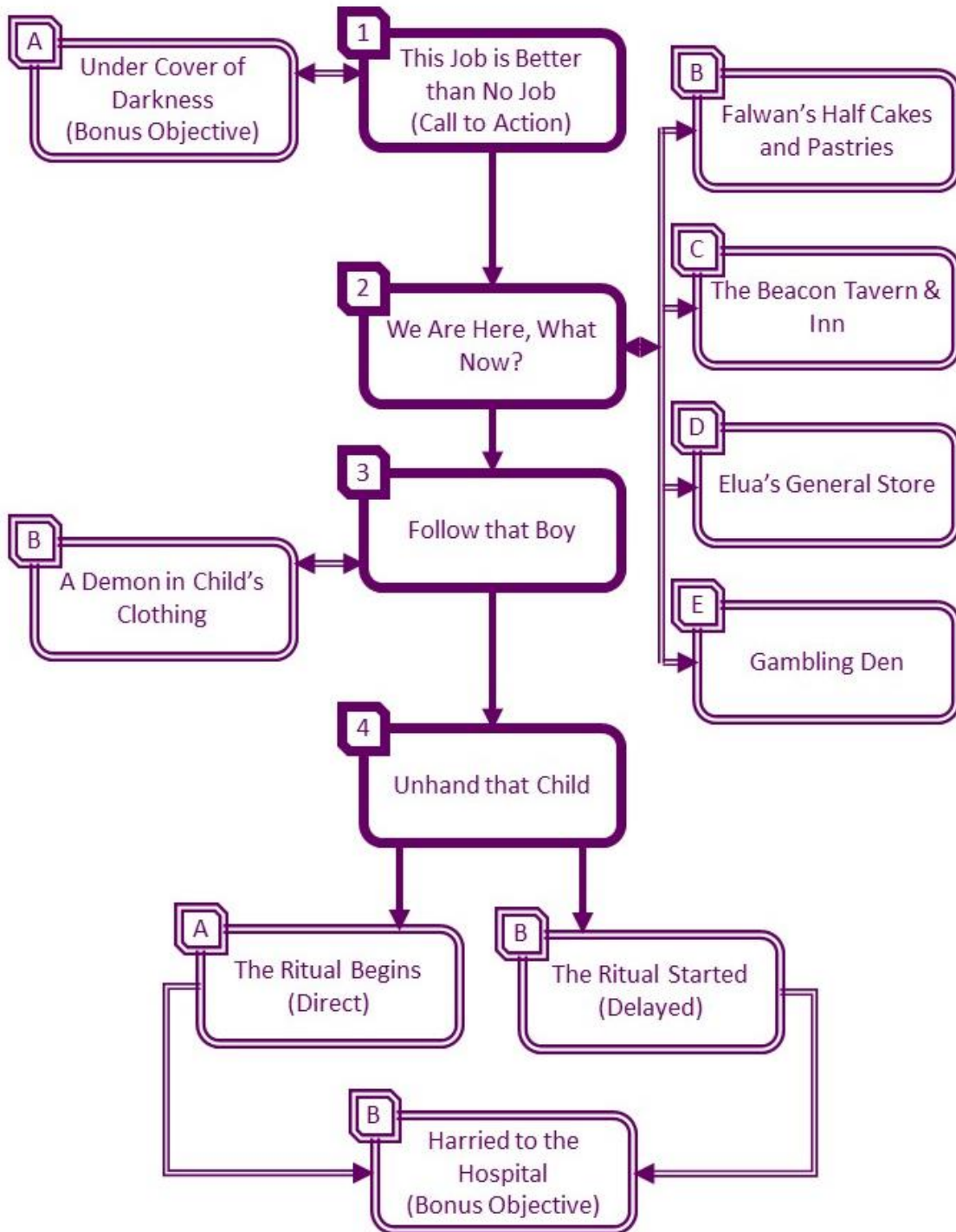
The Moonsea Children’s Hospital was built on the ruins of an ancient sanatorium. The history of the location is lost to most of the residents of the area.

The hospital is more of an all-faiths shrine and orphanage run by clerics dedicated to the safety of sick and orphaned children of the Moonsea region.

Though uncommon, there is a precedence in Faerun for referring to shrines that offer such services as hospitals.

Episode Flowchart

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



Episode 1: This Job is Better than No Job (Call to Action)

Estimated Duration: 30 minutes

Scene A. Retracing Elua's Ride

Whether at the behest of their factions or the simple need for work, the adventurers find themselves meeting Garwin Shatterstone at the Boot & Anvil tavern, just outside Hillsfar. He is looking for adventurers to work as laborers in the small town of Lighthouse. This includes escorting him from Hillsfar to Lighthouse, with a quick stop at the Moonsea Children's Hospital.

Area Information

This area features:

Dimensions & Terrain. The trip from Hillsfar to Lighthouse will take 3 days. The road, known by locals as Elua's Ride, is well travelled. The terrain consists of rolling hills covered in low growing grass.

Lighting. During the day, the sun shines brightly. At night, the moon casts dim light.

Other Features. The weather is clear and the temperature is comfortable. The open road is rather quiet despite the occasional bird call.

Creatures/NPCs

Garwin Shatterstone is a well known businessman in the region and knows the road between Hillsfar and Lighthouse very well.

Objectives/Goals. Garwin hires your party to work as laborers in Lighthouse. This includes escorting him to the Moonsea Children's Hospital and then on to Lighthouse. The recent tensions between the humans and elves of the Cormanthor Forest as well as bandits has forced him to hire a little help.

What Does He Know? If the adventurers ask Garwin why he needs an escort, he provides the following information:

- Relations between the folks of Hillsfar and the elves of Cormanthor are still tense, you never know what might happen.
- While Elua's Ride is generally safe, there is always the threat of bandits. Better to have a few people you can rely on just in case.
- Honestly, it is more for the company than anything else. Have you ever heard the story of Elua's Ride?

If the adventurers ask about Lighthouse, Garwin provides the following information:

- Lighthouse is a small farming community that grew up around Elua's Lighthouse.
- There is a bakery (Falwan's Half Cakes and Pastries), a tavern and inn (The Beacon), and his general store (Elua's General Store). Farmers and adventurers from miles around come to Lighthouse to socialize and purchase goods.
- They occasionally receive visitors who are adopting children from the Moonsea Children's Hospital. Currently, the town is in need of laborers.
- The lighthouse itself is non-operational and is actually part of the Beacon Tavern & Inn.

If the adventurers ask about the other residents of Lighthouse, Garwin provides the following information:

- Garwin Shatterstone (himself) is a dwarf and owner of Elua's General Store.
- Morvine Dunrick (human) and his husband Tavis Profit (tiefling) run The Beacon tavern & Inn.
- Falwan Underbough (halfling) owns Falwan's Half Cakes and Pastries. Best dang half cakes around. He is also the mayor of Lighthouse.
- Garwin works closely with Morvine and Falwan to keep things running. They take turns making the trip between Hillsfar and Lighthouse.

If the adventurers ask about the Moonsea Children's Hospital, Garwin provides the following information:

- The children's hospital was a welcome addition to the Lighthouse community.
- The opening was a little more exciting than expected (CCC-GEL-01: Bedlam at the Benefit). Nobody would have ever expected to find the tunnels under the old sanatorium, much less the evil that spilled forth from them.
- Everything seems to be back to normal.

Garwin will spend hours talking about Elua, even if the adventurers don't appear to be interested.

Roleplaying Garwin Shatterstone

Garwin Shatterstone is a friendly middle-aged hill dwarf who runs the Elua's General Store in Lighthouse. Garwin is more historian than warrior. He is infatuated with the story of Elua's famous ride from Hillsfar to Elventree. He can spend hours telling stories, most of which are made up.

Scene B. A Stop for Charity

Area Information

This area features:

Dimensions & Terrain. The Moonsea Children's Hospital is located along the road about a mile south of Lighthouse. You can see a forest off in the distance.

Lighting. The sun is beginning to set, but there is still plenty of light to work and travel by.

Other Features. The air begins to carry a refreshing ocean breeze and the sound of children playing can be heard.

Creatures/NPCs

Erika Salinop is the director of the Moonsea Children's Hospital. She kindly greets Garwin before turning and thanking the adventurers who have generously volunteered to escort the supplies. Adventurers may also notice a small boy, Simon, playing alone in the yard.

Objectives/Goals.

- **Assist Garwin with unloading the supplies for the hospital:** Garwin immediately starts unloading the wagon. As he carries the first bundle to storage he yells over his shoulder, "The more help I get the sooner we can make it to Lighthouse." Alone, it will take Garwin one hour to unload the wagon. For each person that volunteers to help it will reduce that time by 10 minutes. No matter how many adventurers volunteer it will take a minimum of 10 minutes to unload the wagon.
- **Assist Director Salinop with a problem child:** Erika Salinop approaches the noble or honorable adventurers and tells them about a small boy that recently arrived at the hospital. He hasn't adjusted well to the confines of the hospital. The older children bully him and the younger children seem to be afraid of him. As a result, he spends most of his time alone and has

a habit of wandering off. He doesn't seem to want to open up to the clerics and nurses, but he does seem to have a vivid imagination. She thinks that he might open up if the characters share stories of their adventures. Maybe then they can find out more about him, where he comes from, and where his parents might be. They should report anything they discover to Director Salinop. They adventurers can gather one piece of information from Simon every 5 minutes and they have only as much time as it takes Garwin and the other adventurers to unload the wagon.

- **Talking to the child:** Simon is a human boy and is very shy and easily distracted. As a result, it takes significant effort from the characters to coax information out of him.

What Does He Know? Below are some potential responses from Simon.

- "I do have one friend. Nobody else can see him."
- "I'm from a town in that direction." He points in a random direction.
- "My family was traveling in a wagon with other people. I followed a gray bunny into the forest and got lost. I couldn't find my mommy and daddy."
- "I walked for a long time. I don't know how long, but then I saw the hospital. I was so hungry."
- "The older kids make fun of me. If I get really mad sometimes things happen to them."
- "The younger kids are afraid of me. I'm not sure why. I just want them to be my friend."
- "I wander off because my invisible friend asks me to go look for things."

Treasure & Rewards

Any adventurer that assists Garwin or Director Salinop receives a *potion of healing*.

Playing the Pillars

COMBAT

A character under the age of 10 or with special vision such as true sight, might see a **skulk** near Simon. If attacked the skulk runs away and vanishes.

EXPLORATION

If an adventurer questioning the child has a Passive Perception of 15, they notice that there is a suspicious cleric watching the child from the garden. Any attempt to approach the cleric fails as he quickly disappears.

SOCIAL

Simon is being directed by his invisible friend, a **skulk**. He never looks directly at adults and is hesitant to respond. He answers questions indirectly and may sometime answer the skulk's questions that he adventurers can't hear.

Episode 2: We Are Here, What Now?

Estimated Duration: 30 minutes

Lighthouse

You arrive in Lighthouse late in the afternoon. There is just enough time to unload the wagon and deliver the goods to each of the businesses before the sun starts to set. Garwin instructs the adventurers to deliver the supplies and meet him at the Beacon Tavern & Inn once the wagon is unloaded.

Area Information

Lighthouse is a small community, but there are many farmers and families shopping in the General Store and Bakery, as well as socializing at the Beacon.

Dimensions & Terrain. The dirt roads are well maintained, and the store fronts are welcoming.

Lighting. The stores are brightly lit and cast dim light for 20 feet beyond their doors and windows.

Objectives

Each of the business owners are expecting deliveries from the wagon. Upon delivery, they may have other tasks that you can assist with in order to gather local rumors.

Businesses of Lighthouse

- **The Beacon Tavern & Inn:** Run by Morvine Dunrick, the Beacon is attached to the historic Elua's Lighthouse.
- **Falwan's Half Cakes and Pastries:** Run by Falwan Underbough, this well-known bakery is often visited by nobles in the area.
- **Elua's General Store:** Run by Garwin Shatterstone, the general store doubles as a local market and museum dedicated to Elua.
- **Gambling Den:** Run by Morvine Dunrick's husband, Tavis Profit, this Zhentarim run operation is located in the cellar of the Beacon Tavern & Inn. Its existence is only discovered by rogues and Zhentarim agents.

Scene A. A Job Well Done

Upon arriving at the Beacon Tavern & Inn, Garwin beckons the party to a reserved table. He greets the adventurers and informs you that a room at the Beacon has been held for the party at no cost.

This is an excellent opportunity for the adventurers to follow up on some of the rumors they have heard or to uncover new information about Lighthouse and the region.

Creatures/NPCs

Garwin is a gracious host but doesn't want to be kept from stocking his store with the new supplies.

Objectives/Goals. Garwin encourages the characters to use their downtime to visit with the business owners to find out if there are any rumors that might interest young adventurers looking to make their mark.

Hidden Markers Outside the Tavern

For Rogue Eyes Only. If the party contains a rogue, ask them for a DC 12 Wisdom (Perception) check. On a successful check, they recognize a hidden message in Thieves Cant on the tavern sign. The message informs the rogue that there is a secret gambling den in the cellar behind the lighthouse.

For Zhentarim Eyes Only. If the party contains a Zhentarim faction member, ask them for a DC 12 Wisdom (Perception) check. On a successful check, they notice that a flying serpent has been carved into the decorative patterns on the flower boxes. Informing the tavern owner that you are a Zhentarim agent will grant you and your companions access to the gambling den.

Development

Each character has enough time to visit two businesses before the day's end. Characters should determine who they want to visit and go in groups. Each business owner will require a skill check to see how successful the party is. Only one party member can attempt each skill check. The party will acquire investigation points for each successful skill. These points will be used in *Episode 3*.

Scene B. Falwan's Half Cakes and Pastries

Creatures/NPCs

Falwan Underbough is very friendly; however, he is also currently behind schedule in his daily quota. He has no spare time to participate in idle chit-chat, but if the adventurers offer and succeed in helping him catch up he will provide them with some information.

Objectives/Goals. Falwan has several tasks that he needs help with. See details below.

What Does He Know? If the adventurers are successful in assisting Falwan with at least one task, he informs them that he has heard rumors of strange sounds coming from the forest nearby.

Falwan's Tasks

Note: The checks below are suggestions. Change the checks to satisfy the characters' actions. However, the DC should always be 14.

- **I Have a Knead.** Falwan needs help kneading the dough for tomorrow's pastries. He will demonstrate how it is done once. Characters must make a DC 14 Wisdom (Perception) check to be successful. If they are proficient in Baking, they can make the check at advantage.
- **Wrapping It Up.** Falwan often fulfills deliveries of his half cakes to Elventree and Hillsfar. However, these need to be wrapped in order to make the trip safely. Characters must make a DC 14 Dexterity (Slight of Hand) check to be successful.
- **Those Don't Go There.** Falwan is grateful that the adventurers delivered the supplies, but right now are still in the way. He would appreciate if they were properly stored in the basement. Characters must make a DC 14 Strength (Athletics) check to successfully move the barrels of flour.

The party gains 1 investigation point for each success.

Scene C. The Beacon Tavern & Inn

Creatures/NPCs

Morvine Dunrick, a dashing handsome human male, is busy at work trying to run the tavern at the Beacon. He is in dire need of some assistance during the dinner rush.

Objectives/Goals. Morvine has several tasks that he needs help with. See details below.

What Does He Know? If the adventurers are successful in assisting Morvine with at least one task, he informs them that he has heard rumors that locals have seen long dead relatives in the pastures. He doesn't believe that they are zombies or ghosts but they do look cold and gray.

Morvine's Tasks

Note: The checks below are suggestions. Change the checks to satisfy the characters' actions. However, the DC should always be 14.

- **All My Rowdy Friends.** Looks like a few of the locals have had a little too much to drink and are causing some problems. Morvine would be appreciative if you could get them to leave. Characters must make a DC 14 Charisma (Intimidation/Persuasion) check to be successful.
- **You Dirty Rat.** Morvine just saw a rat in the kitchen. Find a way to get rid of that creature without making too much of a mess or a racket. Based on their approach, characters must make a DC 14 Dexterity (Acrobatics) or Wisdom (Animal Handling) check to be successful.
- **That Ugly Mug.** Morvine is running out of mugs for the ale and mead, get behind the bar and start cleaning them. Characters must make a DC 14 Wisdom (Medicine/Survival) check to successfully figure out how to best clean the dirty mugs.

The party gains 1 investigation point for each success.

Scene D. Elua's General Store

Creatures/NPCs

Garwin Shatterstone has already shared much of what he knows, but he could be persuaded to provide the party with some information about the region if they can help him with a few of the less interesting task that he must do.

Objectives/Goals. Garwin has several tasks that he needs help with. See details below.

What Does He Know? If the adventurers are successful in assisting Garwin with at least one task, he informs them that there have been rumors of livestock being attacked during the night. They live but suffer deep claw-like scratches.

Garwin's Tasks

Note: The checks below are suggestions. Change the checks to satisfy the characters' actions. However, the DC should always be 14.

- **What Good is a Locked Chest.** Garwin needs assistance in opening a locked chest. Characters must make a DC 14 Dexterity (Thieves Tools) check to be successful. Inside the chest is a key...that appears to belong to the chest.
- **There's Your Sign.** The sign for Elua's General Store is beginning to fade. Garwin needs some help touching it up. Characters must make a DC 14 Dexterity (Performance) check to be successful.
- **It's a Balancing Act.** Garwin hates balancing his account books. He would be ecstatic if someone would volunteer to do it for him. Characters must make a DC 14 Intelligence (Investigation) check to successfully balance the account book.

The party gains 1 investigation point for each success.

Scene E. Gambling Den

Creatures/NPCs

Tavis Profit runs the secret gambling den under the lighthouse. The party can only find out about the gambling den if a rogue or Zhentarim agent has successfully discovered it.

Objectives/Goals. Tavis is an expert con-artist. He will do anything he can to win.

What Does He Know? If the adventurers succeed in beating Tavis at Three Dragon Ante or catch him cheating he will tell them that sometimes when he is in the forest searching for secret herbs that he has heard chanting in the distance.

Tavis's Challenge

- **Nothing Up My Sleeve.** Tavis will challenge all of the party members to a game of Three Dragon Ante. Each character rolls a d20. If they are proficient in a deck of cards they can add their proficiency to the roll. Tavis makes his check at advantage. The player (or Tavis) with the highest roll wins the hand. If the Party wins 2 out of 3 games they receive 3 investigation points. Each time Tavis wins, have each character make a DC 20 Wisdom (Perception) check to catch him cheating.

If the party beats Tavis or catch him cheating, he concedes and the party is awarded 3 investigation points.

Episode 3: Follow That Boy

Estimated Duration: 15 minutes

The Lost Boy

Once the adventurers have completed their interactions with the Lighthouse business owners, the calm night is interrupted by startling news.

Prerequisites

Total all of the Investigation Points from *Episode 2*. This information will be used to determine the skill check DCs in this episode.

Area Information

This area features:

Dimensions & Terrain. The area around Lighthouse and the hospital is mostly pasture land, but there is a forest east of town. At this time of night, a low rolling fog obscures the ground.

Lighting. The Moon is full providing dim light.

Objectives

Director Salinop pleads with the adventurers to find Simon. If they seem unwilling or if they ask for payment, Garwin steps in and reprimands the adventurers and says, "And I thought you were true heroes."

Garwin may also indicate that the information that that they learned from the other business owner may make the search easier.

Scene A. The Search

The adventurers must now track down the child. Once they arrive at the children's hospital, they can easily find the child's tracks near the hospital gate. The challenge is following the tracks. The low hanging fog makes this challenging. However, if the party gained enough investigation points during their encounters with the business owners, that information may help them track the child.

The adventurers will need to make three group survival checks to find Simon. In order to determine the DC of the Wisdom (Survival) checks needed, consult the table below.

DC for Survival Checks

Investigation Points	Survival DC
< 5	DC 16 at Disadvantage
Between 6 and 8	DC 16
Between 9 and 10	DC 14
11	DC 12
12	DC 12 at Advantage

If the party succeeds in two out of three of the group survival checks, go directly to *Episode 4*. However, if they fail two or more of the group survival checks, they become disoriented and follow a false path to a cave entrance.

Narrating the Search

As the party makes each check, provide narration that builds suspense and a sense of urgency.

- **Successful checks:** "The fog parts momentarily and you spot a set of tracks. They are the right shape and size for a boy Simon's age. Better keep moving in this direction."
- **Unsuccessful checks:** "The fog continues to swirl and has become thicker. It is increasingly more difficult to see the tracks through the combination of fog and tall grass. Best to keep moving in the same direction. Maybe we will pick them up again."

Scene B. A Demon in Child's Clothing

Tracking the boy has proven more difficult than expected; however, the search has led the party to a cave that looks promising.

Area Information

This area features:

Dimensions & Terrain. This area is rocky with large outcroppings. The tracks lead to a small cave opening.

Lighting. The moon is full and casts dim light. The inside of the cave is completely dark.

Creatures/NPCs

Any adventurer that examines the tracks more closely and succeeds on a DC 10 Wisdom (nature or survival) check will notice that the tracks no longer appear to be human.

Casting Spells Near Honeycomb Hills

The stone that makes up the Honeycomb Hills has special properties that distort the Weave. Anyone casting a spell while near or inside the Honeycomb Hills must make a DC 10 Wisdom check. On a success, the spell casts normally. On a failure, the spell does not cast and the spell slot is lost. If a character fails by 5 or more, they are affected by a short-term madness (see DMG pg. 259).

Objectives/Goals. The cave is actually the lair of a **rutterkin** and two **abyssal wretches** that escaped

during the Moonsea Children's Hospital benefit gala. As soon as the adventurers approach the cave entrance the creatures attack. If the adventurers examine the bodies they will notice that there are small spirals carved into the bodies of the creatures. A successful DC 18 Religion (Intelligence) check will identify it as a symbol of Tharizdun, an Elder Evil.

What Does He Know? The creatures know nothing; however, once the adventurers leave the cave, any adventurer with a Passive Perception of 12 can hear the sound of chanting coming from the woods. Proceed to **Episode 4 – Scene B**.

Adjusting the Scene

Here are some recommendations for adjusting the encounter with the rutterkin. These are not cumulative.

- **Very Weak:** Remove both abyssal wretches.
- **Weak:** Remove one abyssal wretch.
- **Strong:** Add two abyssal wretches.
- **Very Strong:** Add one rutterkin.

Treasure & Rewards

The rutterkin and the abyssal wretches do not have any treasure on them. However, the body found in the cave does.

- **Monetary Treasure.** Pouch containing a pendant depicting a star wrapped in a circle (Symbol of Mystra).
- **Magic Items.** Scroll tube with a *scroll of Absorb Elements*.

Episode 4: Unhand that Child

Estimated Duration: 45 minutes

The Clearing

The adventures do not have to travel far into the woods before they come upon a clearing that is the site of some form a ritual.

Area Information

This area features:

Dimensions & Terrain. The clearing in the forest is approximately 60 feet in diameter with an altar on the opposite side from where the adventurers enter.

Lighting. The Moon is full providing dim light.

Objectives

The adventurers easily notice that there is a small body lying on the altar. It is safe to assume that it is the body of Simon. They must determine how to save him.

Characters proficient can perform a DC 10 Religion or Arcana (Intelligence) check to identify the chanting. On a success, they determine that the chanting is a cleansing incantation common to followers of Mystra and will not harm the child.

If the adventurers attempt to attack the priests, they will explain that they are trying to save the child. If the adventurers do not stand down, they will protect themselves at all costs.

Mystra – Mother of All Magic

Mystra is a human deity most commonly worshipped by bards, wizards, and other lovers of arcane lore. She is commonly considered a Lawful Neutral deity associated with magic and The Weave. Most of her followers adorn themselves with her symbol, a blue-white star.

Scene A. The Ritual Begins (Direct)

The adventurers arrive just as the ritual is beginning

Creatures/NPCs

A man in robes, **Mordaleus (conjurer)** and two **priests** stand over the body of Simon. They are trying to complete a ritual that will “cleanse” the child that they believe is connected to an ancient evil, Tharizdun.

Simon’s imaginary friend, a **skulk**, stands near by watching. He is invisible to all adults without special vision such as true sight.

Objectives/Goals. If the adventurers were successful in tracking the boy to this location, they arrive just as the ritual begins. Mordaleus has used both of his 5th level spell slots to activate the altar and has cast mage armor and stonework upon himself. It takes five rounds to complete the ritual. The ritual will not actually harm the child, but it will sever the connection with the skulk.

Adjusting the Scene

Here are some recommendations for adjusting the encounter with Mordaleus. These are not cumulative.

- **Very Weak:** Replace both priests with acolytes and change Mordaleus to a priest.
- **Weak:** Replace priests with acolytes.
- **Strong:** Add a priest.
- **Very Strong:** Add two priests.

Treasure & Rewards

- **Magic Items.** Mordaleus wears a *Helm of Comprehending Languages*.

Development

If the ritual is completed or the skulk is slain, describe the creature coming into focus briefly, howling in anger and then dissipating.

If Mordaleus or one of the priests survives, they explain that they were simply trying to protect the child and release him from Tharizdun’s influence. They lured him to the forest because Director Salinop has previously dismissed their warnings.

If you are pressed for time, this is the end of the adventure. However, **if time permits proceed to Bonus Objective B.**

Playing the Pillars

COMBAT

The adventurers can choose to kill the priests to stop the ritual. If they succeed, the skulk does not reveal itself and stays connected to Simon. The adventures can loot the Helm of Comprehending Languages.

EXPLORATION

The adventurers can wait and watch. If they do, the skulk attacks Mordaleus to stop the ritual. The skulk is defeated by the priests. The adventurers can then save Simon, but do not receive the Helm of Comprehending Languages unless they assist or kill Mordaleus.

SOCIAL

The adventurers can reason with Mordaleus. If they succeed a DC 12 Charisma (Persuasion) check, he informs them the ritual will not harm Simon. It will only sever the connection to Tharizdun. If the adventurers help, he rewards them the Helm of Comprehending Languages.

Scene B. The Ritual Started (Delayed)

The adventurers arrive after the ritual has already begun.

Creatures/NPCs

A man in robes, **Mordaleus (conjurer)** and two **priests** stand over the body of Simon. They are trying to complete a ritual that will “cleanse” the child that they believe is connected to an ancient evil, Tharizdun.

Simon’s imaginary friend, a **skulk**, stands near by watching. He is invisible to all adults without special vision such as true sight.

Objectives/Goals. If the adventurers were unsuccessful in tracking the boy directly to this location, they arrive just after the ritual has started. Mordaleus has used both of his 5th level spell slots to activate the altar and has cast mage armor and stonewall upon himself. He only needs three rounds to complete the ritual. Mordaleus will not stop the ritual to negotiate. Doing so would break his concentration. If at any time, it appears that the ritual is about to be completed, the skulk will attack Mordaleus.

Adjusting the Scene

Here are some recommendations for adjusting the encounter with Mordaleus. These are not cumulative.

- **Very Weak:** Replace both priests with acolytes and change Mordaleus to a priest.
- **Weak:** Replace priests with acolytes.
- **Strong:** Add a priest.
- **Very Strong:** Add two priests.

Treasure & Rewards

- **Magic Items.** Mordaleus wears a *Helm of Comprehending Languages*.

Development

If the ritual is completed or the skulk is slain, describe the creature coming into focus briefly, howling in anger and then dissipating.

If Mordaleus or one of the priests survives, they explain that they were simply trying to protect the child and release him from Tharizdun’s influence. They lured him to the forest because Director Salinop has previously dismissed their warnings.

If you are pressed for time, this is the end of the adventure. However, **if time permits proceed to Bonus Objective B.**

Playing the Pillars

COMBAT

The adventurers can choose to kill the priests to stop the ritual. If they succeed, the skulk does not reveal itself and stays connected to Simon. The adventures can loot/unlock the Helm of Comprehending Languages.

EXPLORATION

The adventurers can wait and watch. If they do, the skulk attacks Mordaleus to stop the ritual. The skulk is defeated by the priests. The adventurers can then save Simon, but cannot loot/unlock the Helm of Comprehending Languages unless they assist or kill Mordaleus.

SOCIAL

The adventurers can reason with Mordaleus. If they succeed a DC 18 Charisma (Persuasion) check, he informs them the ritual will not harm Simon. It will only sever the connection to Tharizdun. If the adventurers help, they can loot/unlock the Helm of Comprehending Languages.

Wrap-Up: Concluding the Adventure

Ideally, Simon should be returned to the hospital unharmed. If the adventurers discover the skulk and defeat him or allow the ritual to be completed they receive the ***Not So Imaginary Friend*** story award. However, if the skulk is still attached to him, he may continue to cause problems for the clerics at the children's hospital and adventurers receive the ***Madness of Tharizdun*** story award.

There are still lots of mysteries surrounding Lighthouse and the Moonsea Children's Hospital. If the adventurers mention Tharizdun to Director Salinop, she is disturbed by the news and immediately rushes off to contact her faction leaders. As she leaves, she implores the adventurers to stick around, she may need their assistance.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for each **story objective** that they complete, as follows:

- **Story Objective A:** Deliver supplies
- **Story Objective B:** Find and save Simon

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for **each bonus objective** that they complete as follows:

- **Bonus Objective A:** Find a defeat Star Spawn Grue at meteor crash site.
- **Bonus Objective B:** Protect Simon from ambush on way back to the Moonsea Children’s Hospital.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure unlock:

Helm of Comprehending Languages. This ornately embellished helm (Magic Item Table B) is decorated with the image of a face on the sun. It is covered in archaic magical runes that glow lightly when the helm is activated. Any good aligned character attuned to the helm will occasionally hear a soothing male voice offering words of encouragement. This item can be found in **Appendix 9**.

Story Awards

During this adventure, the characters may earn the following story award:

Not So Imaginary Friend. You have saved the boy from a horrible fate. With his imaginary friend defeated, the other children are now more accepting of him. The children love to hear your tales of daring and bravery. You are always welcome to stay at the

Moonsea Children’s Hospital. More information can be found in **Appendix 8**.

Madness of Tharizdun. The Chained God, Tharizdun, has briefly touched your mind. Seemingly at random you have nightmares of a black Obex (an inverted, two-tiered ziggurat) that shakes violently as though something is trapped inside and wants to get out.

This award could come back to haunt you in further Elua’s Lighthouse Adventures.

DM Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure’s **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master’s Guide*) for more information about DM Quests.

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Garwin Shatterstone (GAR-win SHAT-er-stone).**
A male dwarf and owns Elua's General Store. He is a local historian and prides himself on his knowledge of Elua's infamous ride from Hillsfar. If asked, he will share his collection of memorabilia with visitors. His hope is to build a museum or memorial in Lighthouse to commemorate the historic event.

Personality: *A bit of a know-it-all*

Ideal: I must preserve the history of Elua, even if that means making it up.

Bond: *Elua, Elua, Elua.*

Flaw: *I'll charge 1gp more if I can put Elua's name on it.*



- **Director Erika Salinop (Air-i-ka SAL-i-nahp).** A "captivating half-elven woman" who is always dressed to the nines. She cares for nothing in the world so much as the safety of the children left to her care.

Personality: *Loving but stern*

Ideal: *If I don't watch the children, who will?*

Bond: *The children must be cared for.*

Flaw: *I often take on more than I can actually handle alone.*



- **Falwan Underbough (FALL-won UNDER-bough).**

A male halfling of middle age, who acts as community leader for this new settlement. His family suffered greatly from their banishment from Hillsfar. There, he was the proud owner of a bakery. His "half cakes" had a popular following among the nobles. He lost that when the First Lord re-enacted the Two Great Laws.

Personality: Kind and welcoming.

Ideal: A sweet pastry is a treat but don't over indulge.

Bond: Be faithful to those always there to help.

Flaw: I am untrusting of those that side with bigotry.



- **Morvine Dunrick (more-FINE DUN-ric) and Tavis Profit (TA-vis PRAW-fit).** Morvine is a male human and Tavis is his tiefling husband, they own The Beacon Tavern & Inn which is attached to Elua's Lighthouse and underground gambling den.

Personality: Friendly but suspicious

Ideal: Willing to listen if coin is involved.

Bond: The Black Network is my first priority.

Flaw: I only help others when it benefits me more.



- **Simon (SI-mon)).** Simon is a six-year-old human boy of unknown decent. He arrived at the Moonsea Children's Hospital alone after becoming separated from his parents' caravan. He is quiet and doesn't make friends easily.

Personality: *Quiet and shy.*

Ideal: *Kind people deserve kind responses.*

Bond: *Bunnies are cute; especially gray ones.*

- **Flaw:** *Has a habit of wandering off and becoming lost.*



- **Moonsea Children's Hospital.** The Moonsea Children's Hospital is more of a non-denominational temple run by clerics and healers of various faiths. Director Salinop has invited only the most skilled healers to join her. The mission of the hospital is to provide refuge to sick and orphaned children of the region. Most of the children are former non-human residents of Hillsfar.
- **Lighthouse.** Lighthouse is a small farming community located on the site of Elua's Lighthouse. Since the recent opening of the Moonsea Children's Hospital, the town has begun to grow.

Appendix 2: Creature Statistics

Abyssal Wretch

Medium fiend, chaotic evil

Armor Class 11

Hit Points 18 (4d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	12(+1)	11(+0)	5(-3)	8(-1)	5(-3)

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Senses Darkvision 120 ft., Passive Perception 9

Languages understands Abyssal but can't speak

Challenge ¼ (50 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8+1) slashing damage

Acolyte

Medium humanoid, any

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages any two languages (usually common)

Challenge ¼ (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

- Cantrips (at will): light, sacred flame, thaumaturgy
- 1st level (3 slots): bless, cure wounds, sanctuary

Actions

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

Mordaleus (Conjurer)

Medium humanoid, lawful neutral

Armor Class 12 (15 with Mage Armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9(-1)	14(+2)	11(+0)	17(+3)	12(+1)	11(+0)

Saving Throws INT +6, WIS +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Elvish

Challenge 6 (2,300 XP)

Spellcasting. The conjurer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The priest has the following Wizard spells prepared:

- Cantrips (at will): acid splash, mage hand, poison spray, prestidigitation
- 1st level (4 slots): mage armor, magic missile, unseen servant*
- 2nd level (3 slots): cloud of daggers*, misty step*, web*
- 3rd level (3 slots): fireball, stinking cloud*
- 4th level (3 slots): Evard's black tentacles*, stoneskin
- 5th level (2 slots): cloudkill*, conjure elemental*

Benign Transportation (Recharges after the Conjurer Casts a Conjunction Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

Actions

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

Neogi

Small aberration, lawful evil

Armor Class 15 (Natural Armor)

Hit Points 33 (6d6+12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6(-2)	16(+3)	14(+2)	13(+1)	12(+1)	15(+2)

Skills Intimidation +4, Perception +3

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Deep Speech, Undercommon

Challenge 3 (700 XP)

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

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

Actions

Multiaction. The neogi makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. one target. Hit: 6 (1d6+3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (2d4+3) slashing damage.

Enslave (Recharges after a Short or Long Rest).

The neogi targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Neogi Hatchling

Tiny aberration, lawful evil

Armor Class 11)

Hit Points 7 (3d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3(-4)	13(+1)	10(+0)	6(-2)	10(+0)	9(-1)

Senses Darkvision 60 ft., passive Perception 10

Languages --

Challenge 1/8 (25 XP)

Mental Fortitude. The neogi hatchling has advantage on saving throws against being charmed or frightened, and magic can't put the neogi hatchling to sleep.

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft. one target. Hit: 3 (1d4+1) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Priest

Medium humanoid, any

Armor Class 13 (Chain Shirt)

Hit Points 27 (5d8+5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

- Cantrips (at will): light, sacred flame, thaumaturgy
- 1st level (4 slots): cure wounds, guiding bolt, sanctuary
- 2nd level (3 slots): lesser restoration, spiritual weapon
- 3rd level (2 slots): dispel magic, spirit guardians

Actions

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

Rutterkin

Medium fiend, chaotic evil

Armor Class 12

Hit Points 37 (5d8+15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	5 (-3)	12 (+1)	6 (-2)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Crippling Fear. When a creature that isn't a demon starts its turn within 30 feet of three or more rutterkins, it must make a DC 11 Wisdom saving throw. The creature has disadvantage on the save if it's within 30 feet of six or more rutterkins. On a successful save, the creature is immune to the Crippling Fear of all rutterkins for 24 hours. On a failed save, the creature becomes frightened of the rutterkins for 1 minute. While frightened in this way, the creature is restrained. At the end of each of the frightened creature's turns, it can repeat the saving throw, ending the effect on itself on a success.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 12 (3d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned. At the end of each long rest, the poisoned target can repeat the saving throw, ending the effect on itself on a success. If the target is reduced to 0 hit points while poisoned in this way, it dies and instantly transforms into a living abyssal wretch. The transformation of the body can be undone only by a wish spell.

Skulk

Medium humanoid, chaotic neutral

Armor Class 14

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	10 (+0)	10 (+0)	7 (-2)	1 (-5)

Saving Throws CON +2

Skills Stealth +8

Damage Immunities radiant

Condition Immunities blinded

Senses darkvision 120 ft., passive Perception 8

Languages understands common but can't speak

Challenge 1/2 (100 XP)

Fallible Invisibility. The skulk is invisible. The invisibility can be circumvented by three things:

- The skulk appears as a drab, smooth-skinned humanoid if its reflection can be seen in a mirror or on another surface.
- The skulk appears as a dim, translucent form in the light of a candle made of fat rendered from a corpse whose identity is unknown.
- Humanoid children, aged 10 and under, can see through this invisibility.

Trackless. The skulk leaves no tracks to indicate where it has been or where it's headed.

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 6 (1d4+4) slashing damage. If the skulk has advantage on the attack roll, the target also takes 7 (2d6) necrotic damage.

Star Spawn Grue

Small aberration, neutral evil

Armor Class 11

Hit Points 17 (5d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6(-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	6 (-2)

Damage Immunities Psychic

Senses Darkvision 60 ft., passive Perception 10

Languages Deep Speech

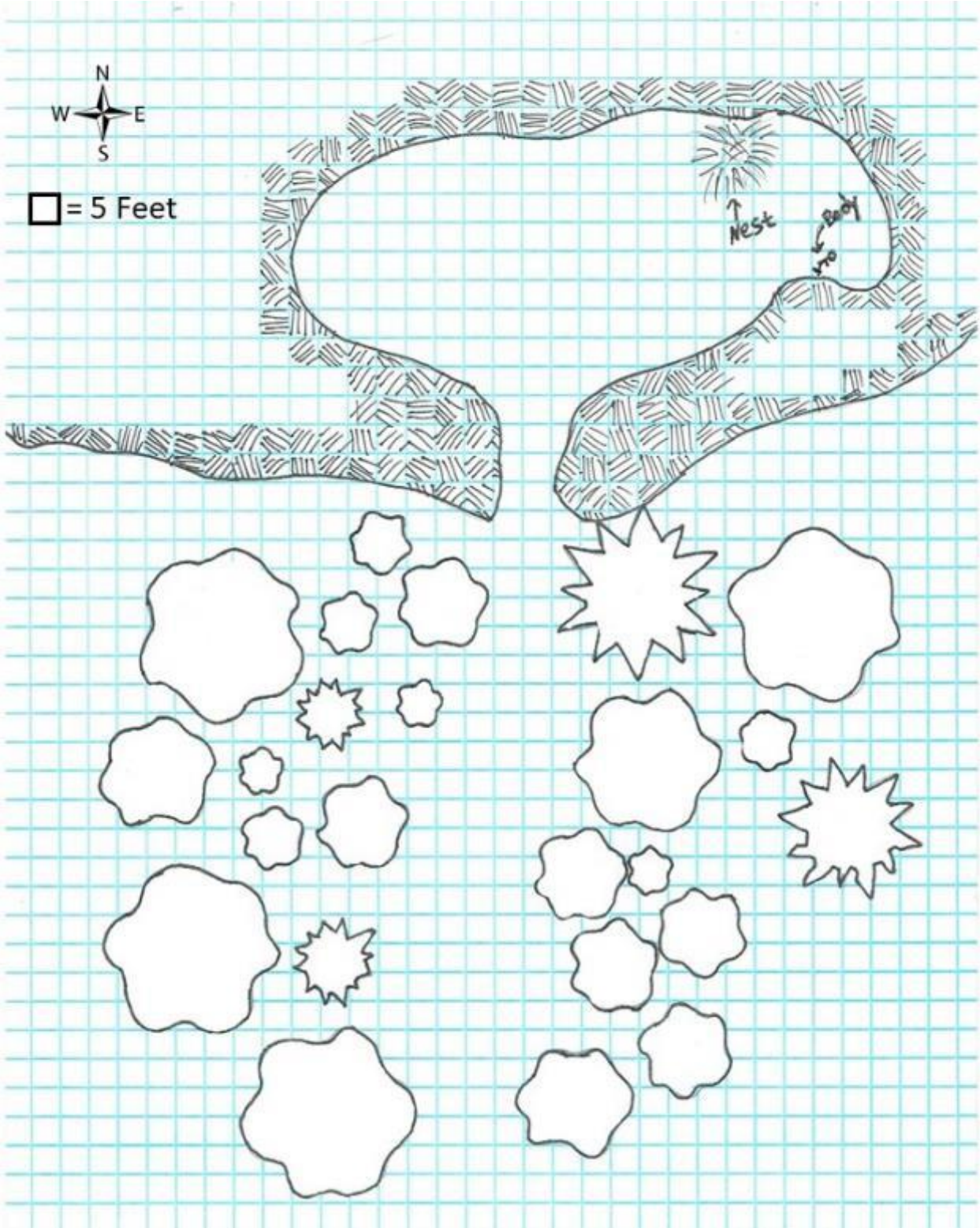
Challenge 1/4 (50 XP)

Aura of Madness. Creatures within 20 feet of the grue that aren't aberrations have disadvantage on saving throws, as well as on attack rolls against creatures other than a star spawn grue.

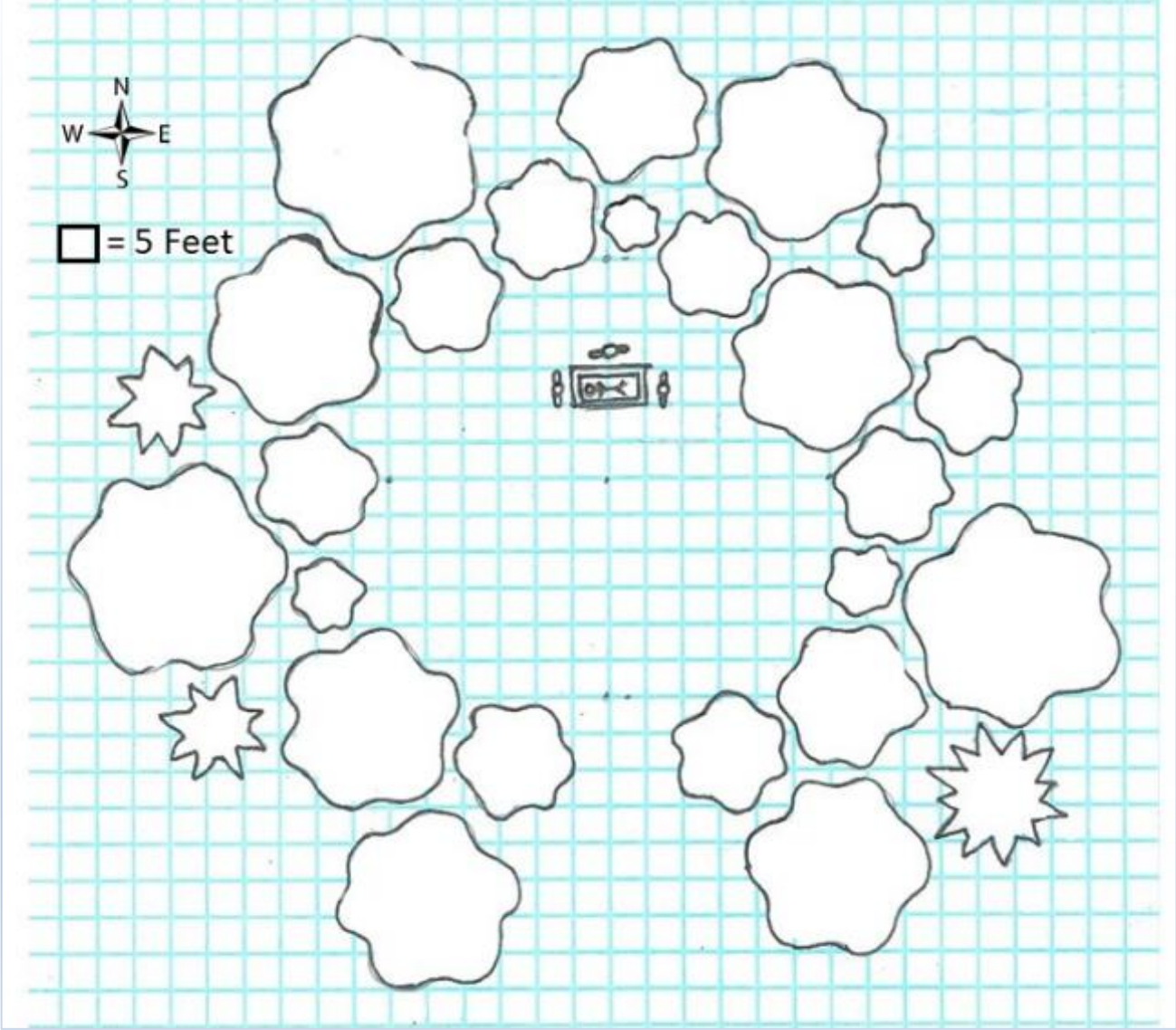
Actions

Confounding Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) piercing damage, and the target must succeed on a DC 10 Wisdom saving throw or attack rolls against it have advantage until the start of the grue's next turn.

Appendix 3: Rutterkin Cave Map



Appendix 4: Ritual Grove Map



Appendix 5: Under Cover of Darkness (Bonus Objective A)

Estimated Duration: 1 hour

Scene A. Under Cover of Darkness

Area Information

This area features:

Dimensions & Terrain. Large open area just off the road (Elua's Ride) a few miles outside of Elventree.

Lighting. The moon is nearly full, but it is a very cloudy night and the light is very dim.

Other Features. A low fog rolls across the pastures and there is a small copse of trees nearby.

Creatures/NPCs

During one of the watches, 5 **star spawn grue** emerge from the copse of trees. They appear to be searching for something.

Objectives/Goals.

- **Heralds of Doom:** The star spawn grue are in service to Tharizdun. They are looking for ancient artifacts that might free the Elder Evil. Adventurers that set a watch will see them coming with a successful Perception (Wisdom) check, contested against the star spawn grue's stealth check. The grue will fight to the death. If the adventurers examine the bodies, they will notice each grue has a symbol carved into their skin of their forehead. It looks like an upside-down ziggurat. A successful DC 18 Religion (Intelligence) check will identify it as the symbol of Tharizdun, an Elder Evil.

What Does He Know? The star spawn grue only speak deep speech, if an adventurer understands this language, a grue may say the following:

- "All hail Tharizdun."
- "The Chained God will free us all!"
- "We serve the father of the Elder Evils."
- "Join us in oblivion."

Adjusting the Scene

Here are some recommendations for adjusting the encounter with the star spawn grue. These are not cumulative.

- **Very Weak:** Remove two star spawn grue.
- **Weak:** Remove one star spawn grue.
- **Strong:** Add a star spawn grue.
- **Very Strong:** Add two star spawn grue.

Scene B. Investigating the Source

Area Information

This area features:

Dimensions & Terrain. Large open area with a 60' diameter crater.

Lighting. There is smoke and small fires in the area causing everything to be dimly light.

Other Features. A small meteorite sits in the middle of the crater. It is fresh and still extremely hot. Any adventurer able to hold the stone for more than an hour must succeed on a DC 10 CON save or become poisoned. The smoke imposes disadvantage on all ranged attacks and checks using sight.

Creatures/NPCs

As adventurers approach the crater, they see 3 **star spawn grue** and 2 **abyssal wretches**. They are wandering around the crater perimeter.

Objectives/Goals.

- **Locating the Crater:** The adventurers must succeed on two DC 10 survival or investigation checks to determine where the star spawn grue from previous encounter originated.
- **Heralds of Doom:** The star spawn grue and abyssal wretches are in service to Tharizdun. They will fight to the death. Examining the bodies will reveal a symbol carved into their skin of their forehead. It looks like an upside-down ziggurat. A successful DC 18 Religion (Intelligence) check will identify it as the symbol of Tharizdun, an Elder Evil.

What Does He Know? The star spawn grue only speak deep speech, adventurers that understand this language may hear the grue say the following:

- "All hail Tharizdun."
- "The Chained God will free us all!"
- "We serve the father of the Elder Evils."
- "Join us in oblivion."

Adjusting the Scene

Here are some recommendations for adjusting the encounter. These are not cumulative.

- **Very Weak:** Remove star spawn grue.
- **Weak:** Remove abyssal wretches.
- **Strong:** Add a star spawn grue.
- **Very Strong:** Add two star spawn grue.

Appendix 6: Harried to the Hospital (Bonus Objective B)

Estimated Duration: 1 hour

After Simon has been retrieved, the adventurers must return him to the safety of the Moonsea Children's Hospital. If you are not restricted by time, you may include this encounter. Depending on the outcome of the previous encounter, the party may or may not be accompanied by Mordaleus and his clerics. If they are with the adventurers, they will fight to help protect Simon (Use stats from previous encounter).

Area Information

This area features:

Dimensions & Terrain. Open fields with high grass and crops. A thick fog covers the ground.

Lighting. The Moon is full providing dim light.

Creatures/NPCs

On the way back to the hospital, the adventurers are ambushed by a neogi and four neogi hatchlings

Objectives/Goals. The neogi are aware that the adventures have the child. Their priority is to grab the child and escape with him.

The neogi will attempt to enslave the strongest adventurer and force them to fight on their behalf. The neogi will then grab Simon and flee while the neogi hatchlings fight to the death.

Adjusting the Scene

Here are some recommendations for adjusting the encounter with Mordaleus. These are not cumulative.

- **Very Weak:** Remove 3 neogi hatchlings.
- **Weak:** Remove 2 neogi hatchlings.
- **Strong:** Add 2 neogi hatchlings that flee with neogi.
- **Very Strong:** Add 1 neogi hatchling and 1 neogi.

Playing the Pillars

COMBAT

The adventurers can attempt to protect Simon and keep the neogi from gaining access to the child. This will require strategy and cooperation from each of the adventurers.

EXPLORATION

If the neogi is able to grab Simon, the adventurers can chase the neogi and attempt to overtake it. The neogi takes the dash action on each turn, but its movement speed is halved due to Simon's weight. The adventurers will also have to pass a group DC 12 Wisdom (Survival) check to remain on the path of the neogi, due to the fog and darkness.

SOCIAL

Mordaleus and his clerics will do what is necessary to protect Simon; however, they are less likely to protect the adventurers. A DC 10 Wisdom (Persuasion) check is needed to convince them to heal the adventurers or to encourage them to hold back and fight the neogi hatchlings while the adventures chase down the neogi.

Appendix 7: The Story of Elua's Ride (told by Garwin Shatterstone)

In the years before Maalthiir overthrew the elven representatives in Hillsfar, the communities of Hillsfar and Elventree lived in harmony as neighbors, as trade partners and valued allies. The road between the Elventree settlement and the city of Hillsfar was roughly fifty miles from end to end.

Elua was a kind and gentle wood elf. He lived with his family in the lighthouse, north of Elventree. The lighthouse was perched on the coastline to protect ships from sailing too close to the rocky shoreline. Elua kept watch over the ships. (The water level of the Moonsea was much higher back in those days. Since then, the water level has greatly lowered. The lighthouse was abandoned, because who needs a lighthouse several miles from the coast?)

One day, while standing at the top of the lighthouse, Elua saw a fleet of pirate ships sail in the direction of Hillsfar.

Elua was at a loss. His mule was old and slow. There was no way he could get to Hillsfar in time. In his desperation, he shouted a prayer to Erevan Ilesere, the elven trickster god. As we all know, you should pray carefully to a trickster, because they are listening closely and most likely to respond.

Wouldn't you know it? After a few minutes riding on his old mule, Elua saw a young elf on the side of the road, grooming the most beautiful horse. Elua had never seen such a horse, strong and full of energy. The coat was silvery gray with a deep black mane. Elua approached the young elf, and said, "Please, you must let me borrow this horse! Pirates are coming for Hillsfar. I must warn them!"

The young elf smiled. "You need my horse?"

Elua responded, "Yes! The entire city is in danger. I have to warn them."

"Very well," said the young elf. "You may have my horse. It is a teu-kelytha, a legendary moon horse. In fact, this horse is the greatest of all moon horses. For this reason, her name is Sehanine, the goddess of the travel. You may have my horse. But on one condition, you must promise to feed her whenever she is hungry."

Elua agreed to these terms. It seemed simple enough. Who wouldn't care for such a magnificent horse?

Leaving everything behind, Elua got on the horse and rode off. Sure enough, Sehanine was fast — faster than the wind, faster than any pirate's ship, faster than death itself.

Once they were halfway to Hillsfar, the horse stopped, almost throwing Elua off the saddle. There

was a clover patch on the side of the road. Sehanine went to the patch and started eating. The horse ate, and she ate. Remembering the young elf's words, Elua waited while the horse ate. After an hour, Elua's patience strained. He gently pulled at the horse, urging her to continue their ride. Sehanine obeyed and continued their journey, racing even faster than before, if that was even possible.

After a few minutes, they were halfway between the halfway point and Hillsfar. But once again, the horse stopped. Sehanine saw another field of crops — carrots, beets, cucumbers, and turnips. She began to eat again. This time, she spent two hours eating. The horse had eaten almost everything in the field. Elua couldn't stand it anymore. He pulled at the horse. Sehanine obeyed and continued their journey.

Much to Elua's surprise, Sehanine was even faster than before! In only a few seconds, Elua could see the city of Hillsfar in the distance. But he also saw another field of tasty crops, and he knew Sehanine could not resist. Elua gave Sehanine the lightest of kicks to her side, urging her to continue.

At that moment, the young elf appears in the middle of the road. Sehanine stopped. Elua flew off the horse and onto the road, rolling head over heels.

The young elf looked down at Elua. He clicked his tongue and shook his head with disappointment.

"You must feed her whenever she is hungry. But you did not listen?"

Elua had no response. He looked at Hillsfar, so close now. He could run on foot and get to the gates with time to spare.

The young elf continued, "When you make a bargain with Erevan Ilesere, you must not go back on your word. Since you broke your promise, I will forever sow discord between Elventree and Hillsfar. They will close their gates to each other. They will speak false words about each other. The enmity will last for a hundred generations. The strife between these two communities will be far more devastating than any pirate army."

With this, the young elf, who was Erevan Ilesere, tapped Elua on the forehead. In a blink, Elua was back where he started, standing next to his old mule. Elua was devastated. He wept, realizing his folly. He got on his mule. Together they slowly made their way back to the lighthouse, realizing that the pirates would soon arrive at Hillsfar.

By David Hopkins

Appendix 8: Story Award (Player Handout 1)

Story Awards

During this adventure, the characters may earn the following story award:

Not So Imaginary Friend. You have saved the boy from a horrible fate. With his imaginary friend defeated, the other children are now more accepting of him. The children love to hear your tales of daring and bravery. You are always welcome to stay at the Moonsea Children's Hospital.

Madness of Tharizdun. The Chained God, Tharizdun, has briefly touched your mind. Seemingly at random you have nightmares of a black Obex (an inverted, two-tiered ziggurat) that shakes violently as though something is trapped inside and wants to get out.

This award could come back to haunt you in further Elua's Lighthouse Adventures.

Appendix 9: Magic Item

Characters completing this adventure's objective unlock this magic item.

Helm of Comprehending Languages

Wondrous Item, uncommon

While wearing this helm, you can use an action to cast the comprehend languages spell from it at will. This item can be found on **Magic Item Table B** in the *Dungeon Master's Guide*.

This ornately embellished helm is decorated with the image of a face on the sun. It is covered in archaic magical runes that glow lightly when the helm is activated. Any good aligned character using the helm will occasionally hear a soothing male voice offering encouragement.

Appendix 10: Dungeon Master Tips

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

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

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

Preparing the Adventure

Before you start play, consider the following:

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

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

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide

documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

Adjusting This Adventure

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

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

Determining Party Strength

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