

RISING SHADOWS

the temple of the sun



CCC-BMG-moon7-2

andy dempiz

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THE TEMPLE OF THE SUN



The Temple of the Sun provided hope to the servants of the Earthmother when events in their lives looked the most dire. Now that the temple has returned, it has become a beacon for those who love the light. But it is also a target for those who dwell in the shadows.

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

Lead Designer: Andy Dempz

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Producer: Baldman Games

Moonshae Story Architect: Eric Menge

Lead Editor: Shawn Merwin

Editing: Andrew Hewitt

Cartography: Amanda Gomes, Mike Schley

Cover Illustration: Mia Shaly [Shutterstock]

Illustrations: Sarah Shaw

Design & Layout: Erik Nowak

D&D Adventurers League Guildmaster: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Amy Lynn Dzura, Claire Hoffman, Greg Marks, Alan Patrick, Lysa Penrose, Travis Woodall

Playtesters: KC Dixon, Mandy Krug, Jammey Louis, Amanda Reel, Jamie Titus



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CCC-BMG-MOON7-2 *The Temple of the Sun* | Version: 2.0

Adventure Primer

*“Much have I fared, much have I found,
Much have I got of the gods,
Whence comes the sun, to the smooth sky back,
When the wolf has snatched it forth?”*
—Vafþrúðnismál (Third Poem in the Poetic Edda)

Background

The **EARTHMOTHER** is the most-worshipped power in the **MOONSHAE ISLES**, both a spirit of nature and a patron of Balance. There were once five holy temples dedicated to her and her aspects—the Beast, Death, Life, the Moon, and the Sun—but they all vanished from the land centuries ago. The memory of them was lost with the passing generations.

A prophecy has been made, and the events it foretold are coming true. These portents are said to herald the return of the five temples. The prophecy stated that it would be of the utmost importance that the temples be found, explored, and rededicated to the Earthmother. Artifacts of the Earthmother can be found in each temple and are needed in the war against the coming darkness. They must be retrieved before the temples disappear again or are corrupted by the enemies of the Moonshaes.

The prophecy gave no guarantees regarding how long the temples might remain in this realm, and thus the matter is quite urgent. It contained only cryptic references to the locations of the temples, but these signs should be unmistakable once found.

FHRUGH ROTNOG, an emissary of **BRANWYN MOONSINGER**, the Great Druid of Gwynneth, has called for adventurers willing to undertake this dangerous and vitally important mission.

The Temple of the Sun has been found southwest of the town of Seawolf on the isle of Jotunspine, the largest of the Norheim Isles. The curious and faithful have gathered to the temple and a sun-worshipping cult has formed in the encampment there.

Episodes

The adventure’s story is spread over three **story episodes** that take approximately two hours to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits. One replaces the second scene in the Call to Action and one follows the main adventure.

If you’re planning to play the entire adventure at once, you only need to introduce the **Call to Action** one time. 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: The Western Shore.** The characters are recruited by Fhrugh Rotnog and sail from Olafstaad to Jotunspine. This is the **Call to Action**.
- **Episode 2: A Black Sunrise.** The characters explore the temple and clear the dark magic and shadow creatures from the central areas. This is **Story Objective A**.
- **Episode 3: The Chamber of Seasons.** The characters confront Elian, the shadow wolf, and complete the rededication of the temple. This is **Story Objective B**.

Bonus Objectives

This adventure also includes two 1-hour bonus objectives that the characters can pursue if they have additional time to do so. These bonus objectives are found in this adventure’s appendices, as follows:

- **Bonus Objective A: Blot and Shadow.** The characters arrive at Jotunspine to find their entry to the temple blocked by the sun cultists, who are preparing to offer a sacrifice to draw the evil out. The characters have to navigate this social situation and deal with the shadow creatures who attack from within the temple. This bonus objective is found in **Appendix 4**.
- **Bonus Objective B: Into Darkness.** The characters follow the shadow creatures between worlds to prevent them from putting down an anchor to sink the temple into the Shadowfell. This bonus objective is found in **Appendix 5**.

Episode Sequence

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

How Will You Play?

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

Story Objectives Only

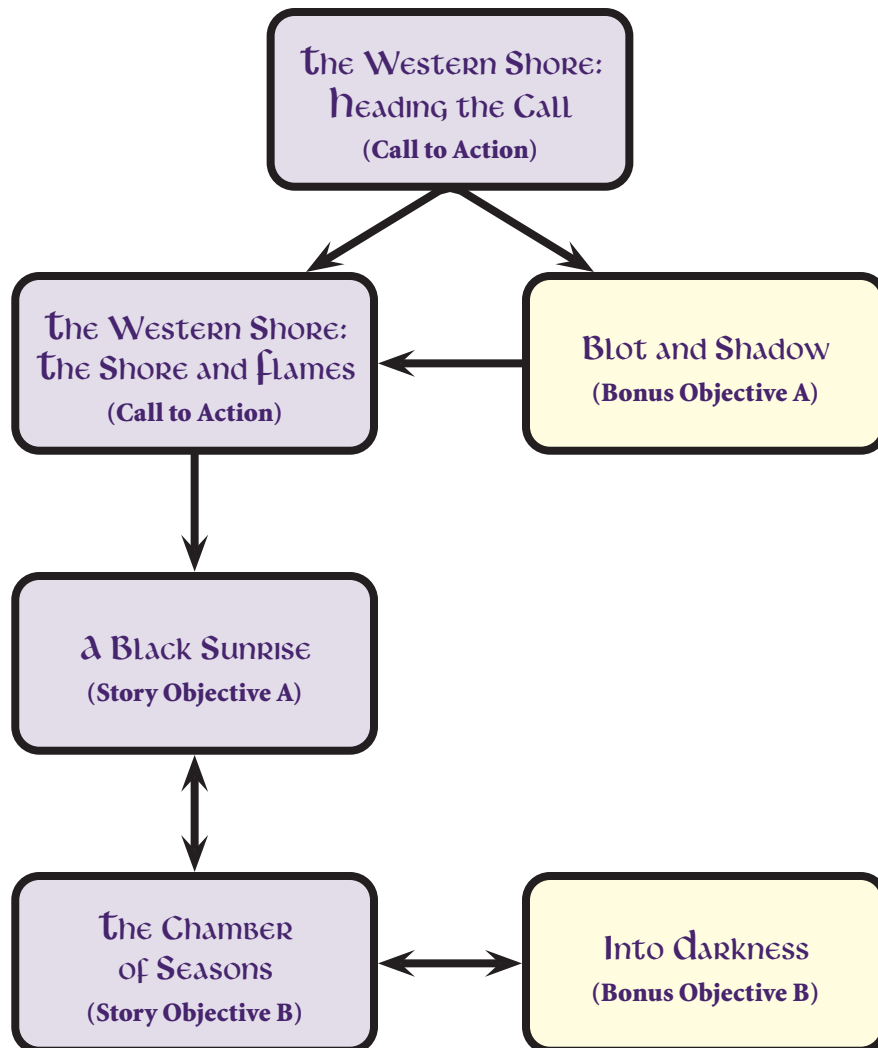
To complete the both of the adventure’s story objectives, the characters play in Episodes 1 through 3 in order.

Bonus Objectives

You can extend this adventure by **one or two hours** by utilizing the bonus objectives provided in the appendices. Bonus Objective A replaces the second scene in Episode 1 and Bonus Objective B follows Episode 3. Each can be utilized independently or in tandem depending on the playing time available

Episode flowchart

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



Episode 1: The Western Shore

[Call to Action]

Estimated Time: 15 minutes

Scene A. Heeding the Call

The adventure begins in Olafstaad, a port city on the western coast of Gnarlhelm on the isle of Alaron. Use these points to describe the meeting:

- The docks of Olafstaad creak and groan against the waves as the stern Northlanders prepare themselves and their ships for the day ahead.
- Fhrugh Rotnog, an emissary of the Great Druid of Gwynneth, is waiting to speak to the characters.
- The half-orc seems more accustomed to life in the wild than civilized lands. Her mannerisms are rough and uncouth even by the standards set by the sailors and dock workers.

Area Information

This area features:

Dimensions & Terrain. The docks of Olafstaad are busy but not crowded. There is enough space for Fhrugh to gather the adventures and speak with them without interruption.

Lighting. The morning sky is overcast but still provides bright light.

Other Features. The sea breeze carries the smell of fish, salt, and seaweed. Gulls caw, ships rock in the waves, and sailors call back and forth to each other in their Northlander accents as they ready their ships for the day.

Creatures/NPCs

Fhrugh Rotnog (N female [she] half-orc **druid**) has gathered the adventurers on behalf of Branwyn Moonsinger, the Great Druid of the island of Gwynneth. She is socially inept and short tempered.

Objectives/Goals. Fhrugh is entirely focused on the matter of the reappearance of the temples. She is concerned with the growing threat of the rising shadow and has no time for those who don't share this sentiment. Her primary goal is to recruit adventurers to find, explore, and reconsecrate each temple.

What Does She Know? Fhrugh informs the characters of the situation regarding the reappearance of the temples and the urgency of their mission.

- **The Prophecy.** Fhrugh is vague about the details of the prophecy. She thinks it's enough for the characters to know that so far it has held true, and that it is of the utmost importance that the temples be found, explored, and rededicated, and that the artifacts of the Earthmother be retrieved from within them.
- **The Temple of the Sun.** The Temple of the Sun has been located on the eastern coast of the isle of Jotunspine between the towns of Seawolf and Hammerstaad.
- **The Sun Cult.** Word of the temple's reappearance has spread quickly throughout the northern Moonshae Isles, and pilgrims and curious folk have congregated outside the temple. A sun cult that combines reverence for the Earthmover with traditional Northlander practices has risen to prominence in the encampment.
- **Local Contact.** The party will be greeted at the temple site and briefed on the local situation by a druid acolyte named **Mar**.
- **Reconsecrating the Temple.** Any offending presences must be removed or otherwise eliminated. Damage and defilement must be set right.

The adventurers only have a short time to gather supplies before embarking on their journey. Standard adventuring items are available for purchase in Olafstaad for normal prices. Fhrugh provides the party with five vials of holy moonwater (the same properties as holy water) with instructions to only use them to reconsecrate the temple.

Fhrugh has arranged for passage across the Sea of Moonshae on a Northlander ship. They must depart as soon as the party is ready, sailing through the remainder of the day and the night to make their landing around noon the next day.

Scene B. The Shore and Flames

The ship drops anchor near the shore to wait for the adventurers to make the return journey to Olafstaad. Use these points to describe the scene:

- The ship cuts through the choppy waves toward Jotunspine and there is little refuge from the cold and spray.
- The sun rose this morning behind an overclouded sky that mirrors the grey sea. Despite it now being nearly noon, the sky is unnaturally dark as the ship approaches land.
- It is nearly as dim as dusk as the crew drops anchor and wades to shore.

The party is greeted by a druid acolyte named Mar when they reach shore.

Area Information

This area features:

Dimensions & Terrain. At least a dozen smaller ships are anchored near shore. The beach is comprised of black sand and smooth round stones. The land slopes gradually upward to hills 40 feet from shore, and the hills are covered in large stone slabs as if they were haphazardly thrown there by giants. Sparse evergreen trees and scrub vegetation grow in the gaps between the stones.

Lighting. The sky above the beach and temple is covered by black clouds permitting only dim light.

Other Features. A large crowd of worshippers and onlookers has gathered on the beach. There are tents at the periphery and campfires throughout the beach for cooking, light, and warmth.

Creatures/NPCs

Mar (N male [he] Northlander human **acolyte**) is a Northlander who has lived on Jotunspine for most of his life, only leaving to study with the druids on Alaron. Despite his novice status he is trusted by Fhrugh to be her eyes and ears on the island. Since many Northlanders worship Tempus or Valkur, Mar is an oddity here.

Objectives/Goals. Mar is only a druid acolyte with limited abilities, but he is earnest and dedicated to the Earthmother and the Balance. He shares Fhrugh's sense of urgency coupled with a degree of foreboding from witnessing the growing darkness around the temple.

What Does He Know? The following information can be discovered during **Bonus Objective A**. If it is not being used, Mar divulges it directly to the characters.

- **Discovery of The Temple.** The opening to the temple was discovered by a fisherman who had come ashore to camp. Though he started to explore the interior, he fled when he felt a dark presence stirring within a mural in the deepest chamber. He reported his findings in Seawolf and word spread from there to Hammerstaad, also drawing the attention of the druids.
- **The Sunlight Chambers.** The central portion of the Temple of the Sun has three chambers. Each chamber has a window or skylight aligned to permit direct sunlight to reach the central chamber, powering a magical sun globe during sunrise, high noon, and sunset.
- **The Chamber of Seasons.** The deepest chamber of the temple has a large fresco that depicts the surrounding countryside. What little information remains from antiquity tells that it would subtly change to reflect the seasons and time of day. As the sunlight waned approaching the winter equinox, a wolf would prowl

the scenery in the painting only to be chased away by the returning sun.

- **The Balance.** Druidic teachings tell that the temple reflected the role of the sun in the Balance. Sunrise and sunset, summer and winter were equally prominent in its design.

Call to Action

Mar again expresses the urgency of the characters' mission given the growing darkness and the danger it poses to the crowd outside the temple

- The primary objective of this adventure is to explore the temple, purge the evil within it, and reconsecrate it for the Earthmother.
- The secondary objective of this adventure is to find and retrieve any artifacts of the Earthmother so that they may be used in the coming conflict with the rising shadow.
- **Bonus Objective A and/or B:** If utilizing this additional content, **Bonus Objective A** is substituted for **Call to Action Scene B**, as the characters interact with the sun worshippers to gather information about the temple. **Bonus Objective B** branches off from **Episode 3**, as the characters travel through the mural in the Chamber of Seasons into the Shadowfell to prevent the enemy from drawing the temple into that realm.

Episode 2: A Black Sunrise

[Story Objective A]

Estimated Duration: 60 minutes

The Temple of the Sun

In this episode the characters enter the temple and explore the central chambers. The information they received from Mar in **Scene B** of the **Call to Action** or from the sun worshippers in **Bonus Objective A** can provide clues to what they need to accomplish to reconsecrate this portion of the temple.

PREREQUISITES

The characters must complete the **Call to Action** before beginning this episode. If **Bonus Objective A** is being used, it must be completed as well.

Story Objective A

The characters must explore the central chambers of the temple, defeat the enemies found there, and disable the corrupted sun globe. This is **Story Objective A**.

Area Information

This area features:

Dimensions & Terrain. The temple is inside a hillside largely composed of haphazardly piled slabs of light grey stone filled with dense earth. The opening into the temple is a trilithon, two large vertical stones supporting a third horizontal one, set against the rocky hillside. Unless noted otherwise, the interior floors, walls, and ceilings are constructed in a similar fashion from large, roughly rectangular stones, and ceilings are 10 feet high.

Lighting. The temple halls and chambers near the entrance gate and other openings have dim light. The rest of the temple is in darkness unless noted otherwise.

Scene A. Entrance Chamber and Halls

The entrance chamber (**Area 1**) is roughly semi-circular, 30 feet wide and 20 feet deep. The gate to the outside is set into the center of the southern wall. The eastern and western walls both have stone doors inscribed with a motif of a half sun cresting the horizon. There is a set of stone double doors centered in the northern wall, an inscription of a full sun high above the horizon set into the portal.

Beyond the eastern and western doors are halls that run along the periphery of the temple structure. They end in stone doors inscribed with symbols of the seasons. Midway along each hall and 8 feet above the floor are 1 foot wide by 2 feet tall gaps in the stone which act as window slits to let the light from the rising sun in through the eastern side and the last light before sunset in through the west.

These areas are detailed further in **Scene B**. The halls are dimly lit within 10 feet of the window slits or an open door to the entrance hall. Otherwise, they are in full darkness.

Scene B. Central Chambers

Area Information

Please refer to the map in **Appendix 3B** in reference to the locations in this scene. The map locations in the central chambers all have distinct elements that the DM needs to be aware of. The interplay between these elements is also important, and the central chambers should be considered to be one multi-location encounter area.

- **Area 2** and **Area 6** have arcane glyphs in the window slits that need to be disabled to diminish the sun globe's fire whips. The glyphs are defended by two **shadow demons**, one hiding in **Area 3** and one in **Area 5**.
- **Area 4** contains the unstable sun globe, a complex trap. There is a glyph on the skylight directly above it that needs to be disabled to shut down the sun globe entirely. This chamber is also guarded by a **deathlock** and contains the artifact of the Earthmother that the characters are tasked with retrieving: a *red elemental gem*.

Creatures/npc's

The deathlock was originally a warlock who served an entity from the Shadowfell in life. The shadow demons serve the deathlock in turn.

Objectives/Goals. The bond between the deathlock and its patron persists in death and provides its entire motivation: to corrupt the Temple of the Sun and guard Erian as he gains strength in the Chamber of Seasons. The shadow demons only exist to serve the deathlock.

What Does He Know? The deathlock is but a servant of its patron's machinations and is limited in knowledge of things beyond its immediate task. It is aware that the shadow is rising against the Earthmother and the people of the Moonshaes. It taunts and threatens the characters with this doom.

The Corrupted Sun Globe

Complex trap (level 5-10, dangerous threat)

Before the Temple's disappearance sunlight from the side window slits and the central skylight would strike the *red elemental gem* resting inside the brazier, creating a 1-foot diameter sun globe in the bowl. The sun globe reflected the intensity of the sun outside, starting dim at sunrise, building until noon, and then waning until fading away after sunset. The deathlock has placed corrupting shadow glyphs across the windows and skylight. Faint, dark beams of corrupted light now reach the brazier and have created an unstable sun globe that lashes out against anyone in the room.

Trigger. This trap activates when a creature comes within 15 feet of the brazier.

Initiative. The trap acts on initiative count 10 if a creature is within the reach of its flame whips (see the countermeasures below).

Active Elements. The trap attacks and grapples creatures with its flame whips and pulls them toward it. When they are close enough, it detonates a fireball.

- **Flame Whips.** The flame whips attack any creature that ends its turn within range of them, with a +5 bonus to the attack roll and dealing 11 (2d10) fire damage. On a successful hit, the target is grappled (escape DC 10) and pulled 5 feet closer to the sun globe. Until the grapple ends, the target is restrained. On subsequent turns, a creature that fails to break free takes an additional 5 (1d10) fire damage at the end of its turn and is pulled 5 feet closer to the sun globe. The fire whips attack targets within the last 5 feet of their range with disadvantage. Their starting range is 15 feet (see the countermeasures below).
- **Fireball (Initiative 10).** When a creature is within 5 feet of the sun globe, it erupts in a fireball. Each creature within 5 feet of the corrupted globe must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 22 (4d10) fire damage. On a successful save, a creature takes half as much damage.

Countermeasures. The flame whips and fireball can be thwarted by particular countermeasures. As the flame whips and fireballs are triggered, the corrupting shadows on the window slits and skylight pulse with a dark energy, revealing that they are powering the trap. The flame whips and fireball need to be disabled independently to deactivate the corrupted sun globe.

- **Flame Whips.** The corrupting glyphs that power the flame whips can each be disabled with two successful DC 15 Intelligence (Arcana) or Dexterity (Sleight of Hand) checks. Each check requires an action and is made by pulling at the shadowy threads of the corrupting glyphs that cover the window slits in **Area 2** and **Area 6**. After two successful checks, the range of the flame whips decreases to 10 feet. After two more successful checks, their range is decreased to 5 feet. The flame whips' range cannot be reduced any further until the sun globe trap is completely deactivated.
- **Fireball.** The fireball can be disabled with three successful DC 15 Intelligence (Arcana) or Dexterity (Sleight of Hand) checks made by pulling at the shadowy threads of the corrupting glyph that covers the skylight above the sun globe. After the first successful check, the fireball recharges on initiative count 20 with a successful roll of 5-6 on 1d6. Its damage is also reduced to 11 (2d10) fire damage on a failed save, or half as much damage on a successful one. After the second successful check to disable it, the fireball recharges on initiative count 20 with a successful roll of 6 on 1d6.
- **Knocking Over the Brazier.** The brazier can be pushed to the ground with a successful DC 20 Strength (Athletics) or Dexterity (Sleight of Hand) check. If it is knocked over, the sun globe explodes and is completely disabled afterwards. Each creature within 10 feet of the globe must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 55 (10d10) fire damage. On a successful save, a creature takes half as much damage.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the **shadow demons** with two **shadows**. Adjust the damage from the Flame Whips to 5 (1d10) on an initial strike and 3 (1d6) for a creature that fails to break free when grappled by it. Adjust the Dexterity saving throw for the Fireball to DC 10 and the damage on a failed save to 11 (2d10). Adjust the Countermeasures for the Flame Whips and Fireball to DC 12. Adjust the Dexterity saving throw for Knocking Over the Brazier to DC 15 and the damage on a failed save to 22 (4d10).

- **Weak:** Replace the **shadow demons** with two **shadow mastiffs**. Adjust the damage from the Flame Whips to 5 (1d10) on an initial strike. Adjust the Dexterity saving throw for the Fireball to DC 12 and the damage on a failed save to 16 (3d10). Adjust the Countermeasures for the Flame Whips and Fireball to DC 12. Adjust the Dexterity saving throw for Knocking Over the Brazier to DC 18 and the damage on a failed save to 33 (6d10).
- **Strong:** Add two **shadow demons**. Adjust the damage from the Flame Whips to 16 (3d10) on an initial strike and 11 (2d10) for a creature that fails to break free when grappled by it. Adjust the grapple escape DC for the Flame Whips to DC 13. Adjust the damage from the Fireball on a failed save to 33 (6d10). Adjust the damage on a failed save for Knocking Over the Brazier to 66 (12d10).
- **Very Strong:** Add two **wraiths**. Adjust the damage from the Flame Whips to 22 (4d10) on an initial strike and 11 (2d10) for a creature that fails to break free when grappled by it. Adjust the grapple escape DC for the Flame Whips to DC 15. Adjust the Dexterity saving throw for the Fireball to DC 18 and the damage on a failed save to 44 (8d10). Adjust the Countermeasures for the Flame Whips and Fireball to DC 17. Adjust the damage on a failed save for Knocking Over the Brazier to 77 (14d10).

Area 1. Entrance Chamber and Halls

The entrance chamber is roughly semicircular, 30 feet wide and 20 feet deep. The gate to the outside is set into the center of the southern wall. The eastern and western walls both have stone doors inscribed with a motif of a half sun cresting the horizon. There is a set of stone double doors set into the center of the northern wall. An inscription of a full sun high above the horizon is set into the double doors. Beyond the eastern and western doors are halls that run along the periphery of the temple structure.

Area 2. Sunset Window Slit

There is a 1-foot-wide and 2-foot-tall opening in the wall, 8 feet off the ground. Normally this window slit would let in the last light of the setting sun to power the sun globe, but the deathlock covered the window slit with a corrupting glyph made of threads of shadow. A dim beam of darkness extends from the glyph to the brazier in **Area 4**. The glyph can be disabled as noted in the description of The Corrupted Sun Globe. The glyph is guarded by the **shadow demon** hiding in **Area 3**.

Lighting. There is dim light within 10 feet of the window slit.

Area 3. Sunset Altar

This alcove contains a small altar with an inscribed motif of a setting sun ringed in red and gold paint on the wall above it. The altar was originally used for ceremonies and offerings but now a **shadow demon** is hiding in the darkness that fills this area.

Lighting. There is dim light in the hall within 10 feet of the window slit and sun globe chamber, otherwise this area is filled with darkness.

Area 4. Sun Globe Chamber

This chamber is mostly empty as it was designed to hold worshippers and to allow them to move in processions. An iron ring is suspended horizontally from the ceiling by four chains. A brazier sits in the ring and above it is the **corrupted sun globe**. The sun globe is roughly 1 foot in diameter and looks like a ball of magma, ranging from bright orange to deep red with dark black spots that form on the surface and then sink into the globe. The surface is disturbed by the flame whips arcing across it. The **deathlock** is guarding the north door that leads to the Chamber of Seasons.

Lighting. This area is filled with bright light from the deep orange and red glow from the sun globe that provides. Dim light extends 10 feet into the hallways beyond the chamber.

Area 5. Sunrise Altar

This alcove contains a small altar with an inscribed motif of a rising sun ringed in red and gold paint on the wall above it. The altar was originally used for ceremonies and offerings but now a **shadow demon** is hiding in the darkness.

Lighting. There is dim light in the hall within 10 feet of the window slit and sun globe chamber, otherwise this area is filled with darkness.

Area 6. Sunrise Window Slit

There is a 1-foot-wide and 2-foot-tall opening in the wall, 8 feet off the ground. Normally this window slit would let in the first light of the rising sun to power the sun globe, but the deathlock covered the window slit with a corrupting glyph made of threads of shadow. A dim beam of darkness extends from the glyph to the brazier in **Area 4**. The glyph can be disabled as noted in the description of The Corrupted Sun Globe. The glyph is guarded by the **shadow demon** hiding in **Area 5**.

Lighting. There is dim light within 10 feet of the window slit.

Playing the Pillars

- **Combat.** The monsters use the environment to maximum tactical effect. The deathlock tries to use spells from behind the corrupted sun globe. The shadow demons hide in the darkness of the alcoves, emerging to attack anyone near the glyphs or to provide reinforcement to the deathlock.
- **Exploration.** The characters have tasks to achieve throughout this area, so it's possible they will choose to split up. In this case, it may be easiest to maintain one initiative order and treat all the areas in the scene as one spread out encounter. They can disable the shadow glyphs in any order they choose.
- **Social.** The deathlock might taunt the characters, mocking their cause and ambitions as doomed. The shadow demons can use their telepathy to project horrific images of the Abyss into the characters minds. Rather than disabling the trap by manipulating the corrupting glyphs, the characters might have to trick the monsters into revealing secrets to disable the trap.

7. Chamber of Seasons

The Chamber of Seasons is described fully in **Episode 3**.

Treasure & Rewards

After the corrupted sun globe is disabled, the *red elemental gem* can be retrieved by the characters. It is inscribed with motifs of the sun rising and setting.



Episode 3: The Chamber of Seasons (Story Objective B)

Estimated Duration: 45 minutes

In this episode, the characters move on to the final chamber of the temple (**Area 7**) to confront the shadow wolf, **Erian**.

PREREQUISITES

The characters can enter this area before defeating all the enemies in **Episode 2**, but they may find themselves overwhelmed if they do so. If you fear that may be the case, make the doors into **Area 7** impassable until the threats in Episode 2 are dealt with.

Story Objective B

The characters must defeat Erian and finish reconsecrating the temple. This is **Story Objective B**.

Area Information

This area features:

Dimensions & Terrain. This roughly semicircular chamber is 90 feet wide at its widest point and 30 feet long at its longest. There is a pool of dark, corrupted water 10 feet in diameter and 2 feet deep. It counts as difficult terrain and also deals 3 (1d6) necrotic damage to anyone trying to move through it until a vial of moonwater is poured into it. If you are using **Bonus Objective B**, Erian flees through the rift in the fresco into the Shadowfell if he is mortally wounded.

Lighting. Dim light spills out of the fresco scene into the chamber.

Confronting the Wolf

The entire length of the back wall of the chamber is covered in a fresco depicting the northern countryside. Characters with a passive Perception of 15, or succeeding at DC 15 Wisdom (Perception) check notice subtle movement in the scene in the fresco. Smoke rises from chimneys, trees move in the wind, and people hide in the woods.

CREATURES/NPCs

The shadow wolf **Erian** is in the chamber in front of the fresco, alternately prowling its length or sitting on his haunches. He is the size of a dire wolf but at times fluidly

shifts into a more humanoid posture. His outline is indistinct with wisps of shadow trailing from his body.

Objectives/Goals. Erian is a shadow of a cruel man who was corrupted by the Beast Kazgoroth. He intends to despoil the Temple of the Sun before spreading carnage throughout the Isles.

What Does He Know? He exists to disrupt the Balance. He only has trace memories of his former life and little knowledge of the greater plot against the Earthmother and the Moonshaes.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** **Erian** can only take one Legendary Action each round and can only use Legendary Resistance 1/Day.
- **Weak:** **Erian** can only take two Legendary Actions each round.
- **Strong:** Add one **deathlock** and one **shadow demon**.
- **Very Strong:** Add two **deathlocks**.

Playing the Pillars

- **Combat.** Erian is a force of arrogant hatred and intends to kill anyone he meets. He can use his legendary actions to increase his economy of action.
- **Exploration.** The fight may spill out of the Chamber of Seasons into other parts of the temple. If Erian is feeling particularly cruel, he may grapple a character and teleport to another area to isolate them and try to kill them. If Bonus Objective B is being used, there is a rift in the fresco that leads to the Shadowfell.
- **Social.** Erian is haughty and boastful. He is quite content to converse with the characters before attacking.

Wrap-Up: Concluding the Adventure

After Erian is defeated, the adventurers can finish reconsecrating the temple and return with their findings and the *elemental gem* to Fhrugh. The other temples remain to be restored. If you are using Bonus Objective B, the characters can travel through the rift in the fresco into the Shadowfell.

Rewards

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

Character Rewards

The characters earn the following rewards:

Advancement

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

Gold

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

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Magic Items

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 6**:

- *Red Elemental Gem*

Dungeon Master Rewards

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

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

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



Appendix 1: Locations & NPCs

The following NPCs and locations feature prominently in this adventure.

Erian

[ERR-ee-en] Erian the shadow wolf is a shadow of Erian the man, conjured forth by the evil that threatens the Moonshaes. Memories of his life flicker at the edges of his perception. He now exists to destroy and kill.

Personality: I have the right by my strength to tear these islands to their foundations.

Ideal: This world failed me in life and deserves my wrath.

Bond: I have a special hatred for House Kendrick.

Flaw: My strength makes me arrogant; my hatred makes me blind.



Mar

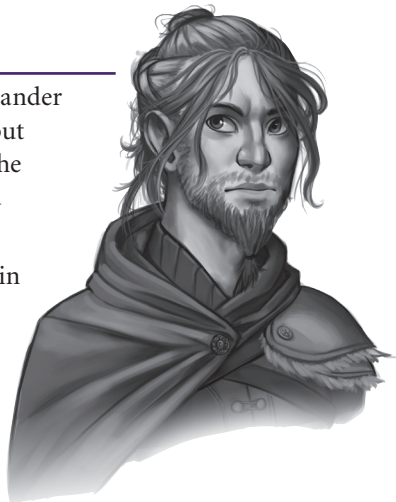
[MAR] (N male [he] Northlander human **acolyte**) is a novice but dedicated druid. He knows the temple is in great danger and needs help from others.

Personality: I seek to maintain the Balance, and if I can't do it myself, I'll help by finding those who can.

Ideal: The world should exist as a reflection of the Earthmother and the Balance.

Bond: Growing up in the harsh environs of Jotunspine taught me reverence for the Balance between life and death.

Flaw: My inexperience makes my reach exceed my grasp.



Northlanders

The Northlanders came to the Moonshaes first as raiders then as settlers. Over time, some of them have adapted into an allegiance with the Ffolk but recently the Storm Maiden led a return to the old ways of reaving.

Personality: Life is harsh on the northern islands, and we meet the challenge with pride.

Ideal: Strength, courage, and wits are needed for survival in the northern sea.

Bond: The sea is the lifeblood of the Northlanders.

Flaw: A safe life at land is tempting but not for many of us.

The Temple of the Sun

The temple may exist in up to three forms in the course of the adventure. The corrupted version is dangerous and full of shadow. Properly restored it is bright and warm. The Shadowfell version is bleak and hopeless, like a world without a sun.

Appendix 2: Creature Statistics

Acolyte

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1/4 (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.

Statblock Modifications

This creature has the following modification:

Spellcasting.

- Cantrips (at will): *druidcraft, produce flame, resistance*
- 1st level (3 slots): *cure wounds, goodberry, speak with animals*

Cult Fanatic

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (4 slots): *command, inflict wounds, shield of faith*
- 2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

Deathlock

Medium undead, neutral evil

Armor Class 12 (15 With mage armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Int +4, Cha +5

Skills Arcana +4, History +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages the languages it knew in life

Challenge 4 (1,100 XP)

Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

- At will: *detect magic*, *disguise self*, *mage armor*

Spellcasting. The deathlock is a 5th-level spellcaster.

Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

- Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*
- 1st–3rd level (2 3rd-level slots): *arms of Hadar*, *dispel magic*, *hold person*, *hunger of Hadar*, *invisibility*, *spider climb*

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

ACTIONS

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

Druid

Medium humanoid (any race), any alignment

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

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

- Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*
- 1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*
- 2nd level (3 slots): *animal messenger*, *barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with *shillelagh* or if wielded with two hands.

Erian [Balhannoth]

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	6 (-2)	15 (+2)	8 (-1)

Saving Throws Con +8

Skills Perception +6

Condition Immunities blinded

Senses blindsight 500ft. (blind beyond this radius), passive Perception 16

Languages understands Deep Speech, telepathy 1 mile

Challenge 11 (7,200 XP)

Legendary Resistance (2/Day). If the balhannoth fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The balhannoth makes a bite attack and up to two tentacle attacks, or it makes up to four tentacle attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 25 (4d10 + 3) piercing damage

Tentacle. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15) and is moved up to 5 feet toward the balhannoth. Until this grapple ends, the target is restrained, and the balhannoth can't use this tentacle against other targets. The balhannoth has four tentacles.

LEGENDARY ACTIONS

The balhannoth can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The balhannoth regains spent legendary actions at the start of its turn.

Bite Attack. The balhannoth makes one bite attack against one creature it has grappled.

Teleport. The balhannoth magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Vanish. The balhannoth magically becomes invisible for up to 10 minutes or until immediately after it makes an attack roll.

Statblock Modifications

This creature has the following modification:

- **Speed** 40 ft.
- **Languages** Common

Meazel

Medium humanoid (meazel), neutral evil

Armor Class 13

Hit Points 35 (10d8 - 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	9 (-1)	14 (+2)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +5

Senses darkvision 120 ft., passive Perception 13

Languages Common

Challenge 1 (200 XP)

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

ACTIONS

Garrote. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target of the meazel's size or smaller. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13 with disadvantage). Until the grapple ends, the target takes 10 (2d6 + 3) bludgeoning damage at the start of each of the meazel's turns. The meazel can't make weapon attacks while grappling a creature in this way.

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

Shadow Teleport (Recharge 5-6). The meazel, any equipment it is wearing or carrying, and any creature it is grappling teleport to an unoccupied space within 500 feet of it, provided that the starting space and destination are in dim light or darkness. The destination must be a place the meazel has seen before, but it need not be within line of sight. If the destination space is occupied, the teleportation leads to the nearest unoccupied space.

Any other creature the meazel teleports becomes cursed by shadow for 1 hour. Until this curse ends, every undead and every creature native to the Shadowfell within 300 feet of the cursed creature can sense it, which prevents that creature from hiding from them.

Shadow

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

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

Skills Stealth +4

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

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

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

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

ACTIONS

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

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

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.

Shadow Hell Hound [Hell Hound]

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 38 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Shadow Mastiff

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 38 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	5 (-3)	12 (+1)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or darkness

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Ethereal Awareness. The shadow mastiff can see ethereal creatures and objects.

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

Shadow Blend. While in dim light or darkness, the shadow mastiff can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the shadow mastiff uses a bonus action to end it or until the shadow mastiff attacks, is in bright light, or is incapacitated.

Sunlight Weakness. While in bright light created by sunlight, the shadow mastiff has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Winter Eladrin

Medium fey (elf), chaotic neutral

Armor Class 19 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

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

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

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

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

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

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

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

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

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

ACTIONS

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

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

REACTIONS

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

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 30 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 attacks not made with silvered weapons

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 her 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

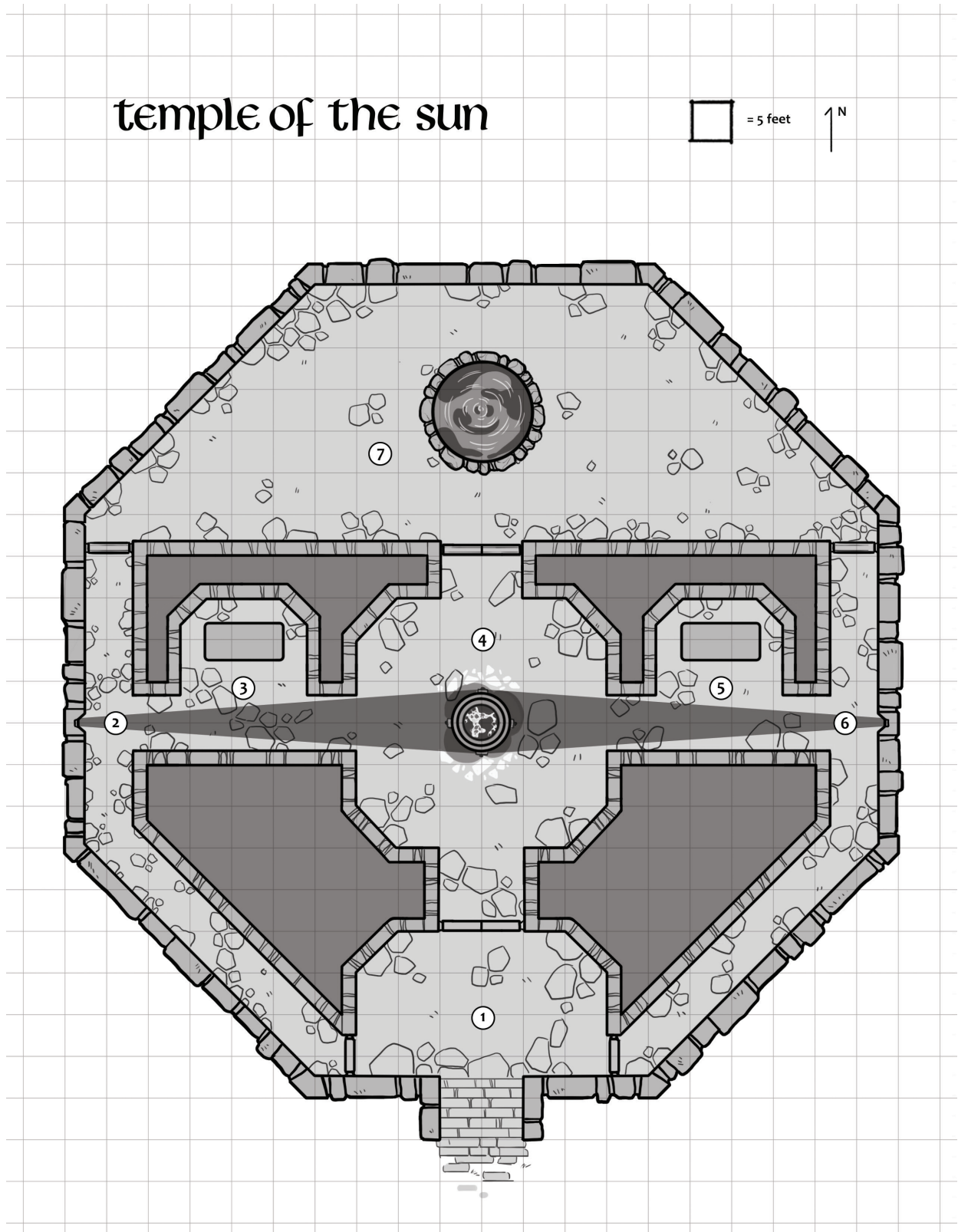
Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long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

Appendix 3a: Map of Norheim and Gnarhelm



Appendix 3B: Temple of the Sun Map



Appendix 4: Blót and Shadow [Bonus Objective A]

Estimated Duration: 60 minutes

The characters arrive at Jotunspine to find their entry to the temple blocked by the sun cultists who are preparing to offer a sacrifice to draw the evil out.

PREREQUISITES

The characters must complete **Episode 1 Scene A** before beginning this one. This bonus objective takes the place of **Episode 1 Scene B**.

Bonus Objective A

The characters gather information from the sun worshippers and deal with the shadow creatures who attack from within the temple. This is **Bonus Objective A**.

Area Information

This area features:

Dimensions & Terrain. At least a dozen smaller ships are anchored near shore. The beach is comprised of black sand and smooth round stones. The land slopes gradually upward to hills 40 feet from shore. The hills are covered in large stone slabs, as if haphazardly piled by giants. Sparse evergreen trees and scrub vegetation grow in the gaps between the stones.

Lighting. There are campfires and torches spread around the beach as the sky above the beach and temple is covered by black clouds. There is dim light.

Other Features. A large crowd of over 100 worshippers and onlookers has gathered on the beach. There are tents at the periphery and campfires throughout the beach for cooking, light, and warmth.

An offering area has been established near the entrance to the temple with torches at its corners. At the front there are three bowls with local edible plants and herbs. Behind them a goat and a horse are tied to stakes set in the ground, and there is a bowl of freshly caught fish.

At the rear of the offering area two posts have been set in the earth to support a horizontal beam 7 feet above the ground. The human sacrificial offering will be tied by their wrists to the high beam when the offering is ready to be made.

Scene A: Blót...

The party is greeted by a druid acolyte named Mar when they reach shore.

CREATURES/NPCs

Mar (N male [he] Northlander human **acolyte**) is a Northlander who has lived on Jotunspine for most of his life, only leaving to study with the druids on Alaron. Despite his novice status, he is trusted by Fhrugh to be her eyes and ears on the island.

Objectives/Goals. Mar is only an **acolyte** with limited abilities, but he is earnest and dedicated to the Earthmother and the Balance. He shares Fhrugh's sense of urgency coupled with a degree of foreboding from witnessing the growing darkness around the temple.

What Does He Know? Mar knows that the temple was discovered by a fisherman and that some evil lurks within. He can point out the other NPCs so that the characters can gather information. His direct knowledge of the temple is limited to druidic teachings that the temple reflected the role of the sun in the Balance. Sunrise and sunset, summer and winter were equally prominent in its design.

Hrafn (N male [he] Northlander human lost child) is a boy from Seawolf who traveled with his parents to the temple. He slipped away from them and went inside.

Objectives/Goals. He might ask Mar or the characters for help finding his parents in the crowd. They can be located with a successful DC 15 Intelligence (Investigation) check. Once he is reunited with his parents, he can be persuaded with a successful DC 10 Charisma (Persuasion) check to tell the characters what he saw inside the temple.

What Does He Know? Hrafn made his way along one of the side halls and saw a skeletal figure making dark arcane markings over the window slit. The light coming in from the window turned dark and Hrafn ran back outside.

Egil (NG male [he] Northlander human fisherman) is the fisherman who discovered the temple.

Objectives/Goals. He has grown apprehensive about what his discovery might mean and is somewhat reluctant to talk. A successful DC 10 Charisma (Persuasion or Intimidation) check prompts him to tell his story.

What Does He Know? Egil made his way through the central halls and chambers to reach the Chamber of Seasons. There he saw a large black wolf prowling the fresco scene. The wolf emerged from the fresco, as if it had become real, followed by other shadow creatures. At this, Egil ran back outside. He reported his findings in Seawolf and word spread from there to Hammerstaad, also drawing the attention of the druids.

Eiralla (CG female [she/they] Llewyr elf pilgrim) is a Llewyr elf from the isle of Gwynneth. When she was young her parents brought her to the temple to worship.

Objectives/Goals. Eiralla is now old and dying, and she wishes to worship in the temple one last time. If the characters help ease her pain by succeeding on a DC 10 Wisdom (Medicine) check or by using appropriate magic, she tells them what she remembers from her childhood.

What Does She Know? Eiralla remembers the following about the two main areas in the temple:

- **The Sunlight Chambers.** The central portion of the Temple of the Sun has three chambers. Each chamber has a window or skylight aligned to permit direct sunlight to reach the central chamber to power a magical sun globe during sunrise, high noon, and sunset.
- **The Chamber of Seasons.** The deepest chamber of the temple has a large fresco that depicts the surrounding countryside. It would subtly change to reflect the seasons and time of day. As the sunlight waned approaching the winter equinox, a wolf would prowl the scenery in the painting only to be chased away by the returning sun.

Hallfred (LN male [he] Northlander human **cult fanatic**) is the leader of the sun cult that has developed among the crowd. The cult is based on worshipping the sun aspect of the Earthmother through the prism of traditional Northlander practices. Mar frowns on their customs as a misinterpretation of the Balance.

Objectives/Goals. He wishes to establish himself as a religious authority and believes that drawing the evil out of the temple will do just that.

What Does He Know? Hallfred is quite mistaken and is courting disaster by tempting the shadow creatures out, as they will not be appeased by anything.

Svala (CN female [she] Northlander human **veteran**) is a warrior who fought among the ranks of the Storm Maiden, who led many Northlanders on a return to reaving before being lost at sea.

Objectives/Goals. Svala's life has been bereft of purpose since the Storm Maiden disappeared. She believes that offering herself in sacrifice is the best she can do for her people now and has volunteered to do so.

Scene B: ...and Shadow

After the characters investigate the beach, shadow creatures emerge from the temple to attack. The exact timing of this is at the DM's discretion. Logical choices would be after the characters have completed their interactions with the NPCs, if they are about to go into direct conflict with Hallfred, if Hallfred is permitted to go through with the sacrificial offering, or if the characters try to enter the temple directly.

Creatures/npcs

Four **shadow mastiffs** and a **shadow hell hound** burst forth from the temple entrance to attack anyone they can reach.

Objectives/Goals. The shadow creatures attack whoever is closest to them. Unless calmed, the crowd goes into a panic, after which any crowded area on the beach counts as difficult terrain.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove three **shadow mastiffs**.
- **Weak:** Remove one **shadow mastiff**.
- **Strong:** Add one **shadow hell hound** and two **shadow mastiffs**.
- **Very Strong:** Add two **shadow hell hounds** and two **shadow mastiffs**.

Playing the Pillars

- **Combat.** The crowd is made up of noncombatants (including Svala, who has no weapons or will to fight) and do not fight against either the characters or the shadow creatures. The shadow creatures attack the crowd first if the PCs aren't within range, with each creature killing a member of the crowd each round until the PCs intervene. The shadow hell hounds are likely to save their fire breath for the characters instead of using it on the crowd.
- **Exploration.** If the characters try to enter the temple before the shadow creatures have come out, the sun cultists block the way and insist the sacrifice must happen before anyone goes in.
- **Social.** The characters can gather as much information as they like and may find they need to decide what to do about the sacrifice. Svala will be very difficult to convince to step down and Hallfred resents having his authority questioned.

Wrap-Up:

After the shadow creatures are defeated and the characters' interactions with the NPCs are reasonably resolved, the party is free to enter the temple and proceed to **Episode 2**.

Appendix 5: Into Darkness

[Bonus Objective B]

Estimated Duration: 60 minutes

The characters discover a rift in the fresco in the Chamber of Seasons (**Area 7** on the map on **Appendix 3B**). Going through it, they find themselves in a version of the temple in the Shadowfell. They discover that the sun was stolen from the fresco and taken into the Shadowfell temple, where a winter eladrin is performing a ritual to drain it of its power, hoping to draw the temple from the Moonshaes into the Shadowfell permanently.

PREREQUISITES

The characters must complete **Episode 3** before beginning this one.

Bonus Objective B

The characters must restore the sun and return it to the fresco in the temple in the Moonshaes. This is **Bonus Objective B**.

Area Information

Please refer to the map in **Appendix 3B** for reference to the following locations. This area features:

Dimensions & Terrain. The Shadowfell version of the temple is physically **THE SAME** as its counterpart in the Moonshaes except as noted in the map location descriptions. All color has been drained from it, leaving only shades of grey. The map in **Appendix 3B** applies to this version of the temple as well.

Lighting. The temple halls and chambers have only dim light from the entrance gate and other openings unless noted otherwise. Otherwise they are filled with darkness.

Other Features. If a character not native to the Shadowfell goes outside the temple into the Shadowfell or spends an extended period of time looking out the window slits, skylight, or gate, they must make a DC 10 Wisdom saving throw. On a failure, the character is affected by despair. Roll a d6 to determine the effects using the following table.

d6	Effect
1-3	Apathy. The character has disadvantage on death saving throws and on Dexterity checks for initiative, and gains the following flaw: "I don't believe I can make a difference to anyone or anything."
4-5	Dread. The character has disadvantage on all saving throws and gains the following flaw: "I am convinced this place is going to kill me."
6	Madness. The character has disadvantage on ability checks and saving throws that use Intelligence, Wisdom, or Charisma, and gains the following flaw: "I can't tell what's real anymore."

Area 1. Entrance Chamber

This area is physically identical to the version in Episode 2 except there are no doors between the chamber and halls.

Lighting. This chamber is filled with dim light from the gate.

Area 2. Sunset Window Slit

This area is physically identical to the version in Episode 2 except there is no shadow glyph over the window slit.

Lighting. There is dim light within 10 feet of the window slit.

Area 3. Sunset Altar

This area is physically identical to the version in Episode 2 except that the altar is bare of all decoration.

Area 4. Sun Globe Chamber

This area is physically identical to the version in Episode 2 except there is no brazier in the iron ring, and therefore no *elemental gem*. Instead, there is a 1-foot-wide sun globe in the ring. It glows with an uplifting pale-yellow light.

- The sun globe has 50 hit points.
- A creature that touches it can, as a bonus action, choose to drain 6 (1d10) hit points from it and add them to its own, or to restore 6 (1d10) hit points to it by draining them from its own.
- The sun globe can only be removed from the iron ring and carried safely if it has more than 50 hit points. If it is reduced to 0 hit points, it turns into a brittle, black rock and the temple is anchored to the Shadowfell.

Lighting. There is bright light in the room and dim light in the adjoining halls within 10 feet of the chamber as long as the sun globe has 10 hit points or more. If it has less than 10 hit points, the room only has dim light.

Area 5. Sunrise Altar

This area is physically identical to the version in Episode 2 except the altar is bare of all decoration.

Area 6. Sunrise Window Slit

This area is physically identical to the version in Episode 2 except there is no shadow glyph over the window slit.

Lighting. There is dim light within 10 feet of the window slit.

Area 7. The Chamber of Seasons

This area is physically identical to the version in Episode 3 except there is no water in the pool and there is no fresco on the wall. There are no doors in the openings between the chamber and the halls. The characters enter through a rift in the center of the northern wall, and the rift permits re-entry to the temple in the Moonshaes.

Lighting. There is dim light within 10 feet of the rift.

Creatures/NPCs

Estelmist (CN nonbinary [they] **winter eladrin**) is in the Sun Globe Chamber and has begun the ritual to drain the sun globe. They are guarded by two **meazels** who lurk in the darkness of the halls.

Objectives/Goals. Estelmist lost someone very close to them and ventured into the Shadowfell in search of memories of them. However, they were overcome by the Shadowfell and fell into despair, eventually losing their own memories in turn. They were taken in by the forces of shadow and now serve them in some fading hope of getting their memories back.

What Do They Know? Estelmist knows very little other than that their master commanded them to steal the sun from the fresco in the Moonshaes and drain it of its light. The meazels only know that they are to guard the sun globe.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove both **meazels**, and **Estelmist** gains no hit points from draining the sun globe.
- **Weak:** Remove one **meazel**.
- **Strong:** Add two **shadow demons**.
- **Very Strong:** Add four **shadow demons**.

Playing the Pillars

- **Combat.** The characters likely enter the range of Estelmist's sorrowful presence shortly after stepping out of the rift. Estelmist focuses on draining the sun unless attacked directly by a character that is not being dealt with by the meazels. In that case, they fight back, using their spells to target as many characters at a time as possible. The meazels can grapple characters and teleport outside of the temple with them where they may be affected by the Shadowfell despair.
- **Exploration.** The entire temple complex is available for the characters to move through during this episode.
- **Social.** At your discretion, it is possible for the characters to convince Estelmist to abandon this course of action

Wrap-Up

Once the sun globe is restored, the party can return through the rift to the temple in the Moonshaes and place the sun globe back into the fresco.

Appendix 6: Character Rewards

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

Red Elemental Gem

Wondrous item, uncommon

This is one of the artifacts of the lost temples of the Earthmother. It is inscribed with motifs of the sun rising and setting.

This gem contains a mote of elemental energy. When you use an action to break the gem, an elemental is summoned as if you had cast the conjure elemental spell, and the gem's magic is lost. The type of gem determines the elemental summoned by the spell. (This gem is a red corundum.)

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



Appendix 7: Dungeon Master Tips

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

New to D&D Adventurers League?

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

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

Preparing the Adventure

Before you start play, consider the following:

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

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

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

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

Adjusting This Adventure

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

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

Determining Party Strength

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



RISING SHADOWS

SHEET #

CCC-BMG-MOON7-2 TEMPLE OF THE SUN ADVENTURE LOGSHEET

Character Name

Class

Moonshae Organization
(optional)

Player Name

Event and Date

Dungeon Master

LEVELING

Starting Level

Level Accepted?

Ending Level

MAGIC ITEMS

Starting

Earned

Spent

Total

GOLD

Starting

Gained

Spent

Total

DOWNTIME

Starting

Earned

Spent

Total

MAGIC ITEMS

Elemental Gem (Red Corundrum)

Wondrous item, uncommon

This is one of the artifacts of the lost temples of the Earthmother. It is inscribed with motifs of the sun rising and setting.

Consumables

None.

STORY SUMMARY

Fhrugh Rotnog asked you to travel to the Earthmother's Temple of the Sun southwest of the town of Seawolf on the isle of Jotunspine, the largest of the Norheim Isles. The curious and faithful have gathered at the temple, and a sun-worshipping cult has formed in the encampment outside the temple.

After dealing with the cultists and their strange beliefs, you were free to enter the temple and learn what is happening there. Dark, shadowy creatures had invaded the temple, corrupting the relics and furnishings of the place.

After moving through the temple, you encountered the shadow wolf, Erian, who is the one responsible for the temple's corruption. A rift in the temple that opens into the Shadowfell was found, and you closed that as well.

ADVENTURE NOTES

Story Awards

None.

