



Present

NIGHT'S BRIGHT DAWNING

Mulmaster is slowly being rebuilt following the devastation of the Elemental Cults, but that reconstruction is not without its problems. The city's need for natural resources has brought it into conflict with its neighbors before, and undoubtedly will again. The High Blade requested your presence on such a matter, and now it's up to you to solve it.

A four hour adventure for 11th – 16th level characters

DARION SMITH

Author

Adventure Code: CCC-ODFC02-03

Optimized For: APL 13

Version: 1.01

Producer: James Winfield

Convention Adventurers' League Organizer: Darion Smith

Editing: Martin Rodriguez

Playtesting: Vincent C., Dennis H., Clyde H., David J., Alan K., Aaron K., Martin R., Ravi S., Tanya S., Caitlin V., Collin V.

Layout: Darion Smith, Leigh Smith, Jesse Tudela, Y. Michael Zhang

Cover Background: Stock Photo 652014205, used under license from Shutterstock.com

Cartography: Darion Smith

Organized Play: Chris Lindsay

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

D&D Adventurers League Administrators: Bill Benham, Alan Patrick, Travis Woodall, Lysa Chen, Claire Hoffman, Greg Marks

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

INTRODUCTION

Welcome to *Night's Bright Dawning*, part of the D&D Adventurers' League, and the Convention Created Content program. This adventure premiered at 1d4Con 2018, a local gaming convention in Martinsburg, West Virginia. **This adventure is designed for three to seven 11th - 16th level characters, and optimized for five characters of 13th level.** Characters outside of this level range cannot participate in this adventure.

ADJUSTING THE ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (round an average level of X.5 or greater up, otherwise round down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

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 the running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in combat. Familiarize yourself with the adventure's appendices and handouts.
- **WARNING:** This adventure makes use of spellcasting monsters which use spells from *Xanathar's Guide to Everything*.

- 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, other passive skills, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role – facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of the **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling - play loses momentum when this happens. At the same time, make sure players don't finish too early; provide them with a full play experience.

SPELLCASTING SERVICES

Players with the acolyte background may call on the following temples during this adventure:

Mulmaster: Azuth, Cyric, Loviatar, Tymora

ADVENTURE PRIMER

ADVENTURE BACKGROUND

When the Elemental Cults assaulted Mulmaster during the events of DDEP2 *Mulmaster Undone*, the detonation of the various *devastation orbs* resulted in the total destruction of the harbor around which Mulmaster's economy depended. The key to restoring the city to its former prominence around the Moonsea is to restore the harbor to its former glory and rebuild Mulmaster's shipping – both naval and merchant marine.

To complete this herculean task, the city requires a massive amount of timber on top of the healthy appetite that the housing, temples, and other city facilities already require. Fortunately, a massive source of timber is located only a couple days to the south: the northeastern edge of the ancient Cormanthor forest. Prior to the conflict with the Elemental Cults, timber was one of Mulmaster's primary industries and it still retains the Peytir family and their skill and laborers. The High Blade, with the advice and consent of the Thayan Ambassador, granted the contract to extract the necessary wood to Blade Cora Peytir.

Initial forays into the forest met with great success, and supplies of timber were steady moving into the city. But as the city folk began to simply clear-cut the ancient forest of the elves, problems have begun to arise. It had reached a point where the High Blade has been forced to dispatch a company of newly reformed Soldiery to guard the foresters from the denizens of the forest, then an international group of mages, and production has slowed to a trickle. Now, the government, already strapped for resources, is forced to call for more specific... problem solvers.

Unfortunately, the Cormanthor forest hides darker secrets than a few fey upset at their trees being chopped down. When Elminster Aumar brought the city of Shade crashing down onto Myth Drannor in 1486 DR, the resulting explosion of magic and debris littered the entire forest with problems related to shadows and magic. One such problem was the twisted deaths of Naivara Netyoive and Carric Ofandrus, with the infusion of Shadow Weave warping these faithful of Labelas Enoreth into creatures that could no longer pray before the sun. They have since sought a solution, and recently found it...

All that remains is to test it.

ADVENTURE OVERVIEW

This adventure is broken down into five parts:

Part 1. With the Peytir Forestry Camp failing to deliver needed resources to the city, adventurers are invited to the Tower of the Wyvern to meet with high government officials and be charged with solving the problem.

Part 2. When adventurers travel to the Peytir Forestry Camp, they find a camp under a loose siege by forest fey creatures, who have taken many members of the expedition hostage. They must negotiate for their return, and then travel back to the Camp and find it destroyed. **WARNING: This section touches on mature themes and may contain imagery that might be disturbing to some. Dungeon Master and Player discretion is advised.**

Part 3. The adventurers travel into the magic-soaked woods of the deep Cormanthor forest in pursuit of their suspects, potentially encountering both challenges and helpful information.

Part 4. The adventurers arrive at a destroyed suburb of Myth Drannor and must fight their way through various waves of undead and fey creatures to achieve their revenge.

Part 5. Lingering plot threads are resolved, and a report is given to the people who hired the party at the beginning of the module.

ADVENTURE HOOKS

FACTION REPRESENTATIVE.

The government of Mulmaster has asked local faction contacts to send the most powerful adventurers they could get on short notice. That would be you.

CLOAK MEMBER.

Rastol Shan has commanded your attendance at a meeting in the Tower of the Wyvern. Given he is usually a relaxed sort of leader, and little prone to issuing orders as opposed to polite requests, it must be something important. You had best show up.

MERCENARY.

When an unaligned mercenary of your stature comes to town, the city government tends to notice and keep tabs on you. Interrupting your relaxing search for work and/or excitement, a senior member of the City Watch has asked for you to come to the Tower of the Wyvern for a business opportunity.

THINGS TO CHECK FOR:

1. Story Awards:
 - a. **Shan's Troubleshooter** (CCC-ODFC01-03)
 - b. **Ire of Bootblack** (CCC-LINKS-02)
2. Modules Played
 - a. DDEX3-7 *Herald of the Moon*
 - b. DDAL00-02E *Forgotten Foes*

PART 1: PEYTIR FORESTRY CAMP

Estimated Duration: 10 Minutes

You have been contracted by the Council of Blades and the Office of the High Blade of the City of Mulmaster to look into a problem for them. The Peytir family had once more been conducting forestry operations, having recovered from the incidents preceding the Devastation and the Devastation itself. This time at the edge of the Cormanthor Forest, they had built an extensive operation to provide the needed materials to rebuild Mulmaster's harbor and then the Soldiery's navy. Both the Brotherhood of the Cloak and the Thayvian Mission had provided some mages to accompany a deployed company of Soldiery when the camp began to run into issues. But for the last tenday, nothing has arrived in the city from the camp, and now, you are on your way to complete an easy job for a relatively small payday.

The mission the party has accepted is to travel to the camp and resolve whatever problems are preventing the camp from delivering lumber back to the city so that the reconstruction effort can continue. They will be paid 500 gold pieces each once the matter is resolved. Give the party **Player Handout 1: Writ of Mission** and **Player Handout 2: Faction Intelligence**. If there is one or more members of the Cloaks present, or anyone with the **Shan's Troubleshooter** story award, provide the senior Cloak member with **Player Handout 3: Sealed Orders**. Make sure that every member is familiar with the material, and make sure that all the information in Faction Intelligence is presented, even if not all factions are present. Make sure that members of each faction are on the lookout for appropriate opportunities to fulfill their extra renown assignments, even if they are unclear as to what they are currently – hints are given in the Faction Intelligence handout.

Travel to the Peytir Forestry Camp is simply a matter of traveling to the edge of the Cormanthor forest, then following the trail of destruction through the Rimwood. Or, at least, what is left of it.

It is easy to see just how much wood Mulmaster has been consuming in the miles of stumps that stretch from horizon to horizon. The ground here is bare except for dried stumps, the remains of dead trees. The touch of civilization on the wilderness has rendered it unrecognizable.

The forestry camp is hidden behind the neat rows of tents under Mulmaster's banner. The soldiers stand watch in an active perimeter, and hurry about as they see you coming,

horns blowing an alert. A couple of well-dressed individuals, backed by an armed group, are clearly preparing to meet you.

The greeting party consists of two members of the Brotherhood of the Cloaks and two Soldiery officers.

- Captain Elsha Riordian, female human, commanding officer of the Soldiery company.
- Lieutenant Okeanos Madhur, male human, second-in-command of the Soldiery company
- Cloak Meera Rothenel, female half-elf, senior of the two assigned Cloaks by Rastol Shan
- Junior Cloak Dabledob Humplebump, male forest gnome, junior Cloak

They are accompanied by four additional soldiers from the company. All four express varying degrees of relief at the presence of the party, with the Cloaks appearing somewhat more worried than the soldiers.

The soldiers and Cloaks can provide the following information:

- Six months ago, the Peytir family's concerns had recovered enough from the Devastation to make expansion possible.
- Things went very well the first three months, and just as the camp had found its rhythm with transport, personnel, and mobility of the camp, problems began to occur.
- There were fires among harvested wood that was ready to ship back to the city, missing tools, and other industrial type problems. It appeared someone was raiding and sabotaging the camp.
- With the importance of the timber to the rebuilding, Blade Peytir took the matter to the Council of Blades and the High Blade. They ordered the deployment of a company of Soldiery and Cloak mages to protect Mulmaster's interests outside the walls.

By the time the party and the greeters arrive at the larger command tent, they are joined by Foreman Jacques Carver, the leader of the Forestry Camp, and a sworn vassal employee of the Peytir family, just as his father, grandfather, great-grandfather, etc., were.

They can provide the party with the following additional information once at the tent. Carver is the most talkative:

- The reason the Cloaks are extra nervous is because Urth Jos, the Thayan wizard who accompanied them, is missing. They are afraid of being blamed.
- Urth Jos is not the only one missing. An entire Forestry Camp team (10 foresters) and the soldiers (4 soldiers and a sergeant) who accompanied them have gone missing as well.
- Jos had accompanied the foresters and the soldiers to provide magical support.

- The group has been missing for nine days.
- The night after the workers vanished, all the wagons had their axles and wheels broken. This caused the delays in the delivery of lumber back to the city.
- Whatever broke the wagon axles bypassed both the Soldiery sentries and the magical wards the wizards had set up with ease.
- The foresters are beginning to suggest that this part of the forest is haunted by the ghosts of dead elves from Myth Drannor, or dead Netherese Shades, or... well... the suggestions simply get wilder from there.
- If questioned as to why there have been no reports to the city recently, the Cloaks state (truthfully) that they used up their spellcasting components setting more wards and were unable to perform a *sending*.
- Neither of the Cloaks knows the *mending* cantrip, but Urth Jos does.

Just as the information is being discussed by the party and the expedition, read:

“Hrmp,” comes a small voice, before a tiny winged man phases into view on the table in the command tent. He cocks his head at the expedition leaders, then calmly states, “The others all really thought taking your men would get you to come look for them, and we could talk. If we had known taking them would have stopped the cutting completely, we’d’ve taken them months ago.” He spins abruptly to face the adventurers. “I guess that makes you in charge now? I am Prince Dayereth, leader of the Bright Wings tribe and representative of the Northeastern Forest Council. I am here to invite you to meet with the Council so we can resolve the conflict between your apparent need for murdering small animals and chasing people from their homes and our need for, well, that not to happen.”

Prince Dayereth is a **sprite**, but at this point in the adventure will simply dodge out of the way of attacks and make his saves against effects before turning invisible and hiding again if attacked. He will complain about the stupidity of “the big folk” if attacked, repeatedly, until the conflict stops. His only goal, at this point, is to take the adventurers to the next portion of the adventure – the Forest Council – to negotiate a cessation of hostilities and the return of the hostages.

The members of the Forestry Camp staff, the Soldiery, and the Cloaks all agree that they will not return to work until the matter is resolved, and their companions are returned to them, or some other agreement is reached to allow them to work in peace.

PART 2: THE FOREST COUNCIL

Estimated Duration: 45/30 Minutes

Advice to DMs: *This is not intended to be a combat encounter, but it is entirely possible that the party chooses to make it so. Make sure it stays moving, and discourage combat by describing the strength of the people they are facing.*

An hour of travel deep into the Midwood brings you to an opening between two massive trees that is filled by four rather smaller ones. Your sprite guide flies into the branches of one of the smaller trees and says something very quietly, and the four trees shuffle aside.

As you pass between the two large trees, you see a clearing edged with a dense wall of fog. The grass at your feet drags on your boots as you move, making it more difficult to walk, as you head towards a table lined on two sides with chairs. The furniture seems to have grown directly from the grass and brush on the ground.

Along the far side of the table, all manner of fey creatures are seated, watching you expectantly. As your guide flutters off to take his place next to a petal-winged pixie, an older looking androgynous figure in leather armor, with eyes of solid blue, long tapered ears, and flowing green hair stands in welcome. "Welcome to the Council, gentlebeings. Please be seated."

The most curious thing that draws your eye are giant flower buds that are lined up behind the Council, appearing closed up and waiting to fully bloom.

The area of the Council meeting is a *druid grove*, as per the spell. The effects are currently inactive with regards to the characters, but instantly resume considering the characters as unwelcome if things go... sideways. The Forest Council is quite large, and consists of:

- Galinndan Caphaxath, an **eladrin archdruid**
- Sister Alecto, a **green hag in coven**. Her other two sisters, Sister Tisiphone and Sister Megaera, are behind the wall of flower blossoms. They are also **green hags in coven**.
- Solstice Aurora, a male **unicorn**
- Rainnuthrinnsaelsyllin, or "Rain", a female **willow wilden sentinel**
- Lady Xanaphia, a female **pixie**
- Prince Dayereth, a male **sprite**
- Maedcoh, a **satyr**
- Duscelphe, a **dryad**

- Beechblade, a male **treant**

The flower buds each hold one of the captured foresters, soldiers, and the Thayan wizard Urth Jos who had accompanied them into the forest during their work the day they were captured. If asked, the Council is more than happy to show that the prisoners are unharmed, if rather bored of their diet of goodberries and flower nectar. Galinndan introduces the Council members and presents his public demand and the public demand of one other member (determined randomly), then recommends that each of the other members of the Council have specific concerns that should be addressed either in private or in public. He will explain that a majority of the Council must agree with release of the prisoners, and that have all agreed to abide by whatever agreement is forged, as have the groups that they represent.

Of the nine Council members, six must vote in favor of whatever agreement is made at the conclusion of the meeting. Each Council member has a public demand, a private demand, and a dark secret. In private or public discussion with a given member of the Council, their public demand can be discovered simply by asking. In private conversation with a Council member, their private demand can be discovered with a DC 15 Charisma (Persuasion) check. Intimidation checks can be made instead, but are at disadvantage do to the Council's perceived position of strength. Deception can be used at your discretion, and good roleplaying can absolve the need for checks entirely. A DC 15 Wisdom (Insight) check can be made instead to get a clue that the Council member likely has something else in mind for securing their vote, and give a line of questioning that could be pursued to figure it out in lieu of direct persuasion.

Role-Playing the Northeastern Forest Council

DM Instructions

Galinndan Caphaxath. Galinndan always speaks "on behalf of the Forest" to lend extra gravitas to his words. He is tired, and eagerly looking for a peaceful solution to the problem – he has seen far too much death in his time. He is polite, but easily upset by the short-sightedness of the less long-lived races.

Sister Alecto. Alecto is a hag, who is more than happy to lay down road blocks to the peace process, but in keeping with her dark secret, is upset by the deaths of the small, cuddly animals and wants a resolution to that. She is nauseatingly polite, but keeps track of everything she hears and never forgets a slight.

Solstice Aurora. Solstice never permits anyone to forget that he's a celestial, and therefore, better than everyone else. He has yet to associate this behavior with the fact that he is horribly lonely.

Rainnuthrinnsaelsyllin. Rain is highly concerned with damage to the forest and the protection of the trees. She is no-nonsense, but highly bored of her monotonous existence.

She chose to serve on the Council thinking it might be more exciting than simply serving as a Sentinel, but it turned out to be even more boring.

Lady Xanaphia. Xanaphia is highly concerned with appearances, and though she cares about the 10 pixie colonies she represents on the Council, her position as representative is more important to her. She loves being a politician, and getting to argue about unimportant details, and will derail the discussions simply for the pleasure of hearing herself talk, as long as she can pretend it is peripherally related to the matter at hand.

Prince Dayereth. Representing the 5 sprite clans in this section of the forest, the Prince is annoyed by politics in general, and prefers to take action, which is why he was the one to retrieve the party from the camp. He fancies himself a warrior, and will prefer to engage with individuals he recognizes as such.

Maedcoh. For a satyr, Maedcoh is shy and reserved, but very interested in talking about music, and will offer to play for the party if given any opening to do so (forgetting not to use his magic while doing so in his excitement). He is highly interested in the concept of a date with Dusceliphe (but terrified by it because of his dark secret).

Dusceliphe. The dryad is a horrible flirt, and openly expresses interest in any male members of the party. She is not put off by any expressed disinterest, and will continue provoking a response until it seems violence is likely. She is unable to understand how anyone possibly isn't interested. She uses her position of authority and her magic freely to get what she wants under normal circumstances, but refrains from simply charming members of the party.

Beechblade. The treant is reserved and worried about the trees to the exclusion of pretty much all other topics. He is horrified by the destruction already caused, and wants nothing more than for it to end.

To convince a Council member to vote for the agreement, either their public or private demand must be agreed to and a DC 16 Charisma (Persuasion) check succeeded on. If both demands are met, this check is made with advantage. If a Council member's public demand was stated openly as part of the Council's opening gambit, the DC is reduced to 13. It is easier to secure the votes of these Council members, as the rest of the Council agrees with their demands. If these demands are not met, increase the DC of getting the votes from the rest of the Council by 1. In the case of Beechblade, if the party agrees to his public demand and Galinndan's, his vote is automatically secured.

To discover a Council member's dark secret, the party must agree to the private demand of a Council member who knows the secret and beat the DC of the Charisma (Persuasion) check to secure their vote by 5. The Council member will then offer up one of the secrets that they know in the form of advice on interacting with the remaining council members. In addition to the Hag Coven knowing all

the dark secrets, each member of the Council knows the dark secret of between one and three other members of the Council. If the players are in possession of a Council Member's dark secret and inform the member of such, that member will automatically vote for the agreement to release the prisoners, even if neither their public nor private demands are met. Maedcoh will reveal his dark secret himself if dating Dusceliphe or other people comes up in conversation and he can be convinced to trust the party with it via a DC 21 Charisma (Persuasion) check.

If the party wishes to cast spells during their meeting with the Council, either while meeting with the Council as a whole or with individual members, no one has any objection if they are told what the spells are first and a Charisma (Persuasion) check is made with a DC equal to 10 plus the level of spell to be cast (DC 10 for a cantrip), by the caster, who can be assisted by anyone proficient. A Charisma (Deception) check should be made instead if the adventurer is lying about the spell to be cast. Most of the members of the Forest Council are old and experienced enough to recognize any spell cast, and should an adventurer lie, and the DC becomes 15 plus the level of the spell for any future castings.

The demands and secrets of the Council are outlined in **Appendix 1: The Forest Council**, and potential resolution conditions are outlined in **Appendix 1.5**. A handout is provided in **Player Handout 4** for players to keep track of the demands and secrets.

PLAY IN A TIME-LIMITED ENVIRONMENT

DM Instructions and Encounter Adjustments

This encounter, with a party who gets into the roleplaying aspect, can take a considerable amount of time away from the rest of the module. If playing the module in an environment where time is a factor, some or all of the following changes should be made:

- Present the Public Demands from Galinndann, Solstice Aurora, and Lady Xanaphia as part of the Council's opening.
- If the demands of these three members are met, they will automatically vote to release the prisoners.
- Only five votes total are required to release the prisoners, not six.

COMBAT

If the encounter evolves from peaceful contact into combat, the following things occur:

- One prisoner dies every round as the flower bud which restrains them crushes them. Any action with a reasonable chance of success made to free a prisoner from a flower bud succeeds.
- The four **animated trees** generated by the *druid grove* spell and the other two **green hags in coven** join the combat.

- The ground gains an *entangle* and a *spike growth* effect that only affects player characters and their companions, not the NPCs on the Council (or their allies), as described by the *druid grove* spell.
- The fog bordering the clearing functions to block line of sight for creatures that are not members of the Council or their allies, as described by the *druid grove* spell.
- The *druid grove* spell was cast by the archdruid the night before the meeting, so it uses his spell save and attack numbers if needed.

If the Forest Council is slaughtered, the fey in the forest are in disarray, and no longer able, for the time being, to mount an effective defense against incursions by the Mulmaster foresters.

DEVELOPMENT

If the party fails to achieve the necessary votes to secure the release of the prisoners, or for any other reason decides to fight the Forest Council (for example, they prefer aggressive negotiations to peaceful ones), they earn the story award **Wrath of the Fey**. If they compelled the votes of more than 3 members of the Council with their dark secrets, they *also* would earn the **Wrath of the Fey** story award. If the party calls for the vote before speaking with the entire Council, and fails to secure the release of the prisoners, they are welcome to try negotiating with further members of the Council.

If the party is successful in negotiating the release of the foresters, they receive copies of the agreement or agreements that they forged with the fey. The agreements are binding, and the City of Mulmaster and the Peytir family are on the hook for fulfilling them, unless the agreement specifies that the player characters must do something. If the terms are not met, the released prisoners will likely die, but that is beyond the scope of the adventure – given the authorization the party was granted to resolve the conflict, any agreement they made will be met by the appropriate parties. If the adventurers find it necessary to resolve something that they personally agreed to do, use the **Date with a Dryad** sidebar as guidance. Resolve any such agreements with the players now, but they should not have any effect on the play of module itself.

XP AWARD

If the encounter is resolved peacefully and most of the foresters and soldiers are recovered, award each member of the party 1000 XP. Make sure to include combat XP for all the creatures present in your final XP tally, even if they were not fought, as the challenge they have represented was overcome.

Date with a Dryad

Agreement Resolution

If any of the characters agree to Dusceliphe's private demand of a date, it would happen after the adventure is resolved. It will cost them a single downtime day, during which they will need to make a DC 15 Charisma (Deception or Persuasion) check, A DC 12 skill check with a skill of their choice to represent the date activity (Athletics for a sporty date or Performance for karaoke and/or dancing are two common examples. Another option might be a Chef's Tools check for preparing dinner). Allow the player to be creative here. If either of these checks is failed, the player is on the hook for a *remove curse* spell, either from their own resources or spellcasting services, and the date ends.

If both checks succeed, the player needs to make a DC 15 Constitution saving throw. If they fail this saving throw, they will need to acquire a *greater restoration* spell from either their own resources or spellcasting services. The character who fails the saving throw has an interesting story about being stuck in a tree, while a success brings a different type of interesting story with it.

NOTE: If spellcasting services are required from the temples in Mulmaster, do not count these as penalties against the three available spells cast per adventure.

CROSS-THREADED TIME

Instructions to DMs: If the party slaughtered the Forest Council, leave out any references to the members in the box text below.

As you retrace your steps back towards the Peytir Forestry Camp and hopefully a nice lunch, rescued foresters trailing behind you, it is a shock to suddenly come across a clearing. Between one step and the next, the buildings of old elven stylings revert from rubble to fully intact structures as if an illusion around them had instantly failed. In the center of the village square, a roiling ball of energy hovers a mere five feet off the ground. A sunny clearing suddenly becomes shadowed by massive trees. "This isn't right," Prince Dayereth exclaims, before he and the foresters suddenly vanish.

You're not sure if the soldiers who appear step around the ball of energy, or out of it, but you easily recognize the sigils emblazoned on their armor: Netheril, in its most recent incarnation. The energy trails tendrils off of them, and you realize those tendrils are beginning to reach towards you as well.

With weapons raised in your direction, and energy flowing from the fingers of the renowned Netherese mages, one, or perhaps more, of the newly arrived group snarls in Common, "Myth Drannor will fall today, elven scum!" Which is when they attack.

The Netherese war party consists of two **mages**, a **champion**, and four **knights**. The *pulled thread* here (a result of Thultanthar's mythal colliding with Myth Drannor's) is tangled up and has created a time loop inside a bubble 50 feet in diameter, from which the party can no longer escape, just as this group of Netherese has been trapped for over half a decade. Because they have been pulled directly from Netheril's war with the elves, any ongoing effects, such as *mage armor* or the knight's *Leadership* ability can be justified as already active, at your discretion. Additionally, thanks to their Shade heritage, all members of the Netherese war party possess darkvision out to 60 feet, allowing them see perfectly fine in the time-displaced Elven village here in the Starwood. The combat takes place in a 35-foot radius bubble centered on the *pulled thread* and no member of the combat can move outside of that bubble. Visible spell effects splash on the bubble like a wall, as well.

MODIFYING THE ENCOUNTER

Adjustments are not cumulative

Very Weak: Remove a **mage**.

Weak: Remove 2 **knights**.

Strong: Replace one **mage** with an **evoker**.

Very Strong: Replace both **mages** with **evokers**.

The *pulled thread*, which can be identified with a DC 20 Intelligence (Arcana) check as an action, is actually two different threads tied together, which is what created the loop. Any character who has played **DDAL00-02E Forgotten Foes** has advantage on this check. Success on the skill check reveals the information in the *pulled thread* sidebar. Give the player who makes the check **Player Handout 5: Pulled Thread**. A creature which has seen a *pulled thread* before is automatically successful on this check. If the success is by 5 or more, it also reveals that something is different about this *thread* than normal. The two *threads* act as a single thread for all purposes but repairing them. One of the *threads* is linked to the Transmutation school, the other to one of the other 7 schools, determined randomly. Both threads must be repaired to close the time loop, but only the Transmutation thread can be detected initially by anyone proficient in Arcana. The other thread is known to someone proficient in Arcana on their turn following the repair of the Transmutation thread. Repairing the time loop returns everyone to their appropriate time. If the method of plunging a permanent magic item into the thread is used, there is a 50% chance of closing either thread while both are active. For the purposes of casting spells, the *pulled thread* is a valid target for any spell without a target of Self only.

During combat, the Netherese mages are not subject to the effects of the *pulled thread*, because it does not exist for them at their point in the time loop yet.

At the end of the first round of combat, or as soon as the first Netherese combatant is slain, whichever comes second, read:

A flash of light momentarily blinds you, and the world has shifted once again. The trees have moved relative to you, or so you initially think before realizing you have moved back to your position just before the...

You're not sure if the soldiers who appear step around the ball of energy, or out of it, but you easily recognize the sigils emblazoned on their armor: Netheril, in its most recent incarnation. The energy trails tendrils off of them, and you realize those tendrils are settling onto you as well.

With weapons raised in your direction, and energy flowing from the fingers of the renowned Netherese mages, one, or perhaps more, of the newly arrived group snarls in Common, "Myth Drannor will fall today, elven scum!" Which is when they attack.

The Netherese combatants reappear with full health and fully recharged abilities, bearing no sign of their previous wounds. Ongoing effects affecting other members of their party have stopped as a result of their death, though, if death would end the effect. Any ongoing effects on the slain combatant have ended as well. Reset the entire combat at this point, including moving player characters back to their starting locations, though the party does not regain any expended resources. Ongoing effects created by party members on party members are still in effect, such as concentration spells. If necessary, repeat the entire process at the end of the second round or when the next Netherese person dies. Continue to describe the energy tendrils wrapping around the player characters more deeply, though.

When the first of the *pulled threads* is solved, read:

The energy streams back on itself, zipping closed as thread being rewound onto a spool. The tendrils of energy retreat back towards the center for a moment before questing forward again, still seeking you, but their movements are slower, and their source is visibly reduced.

When the two *pulled threads* are both repaired, read:

With a snap of energy, the world shifts back to what it was a moment (or was it a lifetime?) ago. The buildings are once more rubble, and a hole punched through the canopy of massive trees reveals a chunk of mountain half buried in the ground. Afternoon sunlight illuminates the stripped skeletons in the uniforms of the Netherese that lie in the ruined square, surrounded by elven dead. "What happened to you?" Prince Dayereth questions as he reappears. "You've been gone for hours!"

One hour has passed for each round of combat inside the time bubble.

TREASURE

The Netherese bodies have 500 gp worth of spell components on them. The Netherese champion's greatsword is silvered and has a jeweled hilt, making it worth another 400 gp if sold. Two jeweled scroll cases can be found on them, containing a spell scroll of *dawn* and a spell scroll of *mass cure wounds*. A jeweled potion bottle contains a *potion of heroism*. The jeweled objects can be sold for 500 gp each after their contents are transferred to an alternative container.

XP AWARD

If the party manages to close the time loop before any of the Netherese are brought back to life by it, award each member of the party 100 XP.

Pulled Thread

Magical Effect

Perception. A *pulled thread* is often easy to spot, as it has a peculiar warping effect as if both leaking and drawing in energy. Under normal circumstances, no specific skill check is needed to spot one.

Presence. A *pulled thread* is often linked to a specific school of magic, and links directly to the Weave. If a creature attempts to cast a spell of that school while within five feet of the *pulled thread*, there is a 50% change of that spell being empowered (as per the sorcerer metamagic ability) and a 50% chance of that spell being countered and absorbed by the Weave itself (the spell has no effect, but the spell slot is expended).

Power. A *pulled thread* radiates energy. Any character proficient with Arcana and any creature that is capable of casting spells or using magical abilities can feel the siren call. If such a creature is within 50 ft. of a *pulled thread* at the start of their turn, they must succeed on a DC 10 Wisdom saving throw or else they must cast a non-cantrip spell this turn if they spell slots remaining; alternatively, a creature could use a magical ability if it has no spell slots remaining. Each time a creature succeeds on this saving throw, the DC is increased by 2; this effect resets after the creature has rested for a tenday. A character proficient in Arcana automatically knows what school a *pulled thread* is linked to.

Artificer's Bane. A creature that possesses permanent magical items but no spell slots or magical abilities still feels the summons of a *pulled thread*. Such creatures must still make the Wisdom saving throw as noted above, and if they fail, they are compelled to plunge one of their permanent magic items into the exposed *pulled thread*. When this happens, the item becomes nonmagical for a tenday.

Countermeasures. A *pulled thread* is repaired and removed when a spell of the associated school is successfully cast on the thread itself with no other targets, or when a permanent magic item is plunged into it.

Source: *Pulled Thread, Lost Tales of Myth Drannor*

DEVELOPMENT

If the party never discovered the information about the *pulled thread* by making the Arcana check, they can discover that any items that lost their magic will eventually regain it by making a DC 15 Intelligence (Arcana) check when examining the item in question, studying the item for the full duration of *detect magic* and seeing that the tiniest spark of magic inside is slowly regenerating, or by recognizing that they are still attuned to items that they were attuned to. Any items that temporarily lost their magic can regain it with the expenditure of downtime at the conclusion of the adventure. The adventure normally concludes in 3 days from this point after traveling back to Mulmaster, but that could change

based on party behavior. Any expenditure of downtime will work to recharge the item: it does not have to be done for that express purpose. Otherwise, players should note that the item is still magical and counts against their magic item count, and they should record how long they adventure for in subsequent modules to see when their magic item is working again. If the item has renewing charges, it is fully charged when its magic is restored.

PART 3: HORRIFIC INTERLUDE

Estimated Duration: 20 / 20 Minutes

MASSACRE

Returning back to the forestry camp, it's the smell you notice first – that iron tang of blood, the sewer smell of voided bowels, the crackle of ozone, the flat smoky smell of carbonized flesh, and among it all, the faint adrenaline whiff of fear.

It is a smell you recognize from your time as an adventurer, many times from your own doing. The sight is something else, though. Only a couple of the neatly arranged tents remain standing, while others burn in the sunshine. The wooden walls of the forestry camp are blasted apart, scattered among the wreckage of bodies.

As you approach, your boots sink into the ground a bit, and each squishing footstep releases more of that iron tang to your nostrils. Even for experienced adventurers such as yourself, this is extreme. It doesn't look as if there are any survivors whatsoever. You can only pray to whatever gods might be listening that your instant assessment is wrong.

Many parties will likely assume that the Fey were not negotiating in good faith, and attacked the camp in overwhelming force while the party was at the Forest Council. If the negotiations were concluded successfully, though, Prince Dayereth has accompanied the party back to camp and vehemently denies any role in the massacre. Unfortunately, the Council had nothing to do with this. When the party moves to investigate the camp, read:

The four soldiers who bid you farewell a bare few hours ago are the first set of bodies you reach. The rows of tents that were so neat just a few hours ago are in complete disarray. The remains of a couple still smolder. A pass around the perimeter reveals that the vast majority of the sentries were equally surprised as the set nearest the forest, but the ones furthest away at least managed to draw their weapons.

Near the entrance to the forestry camp proper, a group of soldiers appear to have set up a last ditch defense, a ring of men armed with swords around the officers and crossbowmen. More bodies lie scattered about the interior of the wooden palisade, with two Cloak mages crumpled in heaps at opposite ends of the enclosed area and the bodies of the foresters tossed about like so many broken toys. Some

investigation may be required to determine exactly what happened.

The scene can be analyzed by anyone who cares to. Anyone with the Soldier background or a background that describes similar experiences should get advantage on appropriate checks recognizing battle damage and tactical movements. Have the players tell you what they want to do to investigate the scene. Make sure to inform the players that individual checks contribute to learning what happened, but will not receive any immediate answer, until the party gathers enough information about what has happened. Assume each round of checks takes 10 minutes, in case ritual spells are being cast. No character can use the same skill more than once (but every character can use the same skill if they wish to). Characters can choose to use their turn to aid one of their companions instead of performing their own check. Set the DC of checks at 15 for a weak, average, or strong party, 14 for a very weak party, and 16 for a very strong party. Certain spells or other abilities can result in an automatic success at your discretion, though raising a member of the camp from the dead should negate most of the need for checks.

Guidance to the DM: *The camp was attacked by two elven vampires in broad daylight, but no one was able to tell that they were vampires due to it being bright and sunny out. They moved with the horrific speed for which vampires are known, and used that speed and their inhuman strength to slaughter most of the soldiers at the beginning of the fight. Once resistance began to be organized, they used their abilities to charm creatures into doing their bidding to take command of Captain Elsha Riordian and Junior Cloak Dabbledob Humplebump. The chaos caused by those two turning on the defenders was enough to allow them to overwhelm the rest of the camp, since they merely came to test their abilities in sunlight, not to really feed. Of the people the party met earlier, only Riordian and Humplebump still have their heads, in the case of the party looking for someone to speak with dead or raise dead. They can only tell the story up until the point where they were overcome by the vampires' mental control.*

When there are a number of successes equal to half the party size (rounded up), read:

They came from the forest. The first sword strike punched through the sentry's chest and back armor without any warning, spraying his companions with his heart's blood. In their shock, two more of his companions barely had time to notice their throats being torn out by vicious claws. The last would have had enough time to begin to reach for his own weapon before the meaty snap of his neck being broken was the last thing he heard.

This execution was repeated all around the circle of pickets about the Forestry camp, with only the last even realizing something was wrong in time to react by drawing their weapons. They also failed to draw second blood before their deaths, and then the attackers were among the tents.

By now, the other soldiers were aware of them, and tried to pick them off with crossbows, singly at first, and then, as the officers responded, with volleys. All they seemed to accomplish was killing their own men, even as the Cloak mages added fireballs to the mix, lighting up the tents. The trail of death leads inward...

When there are a number of successes equal to party size, read:

Despite the horror being wrought, the Soldiery did not break. They formed up to protect the main entrance to the Forestry Camp, an arc of swordsman before a rank of archers and officers. Broken swords and shattered shields seem to be the only result of this as the attackers seem to drift among them with impunity to kill in their horrific style.

But still, they held. Until the Captain plunged her sword into the back of Lieutenant Madhur, dying herself as his life ebbed out on her hands. Until the lightning bolt shot out of the Forestry Camp and cut them down without warning, a painful death as their nervous systems misfired. The attackers knew no mercy, though. No soldier seems to have made it more than a dozen paces before being brought down violently, either by his fellows or the death that stalked among them. The source of that lightning must have been within the walls...

When there are a number of successes equal to one and half times the party size (rounded up), read:

The Cloaks, thinking themselves so secure within the walls, turned on each other as the shock of that lightning bolt wore off. The foresters scattered in fear as explosions of arcane power rocked their wooden home, ejecting splinters outward with broken bodies.

Dabledob Humplebump held the entrance against all comers, even his nominal superior in the Brotherhood, not allowing a single being to escape the death trap that the Forestry camp had become, shrugging off the worst Cloak Rothenel could throw at him without a care for his own safety. And when at last, he was the only one still standing in that field of death, the jaws of the trap closed on his neck

with a snap, spraying blood all over his attacker, before his throat was savaged by claws to disguise the wound. The attackers vanished back to the trees from whence they came, only moments having passed since the first blood was spilled onto the forest floor.

TRACKING DOWN THE KILLERS

To find the beginning of the trail into the forest requires a DC 20 Wisdom (Survival) check from a single person, or a DC 15 group check. If the party manages to get the entire story in under 3 rounds of checks (30 minutes in game), grant advantage on the check or checks to find the trail. If the players fail, they are welcome to try again (taking 10 minutes to carefully search the camp perimeter), or Prince Dayereth (if present) can find the path for them in another 30 minutes.

The occasional bloody footprint in the same soft boot style and the even rarer broken piece of brush or grass indicates that the killers fled to the southwest, deeper into the Cormanthor forest. Pursuit will not be easy, especially since there seem to be only a handful of them – certainly no more than half a dozen, but probably less.

DEVELOPMENT

The only survivors are those that the players have rescued from the Forest Council. They will promptly return to Mulmaster as swiftly as possible and will not continue with the party. They will take work of what happened with the Fey and with the Camp. Prince Dayereth, if present, returns to the Council with the news as well. The Fey will honor the agreement, even though Mulmaster must start over nearly from scratch.

If the players wish to guess the identity of the killers, use a DC 25 Intelligence (Arcana, Nature, or Religion) check, depending on their guess, to confirm or deny their suspicions.

LIBRARY OF TREES

After miles of tracking the faintest spots of blood and the occasional broken blade of grass deep into the Starwood, the trees begin to twist into arches and nearly into hallways. But whatever caused this formation is clearly not natural. The twisted paths of unnaturally close together trees swiftly lead you to a door carved into a tiny (for the Starwood, anyway) tree. Above the door is a pattern of runes that resolves itself into the language you are most comfortable with. "Library of Trees," it reads. "Welcome."

If the party chooses to go in, read:

Stairs spiral upward on the inside of the trunk, though the space of the stairwell seems to be larger than the diameter of the trunk from the outside. The stairs are also made from stone, and small round windows with designs of concentric lines in the glass decorate the journey in a seemingly random pattern, rarely placed where it is convenient to look out of them.

While the stairway seems to go up forever, it takes almost no time to arrive at the top, revealing a massive space that definitely would not fit within the tree. The space appears to be part arcane laboratory, part study hall, and mostly a vast library stretching beyond the limits of your sight.

An ancient elf totters towards you from behind one of the stacks, picking up speed as he sees you, a smile stretching across his face that appears as naught but skin on bone. His eyes literally burn with tiny blue flames as he moves closer. "Welcome to the Library of Trees, mortals. What knowledge did the trees think you seek today that was worthy of their rather limited time?"

He then mutters, more to himself (or perhaps an invisible presence next to him) than anything. "So many visitors. Two groups in a month, after years of being ignored."

The elf only refers to himself as The Curator, and a DC 15 Intelligence (Religion) check (with advantage for high elves and eladrin) reveals him to be a baelnorn, which is a type of lich that isn't exactly evil, instead being created by the elves to guard sites that are sacred to them, usually along family lines.

The Curator is a wealth of information, but he does not just offer this information out of nowhere, there does need to be a reason for him to share, such as a DC 18 Charisma (Persuasion) or (Deception) check. This check is made with advantage if a portion of the previous events of the

adventure are revealed. If the party chooses to reveal to the undead Curator that they are tracking vampires who walk in sunlight (if they have reached that conclusion), they are automatically successful on the check.

The primary piece of useful information that The Curator can reveal is that the Library was visited approximately two tendays ago by a pair of elves who were seeking information on reducing sensitivity to sunlight. As they were clerics of Labelas Enoreth, he was only too happy to help them since they were apparently cursed to be unable to see the sunset.

He also shares the following information if prompted by questioning, without a check being necessary.

- The Library of Trees has books on every conceivable subject the players could ask about. Feel free to make up memorable titles.
- The Library of Trees **does not** have spellbooks, but contains books on arcane lore and construction of spells. These books have no mechanical effect for the player characters.
- Books borrowed from the Library automatically return after being in the possession of an entity for 30 days. The magic is able to determine intent behind transfer of possession, as well – two good friends cannot trade a book every 29 days and allow each other to borrow it all the time to attempt to avoid the magic.
- Books can also be returned early by placing one's hand on the Library's bookplate and speaking the title of the book and saying "Return to the Library" in Elvish.
- Because the trees exist on a time-scale outside the conception of mortals, time passed in the Library does not necessarily correspond to time in the outside world. The Curator recommends no more than an hour if the party wishes to see their loved ones again, but he won't make them leave.
- **Books on Chronomancy are forbidden to be shared with the no one who is not divine, if anyone asks.** The Curator becomes annoyed if the line of questioning is further pursued, resulting in the offender finding themselves suddenly outside the library where it is pouring rain. The offender is unable to find the door again during this adventure.

Additionally, if the Curator has discussed the previous group to visit him, the following information can be acquired with the right questions.

- The last group to visit him borrowed the books: *The Morning After: How to Go Outside When You Party too Hard*, *Corellon's Curse and the Children of Araushnee*, *Too Long Underground: Overcoming the Underdark's Magic for Use on the Surface*, *Why Undead Burn and the Gods of Light*, *Potions to Access Every Time*, *Specialized Potions by Quaryl Tallasrim*, and *Larloch's Trickery: Making Undeath Work for You*.
- All the books except for *Specialized Potions* have been returned.

DEVELOPMENT

Any character who asks for information specific to something in their background should receive inspiration. This can stack with inspiration earned normally. Alternatively, any character that asks for information related to their combat style (and actually reads while in the Library or traveling) should receive a Luck point, as the Lucky feat. This Luck Point expires at the end of the adventure. If the party spends no more than a short rest in the Library, almost no time has passed when they return to the real world. If they spend a long rest in the library, they find almost a week has gone by for everyone else they meet. They can establish this time frame with a DC 20 Wisdom (Survival) check the next time they come across the (now dried and mostly wiped away) bloody path through the woods, or automatically when they return to Mulmaster to report in.

Labelas Enoreth

Elven Deity of Time, History, and Philosophy

Titles: Sage at Sunset, Lord of the Continuum.

Domains: Arcana, Knowledge

Symbol: The setting sun

Labelas Enoreth is seen as the deity responsible for monitoring the long lifespans of the elves and determining what happens to them after that lifespan ends. He is considered the philosopher and teacher of the Seldarine, providing elves with their great capacity for gaining wisdom and knowledge over time. His followers are usually academically inclined – philosophers, researchers, and teachers.

Additionally, Labelas Enoreth is seen as the deity responsible for the passage of time and the continuity of time. He was rarely seen active, preferring to act behind the scenes. He maintained good relationships with other good and neutral aligned deities of magic and knowledge, and opposed deities of decay and loss.

PART 4: CITY OF LOST ELVES

Estimated Duration: 45/5/55 Minutes per Encounter

DENIZENS OF DARKNESS

Massive chunks of jagged rocks have ripped through the ever present canopy of the Starwood here, letting shafts of light illuminate the otherwise impenetrable darkness. Remnants of the great trees have crashed to the ground, further gouging out openings above, and littering the forest floor with the remains of what must have been an elven suburb of the great city. Translucent forms wander aimlessly about the rubble, and the occasional wail of despair can be heard in the distance.

As you move among the rubble and the trees, you begin to realize the shadows are darker and colder than they should be with the sunlight streaming down from above. And the sunlight fails to warm the skin as it drifts down from above. Something horrible has happened here beyond the damage the destruction of two mythals caused.

The impact of the Netherese citadel into the elven mythal and city scattered chunks of the mountain throughout the forest and blasted a huge amount of arcane energy through everything nearby. This suburb of the city was obliterated in the blast, despite being a long way from the heaviest fighting and the point of impact.

A DC 20 Intelligence (Arcana) check reveals that the Shadow Weave is leaking through and displacing the Weave in this area. Creatures of darkness, undead, and illusions are likely to be stronger in this area. The party can then make a DC 20 Intelligence (Religion) check (clerics and acolytes of gods with the Arcana or Knowledge domains have advantage) allows the characters to know that the gods, particularly those concerned with magic, would usually be causing this type of damage to repair itself, which means something is actively corrupting the area.

The elven ghosts here ignore the presence of the characters, seemingly rushing about in a subdued panic. Ignoring the presence of the party extends to moving straight through them occasionally on their way to somewhere else. Any time this happens, the party member gets a mental impression of fear, impatience, and a sense of needing to go to a certain place nearby, along with a vague sense of that place's direction. As they get closer to that point, the ghosts should become more numerous, but still ignore them.

THE FEYDARK PORTAL

This encounter is designed to be cinematic in scope, and consume resources without being a significant threat to the party. During the encounter, the party will begin 150 feet away from the target location – a rift into the FeyDark that

needs to be closed. Each round, it is assumed that party members move their speed towards the rift until they reach it as long as they are able to approach. The characters have their normal Action options and potential Bonus Action options otherwise available.

Victory is determined by 2 conditions. First, the characters must expend sufficient resources to earn at least **six points per character**. Second, they must also **close the rift**.

To earn points, players must expend resources, roleplay well, or close the rift early.

Spell slots and rest dependent resources are the primary method of earning points, as detailed in **Appendix 2: Denizens of Darkness Points Tracker**. Skillful narration or evocative roleplaying can earn points, as can closing the FeyDark rift early in the encounter. The point values for these are also listed in **Appendix 2**. If you are unsure of the relative value of a resource expended, ask the player what type of resource it was. It may be necessary to adjudicate resources with non-standard recharge rates.

To run the encounter, run **Event 0: Panicking Ghosts**, followed each round by one of the events numbered 1 through 6. You can choose to run Events 1 – 5 in a randomized order if you wish, or run them as presented. Event 6 should always be last. After the end of Event 6, the Dark Fey move off into the forest and stop bothering the party, allowing them to close the portal unmolested if they choose to do so.

Each event is run by reading the opening box text, then permitting the party to act once each in whatever matter they choose, in any order they like (depending on your players, you may instead have them roll initiative normally at the beginning of the encounter), followed by the closing box text for each event and any subsequent attacks or saving throws.

To end the encounter, the rift must be closed or **Event 6** must conclude. When any character reaches 30 feet from the rift, read them the initial box text in the **Closing the Portal** section below.

MODIFYING THE ENCOUNTER

Use these adjustments only if the party took a long rest in the Library of Trees.

- Increase the DC of any **saving throws** the party must make by 2.
- Increase the DC of any **skill checks** the party must make by 1.

IMPORTANT DM ADVICE: *It is important that the players understand how this encounter is different from normal encounters. Make sure to detail that it is narrative in scope, and that they will only occasionally need to roll their d20s and no other dice unless specifically called for. If necessary, read them the following:*

This is a narrative combat encounter. Success will be determined on the strength of roleplaying, the skill with which your character abilities and magic items are used, and your ability to solve problems rapidly. You will not need any dice other than your d20 unless specifically asked for. Unless told otherwise, you may assume for descriptive purposes that attacks you make on your turn hit their targets, and that enemies fail their saving throws. Any resources used are expended normally, but will increase your chances of success.

EVENT 0: PANICKING GHOSTS

You see the base of the stairs where the subtle emphasis from the elven ghosts has been guiding you, wrapped about the base of a massive tree fifty yards ahead. A tear in reality throbs darkly beside it as the ghosts seem to queue up to pass to another world. The portal sits calmly inside a ring of standing stones, energy reflecting dully off of a number of them.

You feel it more than you see it, hair raising on the back of your neck, a ripple passing through the crowd of undead in front of you. When the wave of shadow hits the rift, it yawns open, and day becomes night as the world passes through a sepia overlay. Arcane energies crackle over the henge-ring, spitting and sparking as they snap at things nearby. The ghosts seem to panic, as if by rote, and rush at you, fleeing from the changed opening. The first few are harmless, the next couple are growing colder, leaving frost on your skin, and that sixth one seems to tear at you as it passes through your body. The flood of ghosts has hardly begun, and you are completely surrounded – this could be bad.

For this event, cutting through individual ghosts does little to stem the tide. Small area effects that deal damage (lines of any length over 15 feet, cubes between 10 and 20 feet on a side, spheres with radius between 5 and 15 feet, and cones with length of 15 or more feet) create a big enough hole in the crowd to protect the caster. Medium sized effects can protect 2 or 3 party members. Large enough effects (100+ feet across) might protect the entire party. Flying decreases the amount of ghosts that will move through a party member, but there are plenty of flying ghosts as well. The adventurers can tell that simply taking the Dodge action will be insufficient protection here. The ghosts are immune to both charm and fear effects. Taking the Dash action towards the portal will expose the characters to more ghosts in this case, causing disadvantage on the saving throw. Dashing away, on the other hand, will grant advantage as not as many ghosts can keep up.

Some highly effective, specific actions the party might conceive of are:

- **Channel Divinity: Turn Undead or Turn the Unholy.** Turning the undead here blasts a huge swath through the ghosts, forcing them away or outright destroying them. It prevents the next box text and its follow up.
- **Protection from Evil and Good.** A creature with this spell cast on them has advantage on their saving throw in the next part and cannot suffer more than a single level of exhaustion.

- **Dispel Evil and Good.** A creature with this spell cast on them is immune to the next event.
- **Scroll of Protection from Undead.** Creatures inside the radius of protection this item creates are immune to the next event.

Another elven ghost passes through you, this one tearing at your very essence. The cold is stunning, painful, and sharp, but the siphoning of your strength is far worse. You hurriedly push the ghost from your body, mind, and soul with a singular effort, but the after-effects remain. The ghost, on the other hand, looks revitalized, and quickly vanishes from view.

Each creature exposed to the ghosts (constructs and undead are immune) must immediately make a DC 15 Charisma saving throw. Decrease the DC by 2 for a flying creature. On a success, the creature loses 1 Hit Die and gains some of the ghost's knowledge and skill, resulting in advantage on their next skill check. On a failure, the ghosts drain away 1 additional Hit Die per point of failure (a saving throw of 14 means the loss of 2 Hit Dice), and with a failure by 5 or more, the creature must lose a 3rd level or higher spell slot, a race or class ability that recharges on a short rest, or gain a level of exhaustion (player's choice).

EVENT 1: WAVE OF QUICKKLINGS

From within the portal a high, warbling cry comes as hundreds of tiny humanoids dash out in a wave. Their bodies are blurred from the speed of their movement, and you can barely glimpse the flash of their blades as they tear across the ground towards you.

Hurry, a voice says in your mind. Stop them from flooding the forest.

Slaughtering individual quickklings will do little to protect a character here, somewhat effective. For every 4 quickklings a character can kill, reduce the number of attacks that character suffers by 1. For the purposes of area effects, a quickling occupies a 25 square foot area. If the area of effect has a Dexterity save to avoid damage, it only kills half as many quickklings. To determine how many quickklings are in an area, use the following formulas to quickly calculate affected ground area, after dividing the spell's listed dimensions by 5 feet (20 foot radius = 4):

- **Line:** Length X Width
- **Cube:** Side Length x Side Length
- **Cone:** Side Length x Side Length ÷ 2
- **Sphere:** Radius x Radius x 4

As quickklings are confined to the ground, flight is an effective countermeasure against them. Creatures flying more than 20 feet off the ground are immune to the attacks of the quickklings. If a creature is closer to the ground than that, the quickklings pile up on top of each other like insects to reach their targets.

Some specific actions the party might conceive of are:

- **Channel Divinity: Turn the Faithless.** Turning the quickklings here blasts a huge swath through the fey, forcing them away. It decreases the number of attacks on every party member by 1.
- **Scroll of Protection from Fey.** Creatures inside the radius of protection this item creates are immune to quickling attacks.
- **Wall Spells: Linear.** A wall spell that deals damage and doesn't prevent movement through it will reduce the number of attacks against the whole party by 1. A wall spell that prevents movement reduces the number of attacks by 2.
- **Wall Spells: Circle or Box.** A wall spell that deals damage and doesn't prevent movement through it will reduce the number of attacks against party members inside the protected zone by 1. A wall spell that prevents movement eliminates all the attacks, but prevents any party members inside from advancing their speed during the next round.

As the quickklings reach you, their daggers flash, eager for blood. Red sprays, decorating the grass beneath your feet, as the excited fey seem to hardly care who they stab.

Each character is attacked 4 times by the following attack:

Quickling Dagger

Melee Weapon Attack:

Attack: +8 to hit, 1 target.

Hit: 8 (1d4+6) piercing damage. Each attack that lands after the first adds a bleed effect to the target – at the start of their next turn they take 1d4 damage for each instance of the bleed effect. A critical hit deals no more damage than normal, but adds an additional bleed effect. If all four attacks land, the creature's speed is reduced by 10 feet as well. These effects remain until the creature is treated with a DC 10 Wisdom (Medicine) check, a Healer's Kit, or magical healing.

EVENT 2: WHEN PLANTS ATTACK

A burst of energy from the portal causes the grass before you to grow visibly to your eye, a strange sight indeed. With your next step, you feel it tugging down on your boots, trying to hold you back from advancing towards the portal. As you watch in horror, the ancient elven trees begin to sway as well, their branches forming a gauntlet of deadly pendulums between you and your destination.

In the case of this challenge, the grass functions as difficult terrain, slowing the movement forward. Flight, while preventing the grass from reaching a character, exposes a character to more attacks from the trees as they move forward, as more branches can reach down to the character's higher altitude, increasing the DC of the saving throw by 3.

Some specific actions the party might conceive of are:

- **Fire or Necrotic Area of Effect.** Difficult terrain from the plants is removed inside the area of attack. Medium sized AoE (as described in Event 0) grants advantage on the save against the trees for creatures that make sure to travel through that area.
- **Scroll of Protection from Plants.** Creatures inside the radius of protection this item creates are immune to the grass and the trees.
- **Analyze the Pattern.** A character that spends their action looking at the pattern of the tree branches and succeeds on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check reduces the saving throw DC by 2, or 1 on a failure. If they succeed by 5 or more, they additionally gain advantage on the saving throw.

- **Fire Shield.** A creature using the fire version of this shield is immune to the effects of the grass and the trees as they shrink away.
- **Long Jumping.** A creature that attempts a long jump during their movement can ignore the effects of the difficult terrain for the distance of their jump, but has disadvantage on their save against the trees.
- **Attack Action.** A creature using a slashing weapon to take the attack action that has the Extra Attack feature can defend themselves against the trees by cutting through the swaying branches. They only take half damage from the trees on a failure, and no damage on a success.

The grass slows you as much as it can, and dodging the trees completely would require eyes in the back of your head. The branches slap at you, threatening to knock you down, and certainly cracking against your body like the hit of a hammer.

Each creature exposed to the attacks of the trees must make a DC 15 Dexterity saving throw. A creature takes 30 bludgeoning damage on a failure, or half that much on a success.

EVENT 3: HOUNDS OF FEAR

At first they look like shadows flowing from the portal, before solidifying into dark canine forms, slavering and panting. They encounter some tiny fey creatures and elven ghosts as they move towards you, and their dagger-like teeth shred those forms in sprays of blood and ectoplasm. Heads tilted back, they howl in victory as they charge towards you, blinking from shadow to shadow like extensions of the darkness.

Before the adventurers can do anything this turn, each must make a DC 15 Wisdom saving throw. On a failure, the creature becomes frightened of the hounds and is unable to advance towards the portal this round. If they fail by 5 or more, they become terrified, and take 10 psychic damage and must spend their reaction (if available) moving their speed away from the portal. The fey shadow hounds are immune to charm and fear, but can be destroyed as normal monsters. It takes two unmodified weapon attacks (which automatically hit) to kill a hound (modification of the damage such as smites, hexes, marks, sneak attacks, rage, etc., allow for single hit kills). The hounds are reasonably spread out, to prevent Area of Effect destruction from hitting more than 2 (small area) or 3 (medium or larger) of them. The hounds will die from any effect that deals an average of 18 or more damage, and are vulnerable to force and radiant damage. The hounds automatically fail saving throws. There are two hounds for each member of the party.

Some specific actions the party might conceive of are:

- **Channel Divinity: Turn the Faithless.** Turning the fey shadow hounds here blasts a huge swath through the fey, forcing them away. It decreases the number of attacks on every party member by 1.
- **Scroll of Protection from Fey.** Creatures inside the radius of protection this item creates are immune to shadow hound attacks.
- **Daylight.** Fey shadow hounds will not go inside an area of bright sunlight or the *daylight* spell, protecting any creatures inside from attacks.

For each hound a party member kills, decrease the number of attacks against them. If a party member kills more than 2 hounds, decrease the attacks against the next nearest party member. If any hounds survive to attack, read:

What is left of the hounds moves in, jaws snapping with bone crunching force, knife-like fangs tearing through armor with terrifying ease.

Fey Shadow Hound Bite

Melee Weapon Attack:

Attack: +8 to hit, 1 target.

Hit: 11 (2d6+4) piercing damage. Against a Frightened target, add 7 (2d6) psychic damage. If the target is terrified, add an additional 7 (2d6) psychic damage.

EVENT 4: GLOOM ON THE WING

Darkness emerges from the portal, taking solid form with bat wings and grasping claws. High pitched screeches fill the air, tearing at your sanity with a piercing bite. What little light remains in the fading sun unfortunately vanishes completely, so that seeing your hand before your face is impossible.

The darkness blankets the entire area (including in the air) for this round – from 30 to 150 feet away from the portal. Each party member that cannot see through magical darkness (and is in the darkness) must make a DC 13 saving throw, with either Dexterity or Wisdom (determined randomly for each party member). On a failed Wisdom save, they become confused in the darkness and move in the wrong direction, neither advancing nor losing ground relative to the portal. A failed Dexterity save lands them prone at the conclusion of their move as they trip over a branch or root they did not see. Party members can choose to take their actions before moving, if they have something capable to dispelling the darkness – assume the darkness is multiple overlapping zones of the *darkness* spell, cast at its normal level for this purpose.

If a party member ends their turn in the darkness, have them make a DC 13 Charisma saving throw. On a failure, they take 8 psychic and 8 necrotic damage, or half that on a

success. When the round ends, the darkness fades away completely.

Some specific actions the party might conceive of are:

- **Channel Divinity: Radiance of the Dawn.** This Channel Divinity will open up a wide swath of area by removing the magical darkness. It will still be dark, more than likely, though.
- **Daylight.** The magical darkness cannot overcome this spell if already active, and it clears a section of the darkness.
- **True Seeing.** A character with this ability on themselves automatically passes any Dexterity or Wisdom saving throw caused by the darkness and has advantage on the Charisma saving throw caused by the darkness.

EVENT 5: MEENLOCK'S CURSE

Moving like silent wraiths, the insectoid heads that emerge from the ground beneath your feet are grossly oversized and the glittering eyes that focus on yours from a thousand facets cry out with dark promise as you struggle to tear your gaze away.

The meenlocks are all around the party, and there is no way to avoid their gaze. Each party member must make a DC 15 Wisdom saving throw at the start of their turn or lose their turn to being paralyzed by the gaze. If a character manages to take their turn, the insectoid dark fey generally follow the same combat rules as the shadow hounds (above), except they are not vulnerable to force or radiant damage. Blocking their vision, blinding them, or preventing eye contact, on the other hand, will prevent their secondary effect from taking place.

Some specific actions the party might conceive of are:

- **Channel Divinity: Turn the Faithless.** Turning the meenlocks here blasts a huge swath through the fey, forcing them to look away. It decreases the DC of the Constitution saving throw for any party members in the radius by 2.
- **Mind Blank.** A character with this spell on is immune to the effects of the meenlocks.
- **Protection from Evil and Good.** A character with this spell active is immune to the effects of the meenlocks' first attack and has advantage on the saving throw for the second.

At the end of the first turn of a player character that fails to block eye contact or kill at least 3 meenlocks, read:

The gaze of the meenlocks wracks your body with pain as their psychic gaze overwhelms your nervous system, ordering

your muscles to bend in ways that they were not designed to. Your body spasms all over, throwing you to the ground as your joints turn against you and the nearest dark fey burrow to make their escape.

Have the character make a DC 14 Constitution saving throw as their body rebels, trying to tear itself apart. Characters who passed the initial saving throw against the paralyzing effect have advantage on this saving throw. Have the player roll a d12 on a failure. Injuries are resolved by any form of magical healing.

Any characters which meet the conditions outlined before the box text must make the same saving throw on their turn. You can reread the box text if you desire.

d12 Result	Injury
1-2	Your right leg is sprained, decreasing any speed relying on your legs by 10 feet.
3-4	Your right arm is sprained, causing disadvantage with attack rolls made with that arm, or a DC 10 Concentration saving throw when you try to cast using it. If you were using that arm to support a shield, it only provides half its normal AC benefit.
5	Your right ankle snaps from the spasming muscles. Your walking speed is reduced to 5 feet.
6	Your right shoulder dislocates from the muscle spasms. The arm is useless – you cannot hold, wield, or cast with it.
7-8	Your left leg is sprained, decreasing any speed relying on your legs by 10 feet.
9-10	Your left arm is sprained, causing disadvantage with attack rolls made with that arm, or a DC 10 Concentration saving throw when you try to cast using it. If you were using that arm to support a shield, it only provides half its normal AC benefit.
11	Your left ankle snaps from the spasming muscles. Your walking speed is reduced to 5 feet.
12	Your left shoulder dislocates from the muscle spasms. The arm is useless – you cannot hold, wield, or cast with it.

EVENT 6: THE ARCHFEY

The laughter, even if you cannot see the source, is annoyingly contagious, even as it is disturbing. “A valiant try, dear mortals. A most valiant try. But alas, far too little, too late.” The voice is smooth, cultured, and completely ungendered. “My brethren will overrun your little reality, and it really is quite, hilariously, funny.” You realize the voice is correct, and laughter bubbles up from deep inside you, hideous and compelled.

Each member of the party is subject to an effect identical to the *Tasha's hideous laughter* spell, cast by an archfey with a saving throw DC of 18. Characters with the **Ire of Bootblack** story award have disadvantage on this saving throw. Creatures that are not incapacitated have an opportunity to act on their turns.

The Unknown Archfey

Combat Rules

The Archfey

- is invisible, as the *greater invisibility* spell.
- has AC of 18.
- has 3 *mirror images*. One is struck by the first attack that would hit the archfey on a turn until they are all destroyed.
- has *counterspell* and *shield* as reactions available to it. *Counterspell* is always successful and cast at 3rd level, and *shield* lasts until the end of the current turn only. The archfey only counters spells that target it directly.
- saves automatically against effects that would return it to the FeyDark while the portal is open.
- has level-less spell slots equal in number of players + 2.
- has a +8 to Concentration saves and makes them with advantage. It concentrates on its *greater invisibility* and its *Tasha's hideous laughter* effects separately, and must make checks for both when damaged.
- can either recharge its reaction at the end of the turn, or expend a spell slot to turn itself invisible and end any effect making it visible at the end of the turn. It prefers to be invisible over having its reaction available, unless the party is more than 50% spellcasters.

Some specific actions the party might conceive of are:

- **Sleet Storm.** The archfey must make its saves at the start of every turn.
- **Faerie Fire.** A character that casts this spell successful on the archfey is an automatic target for its *bestow curse*.
- **Any resource increasing per attack damage output for weapon users, such as Divine Smite, smite spells, or superiority dice.** Increasing the likelihood of the archfey failing its concentration saves is very important.

When the archfey's turn comes back around, read:

Grass bends, the wind shifts, and the barest touch caresses you. Which is when the battle for your mind and soul begins...

The archfey uses any remaining spell slots to cast *bestow curse* on as many party members as possible (1 party member per remaining spell slot), with a saving throw DC of 18. Characters with the **Ire of Bootblack** story award have disadvantage on this saving throw. On a failure, the targeted creature has disadvantage on attack rolls, ability checks, and saving throws involving its primary physical attack or spellcasting ability for 8 hours. If the archfey is unable to cast the spell on anyone, award the party an additional bonus point for this section. A *remove curse* spell or more powerful effect that removes curses will end the Archfey's curse early.

CLOSING THE PORTAL

The portal glows darkly, a rip through the air that seems to spill out malevolence with frightening ease. A series of stones seems carefully placed around its base, and the occasional flicker of energy can be seen shooting from one to another.

The portal can be analyzed with a DC 19 Intelligence (Arcana) check, as an action. This reveals that it is comprised of two 9th level energies, which can be dispelled as normal 9th level spells. Additionally, it is revealed that damaging or dispelling the individual rune stones that are stabilizing the portal should be sufficient to deactivate it.

- As an action, a DC 15 Intelligence or Dexterity (Thieves' Tools) check can disable 1 rune stone.
- The rune stones have an AC of 12, a damage threshold of 15, 15 HP, resist bludgeoning and fire damage, and are immune to necrotic, poison, and psychic damage.
- A single rune stone can be dispelled as a 5th level spell.
- A rune stone can be moved out of the formation with a DC 21 Strength (Athletics) check, but a failed check results in magical feedback dealing 10 (3d6) force damage.
- A correctly worded *wish* spell can close the portal.

Once 3 of the 5 rune stones are damaged, destroyed, dispelled, or moved, the portal collapses. If a single dispel attempt on the portal succeeds, only two rune stones need to be deactivated to collapse the portal. The reverse is also true.

When the portal is closed, read:

With a flash of dark energy, the portal reaches out and grabs any escaping fey that are still too close. Yanking them back with a scream, they stretch and elongate, torn back through space and sucked in with howls of anger as the rift snaps shut.

If the party earned enough points to achieve victory, add:

The invasion has been halted, and the few dark fey that remain will hardly be a threat to too many before others are able to hunt them down.

If the party failed to achieve victory, add:

While no more dark fey will flood into Faerun from wherever that portal went, the number who have escaped into the

darkness of the Starwood will have to be a problem for another day.

XP AWARD

If the party manages to close the portal prior to the end of the fifth round, award each player 500 XP. If the party successfully blunts the dark fey invasion, award each player 500 more XP.

FADING OF THE LIGHT

No more than a minute passes before the next encounter.

As you catch your breath from the battle with the denizens of darkness, you notice that the shadows have grown deeper, the day marching on. After a slow breath, movement from around a tree draws your eye.

It's as if the sun has come out again at full strength. The cool of the shade is pushed back, as light flickers and bathes you in warmth. A calming whisper of wind pushes away the stench of death and blood, and you involuntarily relax just the tiniest bit. The unicorn is a magnificent creature here in the dark, shining with clarity of purpose, strength, and righteousness.

The moment passes, and you notice everything is wrong and dark once again. The unicorn's flanks are streaked with dried blood, and it barely steps on its right foreleg, limping along slowly. What appears to be the remains of a net are tangled in its mane, and the tip of its horn appears to be coated in ash. Its eyes, though, are calm and collected. "What have you done with Midnight Phaeton? I can sense him very close by, but he is..." The unicorn tilts its head back and stares at the treetops overhead, then cocks it to the side, "above us?"

The unicorn is a female named Glamor Willow. Her voice is the same as the telepathic communication the party received during the quickling event. She came to this section of the forest searching for her mate, Midnight Phaeton, whom she can sense nearby – specifically, now that she is close, high in the tree with the staircase going up it. She would accompany the party if they do not deny her permission to do so. She can sense something is wrong with Midnight, as well – fear, injury, and a "darkening of his light". If questioned, she is unable to explain exactly what she means by that, but she is clearly terrified by it.

If questioned about her appearance, Glamor Willow explains that she was attacked by vampire spawn who attempted to capture her, but that they aren't going to be a problem anymore.

Glamor Willow suggests that waiting for an extended period will result in Midnight's death, as well as empowering the local threats in the darkness, but if members of the party are obviously injured beyond her immediate ability to heal and she is convinced with a DC 17 Charisma check (Deception or Intimidation made at disadvantage), she is willing to delay for a short rest. If the party does not appear injured, or Midnight Phaeton has been missing for 10 days, the DC increases to 20. Under no circumstances will she voluntarily delay until full darkness or for a long rest, reminding the party that she was attacked by vampire spawn, which likely means a master is nearby.

DAYWALKERS

STAIRWAY TO THE TREES

The stairs wind their way up the tree into the darkness caused by the giant shadowtops that dominate the Starwood. While they appear mostly intact, there are places where individual steps are missing or cracked, or do not bind as tightly to the trunk as others. It will be a long and hazardous climb to the top – and whatever is up there.

The stairs go 200 feet vertically up the tree, resulting in a lot of steps to climb. Creatures that climb to the top must make a DC 10 Constitution saving throw or gain a level of exhaustion. While mostly intact, the stairs were damaged years ago in the battle over Myth Drannor. Any character that fails a DC 12 Wisdom (Perception) check or has a passive Perception of lower than 14 must make a DC 13 Dexterity saving throw or fall when a stair gives way under them. To determine how far such a creature falls, roll a d10 and add 1, then multiply the result by 10 feet. As the stairs are not in horrible condition, no member of the party should fall more than once.

MAIN ENTRANCE

Massive, dark wooden doors, with the golden inlay of a setting sun dominate the landing at the top of the stairs. An ancient elven structure stretches westward along the tree branches behind them. The doors sit slightly cracked open, as if waiting for someone expected to arrive.

The symbol on the doors can be identified as a symbol of Labelas Enoreth with a DC 15 Intelligence (Religion) check. Divine casters who worship a member of the elven pantheon automatically succeed on this check, as does anyone who has visited Eventide Abbey in DDEX3-7 *Herald of the Moon*. Labelas Enoreth is the elven deity of sunset and the passage of time, as well as the preservation of elven knowledge and lore.

It requires no effort to open the doors wide enough for everyone in the party to enter, including Glamor Willow the unicorn if she has accompanied the party. If they refused to allow her to accompany them, she will wait until she is sure they have entered the structure, then start up the stairs carefully.

Unfortunately, Glamor Willow and any other celestials accompanying the party are unable to pass between the doors. The area of the temple has been exposed to a *hallow* spell that has been desecrated, and blocks the entry of celestials. Each creature that is able to enter must make a DC 15 Charisma saving throw or gain vulnerability to necrotic damage while in the field, which encompasses the entire temple structure, and can only be dispelled (a 7th-level spell) from the altar in the main sanctuary. The effect can be

specifically identified with a DC 22 Intelligence (Arcana) check, including the knowledge that the effect must be anchored somewhere to something of religious significance, given its size.

LIBRARY AND CLASSROOM

The room beyond the front doors looks as if it used to be a library, or a school room, or perhaps both. Yet all that remains is broken bookcases and writing desks coated in layers of ash. The only thing without this coating is another setting sun adorned door opposite, and a bronze plaque set into the wall beside it.

A DC 15 Intelligence (Investigation) check finds a scrap of parchment, mostly burned, inside one of the desk drawers, with the elvish phrase “If you don’t know, ask to Choose Again” written on it.

The door has no obvious means of opening it, and bears a duplicate of the symbol on the entry doors. The plaque reads “I am the choice of fate” and below that has five variations on the setting sun symbol, none of which match the symbol on the front door exactly, and appear to be buttons that can be depressed. Pressing any of the symbols causes the door to open. It remains open for thirty seconds before beginning to close again. If creatures react quickly, they can enter before the door seals. If creatures larger than Medium wait until this point, though, they are unable to squeeze through in time.

The button pressed remains depressed until the next sunset, but the other buttons will open the door again, causing it to lead to a different room each time.

THE RIDDLE ROOM

When the door opens, it opens to a twenty foot square room with writing carved into the far wall in fanciful script. The walls of the room appear to be made of bronze, and there is no other door to exit the room.

Each time the door into the bronze room opens on a given day, it leads to a different bronze chamber with a different riddle carved into the far wall. The riddle must be answered in the language it is written in, and the room considers the first word spoken in that language to be the attempted answer, except for reading the riddle aloud once. The room attempts to cleanse itself if the answer is wrong, and does so for up to 1 minute, at which point the door opens into the sanctuary chamber to allow the priests to rescue any survivors, and, more likely, clean up the mess. (Unfortunately, no such priests remain in the temple.) Answers can be ventured at any point during the minute, and the correct answer stops the cleansing.

The language the riddle appears in is determined randomly by rolling a d10. Consult **Appendix 2: Riddles** for appropriate

riddles and the penalties for getting them wrong. If you don't like any of the provided riddles, feel free to substitute your own riddle of roughly equivalent difficulty and a matching spell of your choice. The phrase 'Choose Again' in Elvish will open the door back to the library chamber, but no instructions.

d10	Language
1	Giant
2	Goblin
3	Orc
4	Abyssal
5	Celestial
6	Draconic
7	Infernal
8	Primordial
9	Sylvan
10	Undercommon

If the wrong answer is given, make sure to limit discussion between answer attempts to a few seconds for each player to realistically represent what their characters could be saying in that time.

MAIN SANCTUARY

The sanctuary beyond the riddle room was probably once magnificent, but the destruction wrought by the Empire of Shade and the Chosen of Mystra upon Myth Drannor, as well as Time Itself, have taken their toll.

Only one of the two great western facing windows remains intact, a stained glass representation of Labelas Enoreth glittering in the setting sun. Wind whistles through the other opening, reminding you of the potentially deadly drop outside, even as it shakes the hundreds of tiny bats hanging from the ceiling.

Gaunt but beautiful humanoid figures with delicately sloped ears kneel over a lounging equine figure the color of gray ash with a single horn extending from its forehead, just before the altar, which drips with unholy magic.

Light reflects from silvery bloodstains around their lips as they step smoothly into the sunlight with only a blur of motion to stand. "It looks as if someone thought we were having too much fun," says the female with a chuckle.

"I did say the entire army camp was probably excessive," responds the male figure, caressing the female's face and licking a bit of blood from its fingers afterwards.

"They're probably here for Phaeton," she says with a nod at the male. "I can smell another one on them, and the children aren't back yet." She turns to the emaciated unicorn, which

is rising unsteadily to its feet. "Phaeton, do you want to leave?"

"No, mistress," the unicorn replies in a flat voice, with dead eyes, as its blood runs down its flanks.

"You see?" says the female vampire. "No need for trouble. Would you like to stay for a meal? Or," she asks, fangs flashing in the light, "did you have somewhere to run along to?"

Flee. While you still can, says the voice of the unicorn in your heads.

Naivara Netyoive and Carric Ofandrus were the ranking members of the church of Labelas Enoreth when the catalysm came, and the surge of magic when the mythal was ripped apart by contact with the Shadow Weave transformed them into creatures of the night. Naivara is a **vampire (spellcaster)**, while Carric is a **vampire (warrior)**. If there is a third vampire (of any sort) present, it is Korfel Ofandrus, Carric's younger brother. While Naivara and Carric have access to lair actions, Korfel does not. Only one of the vampires can use a lair action each round. Because of their consumption of unicorn blood, none of the vampires have the **Sunlight Hypersensitivity** trait, and all abilities that do not normally work in sunlight work just fine in it. Additionally, because of their heritage, all the vampires have the **Fey Ancestry** trait. Both Carric and Naivara have used their **Children of the Night** trait to summon a total of 10 **swarms of bats**, which currently hang from the rafters, 20 feet overhead. If the party has not taken any rests whatsoever since finding the massacre, Naivara is missing four total levels of spells.

Of note, if anyone is carrying *Shadowsong*, the *oathbow* from DDEX3-7 *Herald of the Moon*, Carric and Naivara recognize it, and attempt to slay anyone carrying the bow if it is not tactically disadvantageous to do so. Anyone obviously carrying an obviously elven weapon that is not an elf earns their wrath next.

Carric and Naivara use their first legendary actions to move away from Midnight Phaeton.

Fey Ancestry

Monster Trait

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

Midnight Phaeton, the **unicorn**, is almost completely under the vampires' thrall because of the potions used and the constant consumption of his blood, and is unable to do anything in contradiction to their orders except use his telepathy to communicate his true feelings to the party. Midnight has no access to any sort of lair actions, but healing that he does while in the *hallow* field restores the maximum

amount of hit points, and he is able to heal the vampires, even if a healing ability would not normally work on the undead.

The stained glass window of Labelas Enoeth is a **guardian window**, except that it is Huge instead of Medium, but does not extend any from the wall. The window will hold its action in the first round unless it is already revealed to be a creature so that its ability to cast *counterspell* is a surprise.

Appendix 3: Daywalkers Combat Action Checklist exists to help manage the complexity of this combat, if needed. To simplify matters more, if needed, you can take one of two approaches when DMing: 1) have no more than 1 creature take a legendary action after each turn, or 2) have all the creatures burn their legendary actions as fast as possible when available.

MODIFYING THE ENCOUNTER

Adjustments are not cumulative

Very Weak: Replace the **vampire (warrior)** and the **vampire (spellcaster)** with **vampires**.

Weak: Replace the **vampire (warrior)** with a **vampire**.

Strong: Both Naivara and Carric can use lair actions each round. Add a **vampire spawn** with maximum (121) hit points.

Very Strong: Both Naivara and Carric can use lair actions each round. Add a **vampire**.

DEVELOPMENT

If the *hallow* is dispelled (as described in the Main Entrance, above), Glamor Willow teleports on her turn to the nearest space next to Midnight Phaeton. She can bring any Small or smaller allies of the party that were left behind with her. If Midnight Phaeton is still fighting on the side of the vampires when Glamor Willow arrives, her presence is enough to break through the vampires' enthrallment, and in the next round, he will switch to fighting the vampires. If Midnight Phaeton is still alive when all the vampires are reduced to 0 hit points, he collapses to the floor, all his strength gone. The *hallow* also collapses at this point. With a DC 15 Intelligence (Investigation) check, a secret door can be found to stage left of the altar, leading into what clearly used to be the bedroom of the priests. A DC 15 Wisdom (Perception) check will also find a secret compartment in the altar. There is a sealed puzzle box inside with an inscribed riddle on the lid.

Puzzle Box Riddle

Riddle

Question: Until I am measured, I am not known. Yet how you miss me, when I have flown. What am I?

Answer: Time

TREASURE

The puzzle box contains a *potion of longevity*. Each of the main vampires has a bejeweled, silvered sword with an adamantine blade worth 1000 gp each. If Carric is a vampire (warrior), one of the swords is his greatsword, while Naivara's is a longsword. Otherwise, the swords are a matched pair of elven style longswords. Carric and Naivara wear a holy symbol of Labelas Enoeth made from solid gold, worth 100 gp each. Naivara carries an additional 800 gp worth of spell components.

SECRET ROOM

The room behind the secret door was likely once either a preparatory for the priests, the priests' quarters, or both.

It still fulfills that purpose, but the massive bedframe in the room holds two coffins right next to each other instead of a mattress, while a cot in the corner holds a dirt stained mattress. The opposite corner, set before an open window, is an elaborate alchemy and potion making set up, a couple of books sitting open on the table.

If any of the vampires managed to escape in mist form, they are located in the coffins here, or on the cot in the case of Korfel. They are immobilized as appropriate to their nature, assuming an hour or more has not passed since the combat.

TREASURE

While the room is otherwise empty, the potion supplies, including numerous rare components and elven crystal glass, can be sold for 750 gp. The two coffins are made of shadowtop wood, which is extremely rare, and can be sold for 425 gp each if the party has a way to transport them. If Naivara is a spellcaster, one of the books is Naivara's spellbook. If she is not, the book is part of the potion supplies. The other is the book detailing the process that allowed the vampires to convert the unicorn blood into the potion that permitted them to ignore the effects of sunlight. No matter what you try, you are unable to duplicate this book or its text. Apparently the Library of Trees has protections in place, including the fact that once the book has been in the possession of any single individual for 30 days, it returns to the library automatically (abjuration and conjuration magic, if examined with *detect magic*). Players should not be made aware of the specifics of the magic unless they use an *identify* spell or are familiar the protections from their visit to the Library. Spells of 4th level or lower cannot harm the book, but instead give the appearance of destruction while the book is returned to the library. Bludgeoning, piercing, and slashing damage of any sort have no effect on the book. Damage dealing spells of 5th level and higher will destroy the book, as long as they don't do bludgeoning, piercing, or slashing damage.

PART 5: CONCLUSION

Estimated Duration: 5/5 Minutes per Encounter

SANCTUARY

When Glamor Willow arrives following the combat, or the combat ends, read the following:

Glamor Willow nuzzles Midnight Phaeton's heaving, bloody flank and nickers sadly. As her tears hit the wooden floor of the sanctuary, flowers bud up from the planks.

"Please," Midnight whispers, breathing heavily, his eyes bright once more, but half-lidded from pain and exhaustion. "Take this with my thanks," he continues after a few heavy gasps, before inclining his head towards you. His horn detaches from his head smoothly, ringing with finality on the hardened branches as it hits. "Use it against e..."

Unable to finish his dying wish, Midnight Phaeton leaves this life. The sight of the dying celestial is crushing to even the hardest of hearts, which Glamor Willow certainly is not at the moment.

"Can you... can you help me take him home?" she asks. "It will be better to bury him in the glade, rather than left here in a city of the damned."

TREASURE

Midnight Phaeton's horn can be fashioned into any +3 *piercing melee weapon* of choice. If the party accepts Glamor Willow's offer instead of keeping the horn, they instead gain *Glamor Willow's Service*.

MULMASTER

Once the party returns to Mulmaster and reports in, read the following:

High Blade Uoumdolphin sighs heavily as he sits back in his chair at the conclusion of your report. Dar'Ion Ma flicks some imaginary lint off of his red robe, clearly pretending to be uninterested in the report, but you know you saw him perk up when you discussed vampires able to walk in sunlight. Zora Peytir appears to be equal parts horrified and calculating, while Senior Cloak Shan's masked face is as unreadable as ever.

"Thank you for dealing the situation," Selfaril finally says after a moment of silence, "and avenging my soldiers." There is anger on his face as he mentions the slaughter, but it is not directed at you. "I suppose you'll be wanting your payment

now," he continues, reaching for a sheet of parchment and a quill.

"High Blade," Zora Peytir interrupts, "with the destruction of the soldiers and the damage to camp, can we still aff..."

"True," he interrupts, and glances at the Red Wizard, who shrugs, then nods. Rastol Shan tenses slightly at that. "Given our losses and the sudden need for our cash reserves, would you be willing to accept stock in the Forestry Camp in lieu of payment?" Peytir nods enthusiastically, and Shan relaxes a bit. "We can give you the money, of course, if you insist, but you would be helping out the people of Mulmaster greatly at this juncture by taking stock."

Each member of the party is free to decide for themselves whether to take the offered stock as payment instead of the originally agreed gold price.

As the meeting concludes after payment is decided, the Blades have left and the Zulkir is almost out of the room when Rastol Shan says quietly, "Whatever happened to the potion recipe the vampires were using?" Dar'Ion Ma freezes in the door, clearly very interested in the answer.

The party must decide what happened to the book – they could have returned it to the Library of Trees, one member kept it, given it to a senior faction leader, destroyed it, they could toss it to the Cloak right then, or they could claim to have done any of those things and later present it to Rastol Shan or the Zulkir privately. This choice should be recorded in the **Fate of the Recipe** story award.

TREASURE

Each party member is paid the agreed 500gp, or they receive the **Investor in the Future** story award if they agree to the new deal to save the city cash after the recent setbacks.

REWARDS

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

EXPERIENCE (MIN/MAX XP: 10,125/13,500 EACH)

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

COMBAT AWARDS

Name of Foe	XP per Foe
Archdruid	8400
Champion	5000
Dryad	1100
Evoker	5000
Green Hag (Coven)	1800
Guardian Window	200
Knight	700
Mage	2300
Pixie	50
Satyr	100
Sprite	50
Swarm of Bats	50
Treant	5000
Unicorn	1800
Vampire	10000
Vampire (Spellcaster)	13000
Vampire (Warrior)	13000
Vampire Spawn	1800
Willow Wilden Sentinel	1100

NON-COMBAT AWARDS

Task or Accomplishment	XP/Character
Peacefully Return Foresters	1000
Close the Time Loop Quickly	100
Close the FeyDark Portal Quickly	500
Blunt the Dark Fey Invasion	500

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP value
Netherese Treasure	2400
Potion Supplies	750

Fancy Coffins	850
Carric's Sword	1000
Naivara's Sword	1000
Vampire Holy Symbols	200
Naivara's Spell Components	800
Government Mission Payment	500/PC

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

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

MIDNIGHT PHAETON'S HORN

Weapon (any melee piercing), very rare

You gain a +3 bonus to attack and damage rolls with this weapon, which takes the form of any melee piercing weapon of your choice (choice made when item is received and is permanent from then on).

The weapon retains the glittering, pearlescent sheen and spiraling pattern of the unicorn's horn. Additionally, anyone holding the weapon can say **Phaeton** to cause the weapon to glow with bright light for a radius of 20 feet and dim light for a further 20 feet. The light lasts for 1 hour or until someone holding the weapon says **Midnight**. Any good aligned creatures in the bright light feel slightly more at ease (no mechanical effect), as if caressed by the first rays of moonlight on a dark night.

POTION OF LONGEVITY

Potion, very rare

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

POTION OF HEROISM

Potion, rare

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

SPELL SCROLL OF DAWN

Scroll, rare

This spell scroll contains the text and magic of the spell *awn* from the *Xanathar's Guide to Everything*. A description of this item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL OF MASS CURE WOUNDS

Scroll, rare

This spell scroll contains the text and magic of the spell *mass cure wounds* from the *Player's Handbook*. A description of this item can be found in the *Dungeon Master's Guide*.

NAIVARA'S SPELLBOOK

This simple black leather book with a setting sun on the cover in gold might be a journal in any other hands, but in the hands of a wizard, it is something else, something greater.

1st: *cause fear, mage armor, shield*

2nd: *hold person, mirror image, misty step*

3rd: *counterspell, haste, thunder step*

4th: *blight, greater invisibility*

5th: *steel wind strike*

STORY AWARDS

During the course of this adventure, the characters may have earned one or more of the following story awards:

Investor in the Future

You have declined immediate payment for an investment in Mulmaster's future, helping the city greatly during this troubled time. Your lifestyle costs when spending downtime in Mulmaster in the future are reduced by 1 gp per day, as your investment begins to pay dividends.

Additionally, your name is known among Mulmaster's elite as someone with the city's interests at heart. What effect this might have on future opportunities remains to be seen.

Wrath of the Fey

The fey of the Cormanthor Forest have better things to do than actively hunt you down, but they do recognize you if they come across you. There is a 5% chance in any future adventure that takes place in the ancient forest, that when you leave the Cormanthor Forest, you find yourself in the Feywild instead of the Prime Material Plane. You can return from the Feywild as outlined in the *Adventurers League FAQ*.

To reduce the anger of the Fey at you, you can instead spend 25 downtime days in the service to the forest, doing things such as planting trees, tending to animals and other creatures injured by civilization's incursion, running errands for or otherwise amusing the fey, or similar other activities. Once you have done so, void this story award.

Fate of the Recipe

You gave the recipe for the unicorn blood potion that permitted corporeal undead to ignore the effects of sunlight to:

- If you gave this rare tome to someone with whom you have an enmity (either them personally or a faction they represent), you can remove that story award and this one.
- If you gave the book to someone with whom you do not have a negative relationship (either them personally or a faction they represent), you are considered to have a Favor with them, if that specific Favor is ever important.
- If you attempted to destroy the book and failed, you are barred from future access to the Library of Trees.

- If you instead destroyed the book, well, the knowledge is gone for now, but is knowledge ever truly lost, or merely forgotten for a time?

DOWNTIME

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

RENOVN

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

Members of the **Brotherhood of the Cloaks** advance **one rank** in that organization for participating in the successful completion of this Mulmaster adventure. Members of the **Brotherhood of the Cloaks** advance an **additional rank** in that organization if the Thayan Wizard Urth Jos does not return to Mulmaster and/or receives the blame for the disaster.

Members of the Emerald Enclave receive an **additional point of renown** if they gained any of the Northeastern Forest Council's dark secrets.

Members of the Harpers receive an **additional point of renown** if both the time-twisting pulled thread and the Feydark portal are dealt with in a timely manner.

Members of the Lords' Alliance receive an **additional point of renown** if they choose to become investors in Blade Peytir's family business.

Members of the Order of the Gauntlet receive an **additional point of renown** if they make sure there is a peaceful resolution to the conflict with the Northeastern Forest Council and they eliminate the majority of the threat from the Dark Fey invasion.

Members of the Zhentarim receive an **additional point of renown** if they make sure to serve vengeance upon the elven vampires and make it clear why it was done.

DM REWARDS

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide*. For that purpose, this is a 4 hour module for APL 13.

APPENDIX 1: THE FOREST COUNCIL

Council Member	Public Demand	Private Demand	Dark Secret	Dark Secrets They Know
Galinndan Caphaxath	The cut down trees must be replaced, at least going forward, with new trees, on a one-to-one basis at a minimum.	Galinndan wants a magic staff that he can use to cast his druid spells more effectively. Giving him a staff automatically secures his vote.	Galinndan closed a portal to the Feywild during the evacuation of Myth Drannor when he believed that section of the Feywild had taken all the refugees that it could, likely condemning hundreds to die.	Prince Dayereth Maedcoh
Sister Alecto (and Coven)	Babies. Each of the three sisters wants a humanoid baby to eat so that they can have a daughter.	Sister Alecto wants a second baby to eat after the first, so that she can form her own coven and dispose of her 'sisters'.	Sister Alecto prefers to heal wounded small animals than put them in a stew. Her sisters would never let her live down the shame.	Everyone
Solstice Aurora	Blood must be met with blood. The number of creatures that have died demands justice, and someone must be found guilty and pay for the crimes of the foresters.	Solstice Aurora would like access to a horse farm, as the female unicorns find him pretentious. While not his ideal, it would meet his needs.	Solstice Aurora once pretended to be a unicorn named Midnight Phaeton for reasons related to female unicorns finding him pretentious.	Sister Alecto Maedcoh
Rainnuthrinn-saelsyllin	Fire is not to be used in further exploration of the forest by untrained soldiers and foresters. It is too dangerous in uncoordinated hands.	Rain would like the opportunity to fight on a more regular basis – ideally in some form of gladiatorial pit, but not to the death, as that could endanger her people if a Sentinel was removed.	Rain regularly engages in intimate social contact with lower caste members of Wilden society.	Galinndan Dusceliphe
Lady Xanaphia	A number of pixie colonies have lost their homes due to the deforestation of the Rimwood. They need help find appropriate new places to live.	Lady Xanaphia wants regularly delivered dresses from Mulmaster (and beyond), in her size. She must keep on the cutting edge of fashion.	Despite being married, Lady Xanaphia is engaged in an affair with Prince Dayereth.	Maedcoh Dusceliphe
Prince Dayereth	Bees don't live in the Mid- and Starwoods because of the lack of light, and with this section of the Rimwood gone, there will be a need for regular deliveries of honey to the sprite clans.	The prince would like a tiny battleaxe made in the dwarven style, ideally of some exotic metal. And a shield, with a bee on it.	Dayereth hunts down pigeons and seagulls because he considers them not worthy of command of the air.	Galinndan Lady Xanaphia Beechblade
Maedcoh	Maedcoh wants to be invited to perform in the various cities that border the Cormanthor forest.	Maedcoh wishes to have backing ensemble and become a touring bard with a noble sponsor.	Despite rumors of satyrs' legendary prowess, Maedcoh has a problem with functionality.	Solstice Aurora
Dusceliphe	There must be warning before the foresters arrive to chop down a section of trees – at least a tenday. That way the creatures living there can be evacuated, and no tree containing a dryad can be cut down.	Dusceliphe has heard tales of the prowess of Satyrs, and wants a date to be arranged with Maedcoh. And any non-common race males in the party.	Dusceliphe has a tendency to embed mortals whom she charms that fail to satisfy her in trees using her tree stride ability and dropping them in the middle of the passage.	Sister Alecto Solstice Aurora
Beechblade	No tree over 100 years old can be cut down in the future as part of the agreement.	Beechblade would be happy to give specific advice on which trees should be chopped down and which should not be. If he is provided with some form of paint, he'll just go around doing so. But he gets to decide on every tree. Every. Single. Tree.	Beechblade hates pixies – he considers them massive nuisances. He once drove a pixie colony from a tree he hoped would wake soon to be his lifemate, and a number of the pixies died. The tree refuses to wake in shame.	Lady Xanaphia Dusceliphe

APPENDIX 1.5: RESOLVING THE FOREST COUNCIL'S DEMANDS

Council Member	Resolving their Demands
Galinndan Caphaxath	Between Mulmaster and the Forest Council, sufficient young trees can be easily provided to plant new ones for each further one cut down. Mulmaster cannot supply a magic item to Galinndan, so it must come from a member of the party, and must be a staff capable of improving his spellcasting to at least some degree. It should at least have a rarity of rare and be attuneable by a druid. Surrendering a magic item does not reduce the character's magic item count, but it is permanently lost to them.
Sister Alecto (and Coven)	The government of Mulmaster has no problem retrieving children from its citizens if needed, nor do the Zhentarim, including disappearing the parents if necessary. If the party would prefer to handle it themselves, they can after the conclusion of the module.
Solstice Aurora	Solstice will be satisfied with execution of any of the prisoners or other members of the forestry expedition. There will, of course, be a trial, but the Council already considers all the individuals involved to be guilty. The government of Mulmaster will provide access to a horse farm owned by one of the Blades if needed.
Rainnuthrinn- saelsyllin	Rain will be happy with any solution to lighting that doesn't involve the foresters and soldiers carrying around real fire on torches: Lanterns, magical light sources, etc. A fire safety course will also help make her happy, but not solve the problem she foresees. As for the desire to fight, she is happy to participate in non-lethal honor duels in Mulmaster on a regular basis.
Lady Xanaphia	Mulmaster can easily provide personnel to help the pixie colonies relocate and set aside reserved tree areas where they can thrive. The dresses are no problem either.
Prince Dayereth	Sufficient honey to feed 5 sprite clans will be more difficult for Mulmaster to supply, but not impossible. The tiny weapons are also possible, just like Xanaphia's dresses.
Maedcoh	Selfaril, Dar'lon Ma, Cora Peytir, and any other nobles of Mulmaster the party knows by name can easily be placed on the hook for inviting the satyr to the city. The other cities are more difficult. Providing a noble sponsor for his tour is harder, but the Peytir family can handle the expense. If a player character has the noble (or similar) background, they can hire a band at the cost of 3 DT days and 730 gp. Maedcoh's dark secret can be dealt with by either removing the offending appendage (with a DC 20 Wisdom (Medicine) check) and casting <i>regeneration</i> , or by casting a <i>wish</i> spell. Neither Galinndan nor Solstice Aurora has been able to do so for the satyr.
Dusceliphe	The warnings and dryad reserved trees are easy to handle. Maedcoh will only agree to a date if his dark secret is resolved. Resolve PC dates as described in the Sidebar.
Beechblade	These demands require no significant commitment of resources on the part of anyone, and paint is easy enough to come by.

APPENDIX 2: DENIZENS OF DARKNESS POINT TRACKER

Players	Spell Slots or Magic items Duplicating Spells			½ Or ¼ caster bonus for slots	Class, Racial, or Magic Item Rest Dependent Resources (Not Spells)			Highly Effective Action Bonus	Excellent RPing/ Narrative Bonus	Consumed Magic Item Bonus	
	Level 1, 2	Level 3, 4, 5	Level 6, 7, 8		4+ /Rest	3 or Less /Rest	Long Rest Recharge Bonus				
Totals											
Point Value	1	2	3	1	1	2	1	1	1	1	Point Total
Total Points											

	Portal Closed During						Point Total
	Event 0	Event 1	Event 2	Event 3	Event 4	Event 5	
Point Value Earned Per Player	6	5	3	3	2	1	

Required Victory Points: 7 Players – 42, 6 Players – 36, 5 Players – 30, 4 Players – 24, 3 Players – 18

Total Victory Points = _____

APPENDIX 3: RIDDLES, ANSWERS, AND CONSEQUENCES

Riddle	Answer	Consequence (spell save DC 15, +7 to hit with spell attacks)
I can bring tears to your eyes, resurrect the dead, make you smile, reverse time. I form in an instant but I last a life time. What am I?	Memory	The room casts <i>enemies abound</i> once on each creature in the room.
Voiceless it cries, wingless flutters, toothless bites, mouthless mutters. What am I?	Wind	The room casts <i>storm sphere</i> into itself at 8 th level and rotates through targets each round for the lightning attack. The room can recast once if the sphere is dispelled.
They come to witness the night without being called, a sailor's guide and a poet's tears. They are lost to sight each day, without the hand of a thief. What are they?	Stars	The room casts <i>sickening radiance</i> at 8 th level. The room can recast once if the light is dispelled.
It cannot be seen whenever it's there; It fills up a room, it's much like the air. It cannot be touched, there's nothing to hear; It is quite harmless, there's nothing to fear. What is it?	Darkness	The room casts <i>maddening darkness</i> , filling the room. The room can recast once if the darkness is dispelled or overcome.
I am not alive, but I grow; I don't have lungs, but I need air; I don't have a mouth, but water kills me. What am I?	Fire	The room casts <i>incendiary cloud</i> , filling itself with the cloud, which does not move. The room can recast once if the cloud is dispelled.
Never resting, never still. Moving silently from hill to hill. It does not walk, run, or trot; all is cool where it is not. What is it?	Sunlight	The room casts <i>dawn</i> at 8 th level, filling itself with the light. The room can recast once if the cylinder is dispelled.

APPENDIX 4: DAYWALKERS COMBAT ACTION CHECKLIST

ROUND 1

Creature	Lair Action	Reaction	Legendary Action 1	Legendary Action 2	Legendary Action 3
Naivara Netyoive, Vampire (Spellcaster) (or Vampire)					
Carric Ofandrus, Vampire (Warrior) (or Vampire)					
Midnight Phaeton, Unicorn					
Guardian Window					
Korfel Ofandrus, Vampire Spawn (or Vampire)					

ROUND 2

Creature	Lair Action	Reaction	Legendary Action 1	Legendary Action 2	Legendary Action 3
Naivara Netyoive, Vampire (Spellcaster) (or Vampire)					
Carric Ofandrus, Vampire (Warrior) (or Vampire)					
Midnight Phaeton, Unicorn					
Guardian Window					
Korfel Ofandrus, Vampire Spawn (or Vampire)					

ROUND 3

Creature	Lair Action	Reaction	Legendary Action 1	Legendary Action 2	Legendary Action 3
Naivara Netyoive, Vampire (Spellcaster) (or Vampire)					
Carric Ofandrus, Vampire (Warrior) (or Vampire)					
Midnight Phaeton, Unicorn					
Guardian Window					
Korfel Ofandrus, Vampire Spawn (or Vampire)					

ROUND 4

Creature	Lair Action	Reaction	Legendary Action 1	Legendary Action 2	Legendary Action 3
Naivara Netyoive, Vampire (Spellcaster) (or Vampire)					
Carric Ofandrus, Vampire (Warrior) (or Vampire)					
Midnight Phaeton, Unicorn					
Guardian Window					
Korfel Ofandrus, Vampire Spawn (or Vampire)					

ROUND 5

Creature	Lair Action	Reaction	Legendary Action 1	Legendary Action 2	Legendary Action 3
Naivara Netyoive, Vampire (Spellcaster) (or Vampire)					
Carric Ofandrus, Vampire (Warrior) (or Vampire)					
Midnight Phaeton, Unicorn					
Guardian Window					
Korfel Ofandrus, Vampire Spawn (or Vampire)					

APPENDIX 5: NPC/MONSTERS

ARCHDRUID

Medium humanoid (eladrin), neutral

Armor Class 16 (hide armor, shield)

Hit Points 132 (24d8+24)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Int +5, Wis +9

Skills Arcana +5, Medicine +9, Nature +5, Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages Common, Druidic, Elvish, Sylvan

Challenge 12 (8400 XP)

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

Innate Spellcasting. The eladrin's spellcasting ability is Intelligence. It can innately cast the following spells, requiring no material components:

1/rest: *misty step*

Spellcasting. The archdruid is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, poison spray, produce flame*

1st level (4 slots): *cure wounds, entangle, faerie fire, speak with animals*

2nd level (3 slots): *animal messenger, beast sense, hold person*

3rd level (3 slots): *conjure animals, meld into stone, water breathing*

4th level (3 slots): *dominate beast, locate creature, stonewall, wall of fire*

5th level (3 slots): *commune with nature, mass cure wounds, tree stride*

6th level (1 slot): *heal, heroes' feast, sunbeam*

7th level (1 slot): *fire storm*

8th level (1 slot): *animal shapes*

9th level (1 slot): *foresight*

Actions

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Change Shape (2/day). The archdruid magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The archdruid

reverts to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions and reactions (except for class features, legendary actions, and lair actions) that the new form has that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

Source: Archdruid, *Volo's Guide to Monsters*

CHAMPION

Medium humanoid (human), neutral evil

Armor Class 18 (plate)

Hit Points 143 (22d8+44)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6)

Senses passive Perception 16

Languages Common, Netherese

Challenge 9 (5000 XP)

Magelayer. When a creature within 5 feet of the champion casts a spell, it may use its reaction to make a melee weapon attack against that creature. If the champion damages a creature concentrating on a spell, that creature has disadvantage of the saving throw it makes to maintain its concentration. The champion additionally has advantage on saving throws against spells cast by creatures within 5 feet of it.

Indomitable (2/day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Rest). As a bonus action, the champion can regain 20 hit points.

Actions

Multiattack. The champion makes three attacks with its greatsword or its shortbow

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half its total hit points remaining.

Source: Champion, *Volo's Guide to Monsters*

DRYAD

Medium fey, neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 22 (5d8)

Speed 30 ft., Other Speeds.

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

Skills Perception +4. Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

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

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

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and merge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

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

At will: *druidcraft*

3/day: *entangle*, *goodberry*

1/day: *barkskin*, *pass without trace*, *shillelagh*

Actions

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

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

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

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

Source: Dryad, *Monster Manual*

EVOKER

Medium humanoid (human), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8+12)

Speed 30 ft.,

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages Common, Deep Speech, Netherese, Primordial

Challenge 9 (5000 XP)

Sculpt Spells. When the evoker casts an evocation spell that forces other creatures it can see to make a saving throw, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from a spell, it instead takes no damage from it.

War Caster. The evoker has advantage on Constitution saving throws to maintain concentration on a spell when it takes damage. It can perform the somatic components of spells even when both hands are holding weapons or shields. Additionally, when a hostile creature's movement would provoke an opportunity attack from the diviner, the diviner can cast a spell with a casting time of 1 action that only targets the provoking creature instead of making the attack.

Spellcasting. The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): *fire bolt**, *light*, *prestidigitation*, *shocking grasp**

1st level (4 slots): *burning hands**, *mage armor*, *magic missile**, *shield*

2nd level (3 slots): *Aganazzar's scorcher**, *misty step*, *shatter**

3rd level (3 slots): *counterspell*, *fireball**, *lightning bolt**

4th level (3 slots): *vitriolic sphere**

5th level (2 slots): *Bigby's hand**, *cone of cold**

6th level (1 slot): *chain lightning**, *wall of ice**

* Evocation spell

Actions

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

Source: Evoker, *Volo's Guide to Monsters*

GREEN HAG (IN COVEN)

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8+33)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 5 (1800 XP)

Amphibious. The hag can breathe air and water.

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

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

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Shared Spellcasting. While all three members of a hag coven are within 30 feet of one another, they can each cast spells using the wizard's spell list, but must share the spell slots among themselves. A hag in a coven is a 12th-level spellcaster, that uses Intelligence as her spellcasting ability (spell save DC 13, +5 to hit with spell attacks). The coven has the following wizard spells prepared:

1st level (4 slots): *identify*, *ray of sickness*

2nd level (3 slots): *hold person*, *locate object*

3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*

4th level (3 slots): *phantasmal killer*, *polymorph*

5th level (2 slots): *contact other plane*, *scrying*

6th level (1 slot): *eyebite*

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Source: Green Hag (+Sidebar), *Monster Manual*

GUARDIAN WINDOW

Medium construct, unaligned

Armor Class 5

Hit Points 22 (5d8)

Speed ft.,

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

Antimagic Susceptibility. The window is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the window must succeed on a Constitution saving throw against the caster's spell save DC or become unconscious for 1 minute.

False Appearance. While the figure in the stained glass window remains motionless, the window is indistinguishable from a normal stained glass window.

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

3/day each: *blindness/deafness*, *counterspell*, *negative energy flood*, *slow*

Source: Guardian Portrait, *Curse of Strahd*

KNIGHT

Medium humanoid (human), neutral evil

Armor Class 18 (plate)

Hit Points 52 (8d8+16)

Speed 30 ft.,

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common, Netherese

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Source: Knight, *Monster Manual*

MAGE

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft., *Other Speeds.*

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, Netherese, Elven, Draconic

Challenge 6 (2300 XP)

War Caster. The mage has advantage on Constitution saving throws to maintain concentration on a spell when it takes damage. It can perform the somatic components of spells even when both hands are holding weapons or shields. Additionally, when a hostile creature's movement would provoke an opportunity attack from the diviner, the diviner can cast a spell with a casting time of 1 action that only targets the provoking creature instead of making the attack.

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

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, mage armor, magic missile, shield*
2nd level (3 slots): *misty step, suggestion*
3rd level (3 slots): *counterspell, fireball, fly*
4th level (3 slots): *greater invisibility, ice storm*
5th level (1 slots): *cone of cold*

Actions

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

Source: Mage, *Monster Manual*

PIXIE

Tiny fey, neutral good

Armor Class 15

Hit Points 1 (1d4-1)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Sylvan

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*

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

Actions

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

Source: Pixie, *Monster Manual*

SATYR

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.,

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

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

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

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

Actions

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

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

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

Panpipes. The satyr plays its pipes and chooses one of the following magical effects: a charming melody, a frightening strain, or a gentle lullaby. Any creature within 60 feet of the satyr that can hear the pipes must succeed on a DC 13 Wisdom saving throw or be affected as described below. Other satyrs and creatures that can't be charmed are unaffected.

An affected 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 these panpipes for the next 24 hours.

Charming Melody. The creature is charmed by the satyr for 1 minute. If the satyr or any of its companions harms the creature, the effect on it ends immediately.

Frightening Strain. The creature is frightened for 1 minute.

Gentle Lullaby. The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

Source: Satyr, *Monster Manual*

SPRITE

Tiny fey, neutral good

Armor Class 15 (leather armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

Actions

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target *Hit:* 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

Source: Sprite, *Monster Manual*

SWARM OF BATS

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 11

Languages -

Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

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

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

Actions

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half its hit points or fewer remaining.

Source: Swarm of Bats, *Monster Manual*

TREANT

Huge plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 138 (12d12+60)

Speed 30 ft.,

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

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5000 XP)

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

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

Actions

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) bludgeoning damage.

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

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

Source: Treant, *Monster Manual*

UNICORN

Large celestial, lawful good

Armor Class 12

Hit Points 67 (9d10+18)

Speed 50 ft.,

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 5 (1800 XP)

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

Magic Weapons. The unicorn's weapon attacks are magical.

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

At will: *detect evil and good*, *druidcraft*, *pass without trace*
1/day each: *calm emotions*, *dispel evil and good*, *entangle*

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Healing Touch (3/day). The unicorn touches another creature with its horn. The target magically regains 11 (2d8+2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

Legendary Actions

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

Hooves. The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 actions). The unicorn magically regains 11 (2d8+2) hit points.

Source: Unicorn, *Monster Manual*

VAMPIRE

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8+68)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

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

Senses darkvision 120 ft., passive Perception 17

Languages Common, Elvish, Sylvan

Challenge 13 (10000 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/day). If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses.. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/day). The vampire magically calls 24 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

Bite (Costs 2 actions). The vampire makes one bite attack.

Source: Vampire, *Monster Manual*

VAMPIRE (SPELLCASTER)

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor, 17 with mage armor)

Hit Points 144 (17d8+68)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

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

Senses darkvision 120 ft., passive Perception 17

Languages Common, Elvish, Sylvan

Challenge 15 (13000 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/day). If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses.. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Spellcasting. The vampire is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The vampire has the following wizard spells prepared:

Cantrips (at will): *chill touch, minor illusion, shocking grasp*

1st level (4 slots): *cause fear, mage armor, shield*

2nd level (3 slots): *hold person, mirror image, misty step*

3rd level (3 slots): *counterspell, haste, thunder step*

4th level (3 slots): *blight, greater invisibility*

5th level (1 slot): *steel wind strike*

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's

control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/day). The vampire magically calls 24 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Basic Attack. The vampire makes one unarmed strike or casts a cantrip.

Bite (Costs 2 actions). The vampire makes one bite attack.

Source: Vampire (+Sidebar), *Monster Manual*

Naivara's Lair Actions

Lair Actions

On initiative count 20 (losing initiative ties), Naivara takes a lair action to cause one of the following effects; Naivara can't use the same effect two rounds in a row:

- **Darkness:** Magical darkness spreads from a point Naivara chooses within 60 feet of her, filling a 15-foot radius sphere until she dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Source: *Black Dragon Lair, Monster Manual*

- **Wind Funnel:** A strong wind in a 30 foot by 10 foot line blows towards the open window. One end of the line must be at the window. Each creature in the line must succeed on a DC 15 Strength saving throw or be pulled 15 feet towards the window. Gases and vapors whose area intersects the line are dispersed by the wind and sucked out the window, and unprotected flames in the

line are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

Source: *Brass Dragon Lair, Monster Manual*

- **Whispers of Time:** Naivara glimpses the future, and has advantage on attack rolls, ability checks, and saving throws until initiative count 20 on the next round.

Source: *Gold Dragon Lair, Monster Manual*

VAMPIRE (WARRIOR)

Medium undead (shapechanger), lawful evil

Armor Class 18 (plate armor)

Hit Points 144 (17d8+68)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

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

Senses darkvision 120 ft., passive Perception 17

Languages Common, Elvish, Sylvan

Challenge 13 (100000 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/day). If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses.. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when its starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Greatsword (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is

on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/day). The vampire magically calls 24 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Weapon Attack. The vampire makes one unarmed strike or greatsword attack.

Bite (Costs 2 actions). The vampire makes one bite attack.

Source: Vampire (+Sidebar), *Monster Manual*

Carric's Lair Actions

Lair Actions

On initiative count 20 (losing initiative ties), Carric takes a lair action to cause one of the following effects; Carric can't use the same effect two rounds in a row:

- **Ceiling Collapse:** Part of the ceiling collapses above one creature that Carric can see within 120 feet of him. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, end the buried state on a success.

Source: Blue Dragon Lair, *Monster Manual*

- **Charming Fog:** Magical fog billows around one creature Carric can see within 120 feet of him. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by Carric until initiative count 20 on the next round.

Source: Green Dragon Lair, *Monster Manual*

- **Spiked Debris:** Carric chooses a point on the ground that he can see within 120 feet of him. Broken floorboards and sanctuary pews in a 20-foot radius centered on that point become deadly spikes. The effect is otherwise identical to the *spike growth* spell and lasts until Carric uses this lair action again or until Carric dies.

Source: Copper Dragon Lair, *Monster Manual*

VAMPIRE SPAWN

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8+33)

Speed 30 ft.,

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

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

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

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 5 (1800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4+3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6+3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a

long rest. The target dies if this effect reduces its hit point maximum to 0.

Source: Vampire Spawn, *Monster Manual*

WILLOW WILDEN SENTINEL

Medium humanoid (fey), neutral

Armor Class 12 (16 with *barkskin*)

Hit Points 66 (12d8+12)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	14 (+2)	18 (+4)	15 (+2)

Skills Arcana +4, Nature +4, Perception +6, Religion +4)

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elven, Sylvan

Challenge 4 (1100 XP)

Nature's Fortification (Recharges on Rest). When an adjacent ally is reduced to 0 hit points, the willow wilden sentinel gains 15 temporary hit points.

Nature's Watchfulness. A willow wilden sentinel cannot be surprised and gains advantage on initiative rolls.

Spellcasting. The willow wilden sentinel is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The sentinel has the following spells prepared:

Cantrips (at will): druidcraft, shillelagh, thorn whip

1st level (4 slots): cure wounds, faerie fire, longstrider, thunderwave

2nd level (3 slots): barkskin, heat metal, hold person

3rd level (3 slots): call lightning, dispel magic, wind wall

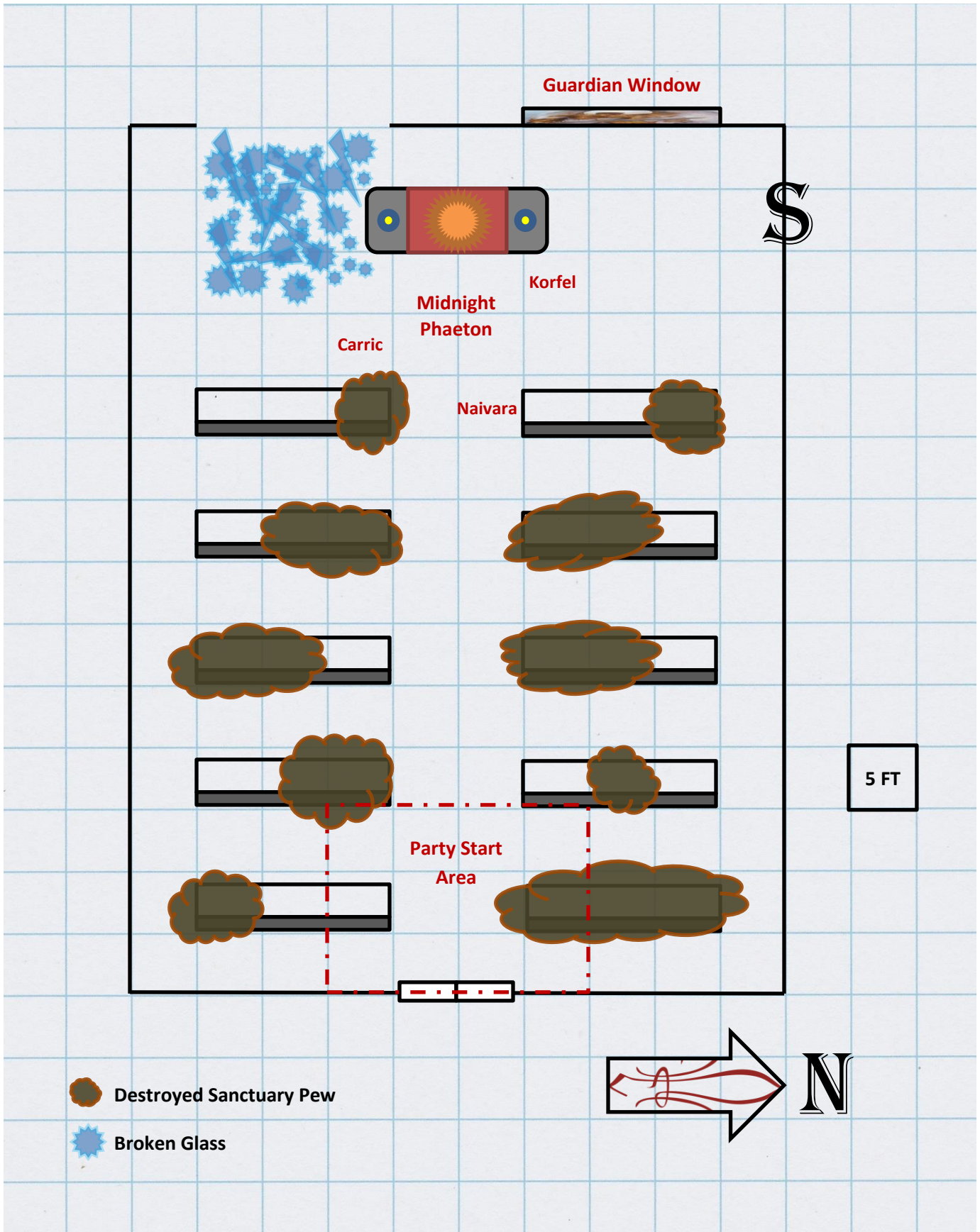
4th level (2 slots): confusion, ice storm

Actions

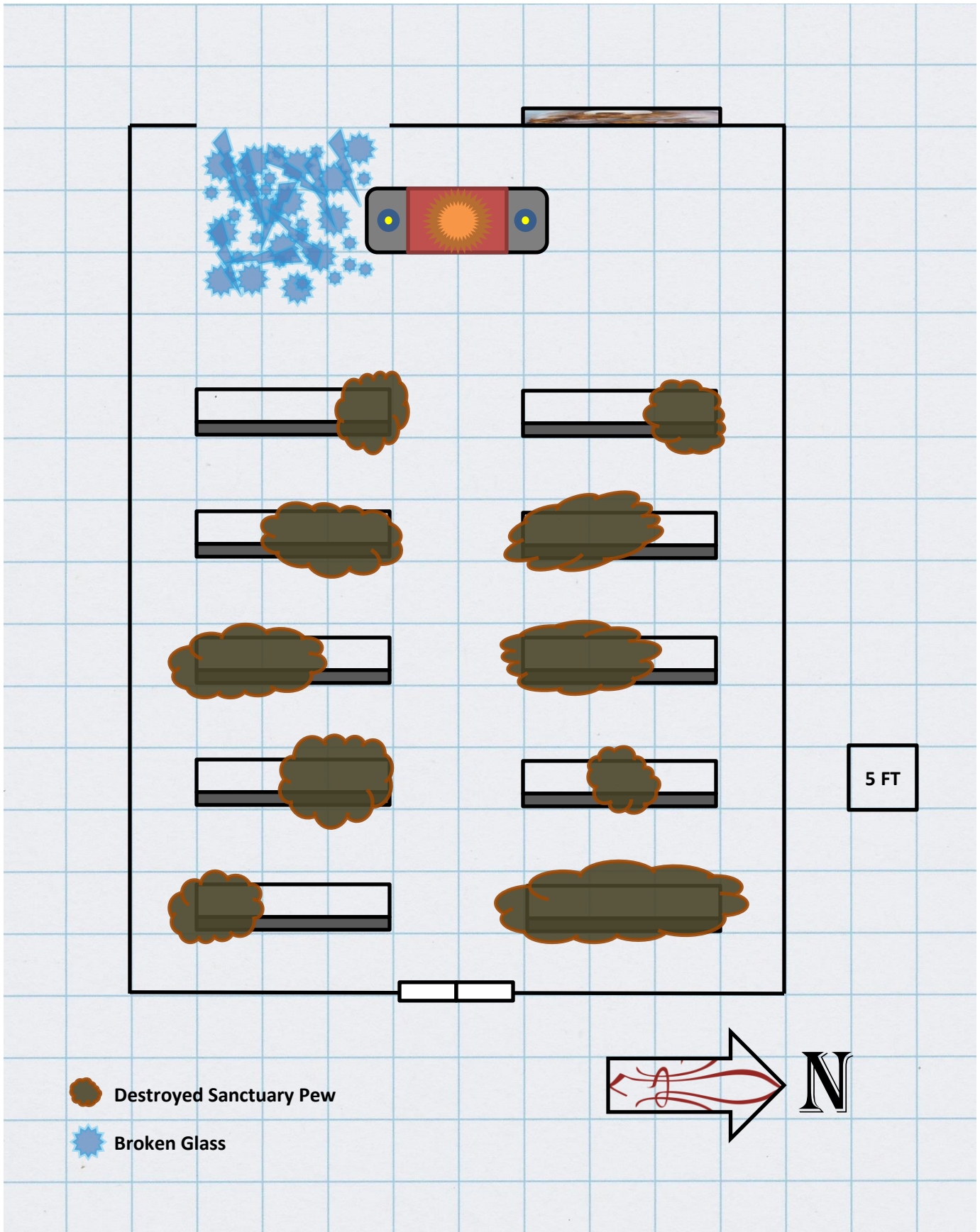
Club. *Melee Weapon Attack:* +1 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, or 8 (1d8+4) magical bludgeoning damage with *shillelagh*.

Source: Willow Wilden Sentinel, *Return of the Lizard King*

APPENDIX 6: DAYWALKERS DM MAP



APPENDIX 6.5: DAYWALKERS PLAYER MAP



PLAYER HANDOUT 1: WRIT OF MISSION

To Whom It May Concern:

The Bearer of this Writ of Mission, as well as any Companions later identified, is granted the power of High Justice of Mulmaster within the Scope of Operations of the Peytír Forestry Camp. Further, the Bearer and any Companions serve at the Pleasure of the High Blade of Mulmaster, and are His representatives, speaking with Mulmaster's Voice of Peace. The Bearer and Companions may command the allegiance of any Armed Forces or Officials of the City of Mulmaster, and resolve Disputes relating to These. For all such matters, the Bearer and Companions have the Force of Law in their Decisions, at the Discretion and Wisdom of the High Blade of Mulmaster and his Council of Blades.

High Blade of Mulmaster:

Selfaril Umuodolphin

For the Council of Blades:

Zora Cora Peytir

For the Brotherhood of the Cloak:

Rastof Shan

PLAYER HANDOUT 2: FACTION INTELLIGENCE

Emerald Enclave

With the Elves losing command of the Cormanthor Forest with the destruction of Myth Drannor, numerous other forces have begun moving and awakening in the Forest. These forces may be related to the Forestry Camp's problems. Any information that could lead to containing these forces in the future could prove extremely useful.

Your friend,

Seranolla

Harpers

Ever since Thantulthar was brought down onto Myth Drannor, strange magic has been reported throughout the Cormanthor Forest. While initially centered in the area of the old mythal, scouts and other friends have reported the warped magic slowly moving outward. Make note of any magical anomalies you encounter, and if possible, resolve them swiftly.

In Mystra's Name,

Ollisara Lightsong

Lords Alliance

Zora Peytir is one of our strongest allies in the Council of Blades, but the Thayans' immediate response to the tragedy a couple of years past has led to the Government of Mulmaster pulling away from their promises to the Alliance. Remind the Zora of our usefulness as allies, and if that fails, find a way to bind her family and operations closer to the Alliance.

For civilization.

SEER

Order of the Gauntlet

While it is tempting to solve problems with the strength of our arms alone, Mulmaster is in no position to do so currently. Make sure that any issues are resolved with a minimum of violent conflict. Be not afraid to stand between Mulmaster's citizens and any threats that must be resolved via force. The city cannot stand against any significant forces at the moment.

Remember, as a member of the Order of the Gauntlet, you can stand in as a representative in an honor duel, or as a duel judge, under Mulmaster's laws, if that is an appropriate way to resolve a conflict between citizens.

Sincerely,

XERN

Zhentarim

The families of many of our agents work for Zora Peytir. Forestry work is minimally skilled but well paying. Communications from workers at the Forestry Camp have been scarce on details but full of fear. Remind those who are loyal that we are loyal in return. Fear for fear, blood for blood, vengeance for oath-breaking. Let no one forget.

Every blade a black blade.

PLAYER HANDOUT 3: SEALED ORDERS

Cloak -

Eyes Only.

This message will self-destruct in 1 minute.

Dar'lon Ma is up to something, and Selfaril is relying on him more and more for arcane matters, when he should be coming to us for such things. Cloak wizards would have been a better choice as an immediate response, rather than the Soldiery, and far cheaper. I suspect the goal is simply to increase the government's reliance on Thay's coffers to meet our obligations.

Soon, I'm afraid it will be too late to extricate the Thayans from our government. If there is any opportunity to weaken their hold, or make them look bad to Selfaril, I would be most disappointed if someone were not to exploit it.

R.S.

PLAYER HANDOUT 4: THE FOREST COUNCIL

Council Member	Public Demand	Private Demand	Dark Secret
Galinndan Caphaxath <i>(Archdruid)</i>	The cut down trees must be replaced, at least going forward, with new trees, on a one-to-one basis at a minimum.		
Sister Alecto (and Coven) <i>(Green Hags)</i>			
Solstice Aurora <i>(Unicorn)</i>			
Rainnuthrinn -saelsyllin <i>(Wilden)</i>			
Lady Xanaphia <i>(Pixie)</i>			
Prince Dayereth <i>(Sprite)</i>			
Maedcoh <i>(Satyr)</i>			
Dusceliphe <i>(Dryad)</i>			
Beechblade <i>(Treant)</i>			

PLAYER HANDOUT 5: PULLED THREAD

Perception. A *pulled thread* is often easy to spot, as it has a peculiar warping effect as if both leaking and drawing in energy. Under normal circumstances, no specific skill check is needed to spot one.

Presence. A *pulled thread* is often linked to a specific school of magic, and links directly to the Weave. If a creature attempts to cast a spell of that school while within five feet of the *pulled thread*, there is a 50% chance of that spell being empowered (as per the sorcerer metamagic ability) and a 50% chance of that spell being countered and absorbed by the Weave itself (the spell has no effect, but the spell slot is expended).

Power. A *pulled thread* radiates energy. Any character proficient with Arcana and any creature that is capable of casting spells or using magical abilities can feel the siren call. If such a creature is within 50 ft. of a *pulled thread* at the start of their turn, they must succeed on a DC 10 Wisdom saving throw or else they must cast a non-cantrip spell this turn if they spell slots remaining; alternatively, a creature could use a magical ability if it has no spell slots remaining. Each time a creature succeeds on this saving throw, the DC is increased by 2; this effect resets after the creature has rested for a tenday. A character proficient in Arcana automatically knows what school a *pulled thread* is linked to.

Artificer's Bane. A creature that possesses permanent magical items but no spell slots or magical abilities still feels the summons of a *pulled thread*. Such creatures must still make the Wisdom saving throw as noted above, and if they fail, they are compelled to plunge one of their permanent magic items into the exposed *pulled thread*. When this happens, the item becomes nonmagical for a tenday.

Countermeasures. A *pulled thread* is repaired and removed when a spell of the associated school is successfully cast on the thread itself with no other targets, or when a permanent magic item is plunged into it.

Source: *Pulled Thread, Lost Tales of Myth Drannor*

PLAYER HANDOUT 6: MIDNIGHT

PHAETON'S HORN

MIDNIGHT PHAETON'S HORN

Weapon (any melee piercing), very rare

You gain a +3 bonus to attack and damage rolls with this weapon, which takes the form of any melee piercing weapon of your choice (choice made when item is received and is permanent from then on).

The weapon retains the glittering, pearlescent sheen and spiraling pattern of the unicorn's horn. Additionally, anyone holding the weapon can say **Phaeton** to cause the weapon to glow with bright light for a radius of 20 feet and dim light for a further 20 feet. The light lasts for 1 hour or until someone holding the weapon says **Midnight**. Any good aligned creatures in the bright light feel slightly more at ease (no mechanical effect), as if caressed by the first rays of moonlight on a dark night.

PLAYER HANDOUT 7: NAIVARA'S

SPELLBOOK

This simple black leather book with a setting sun on the cover in gold might be a journal in any other hands, but in the hands of a wizard, it is something else, something greater.

1st: *cause fear, mage armor, shield*

2nd: *hold person, mirror image, misty step*

3rd: *counterspell, haste, thunder step*

4th: *blight, greater invisibility*

5th: *steel wind strike*

PLAYER HANDOUT 8: STORY AWARDS

Investor in the Future

You have declined immediate payment for an investment in Mulmaster's future, helping the city greatly during this troubled time. Your lifestyle costs when spending downtime in Mulmaster in the future are reduced by 1 gp per day, as your investment begins to pay dividends.

Additionally, your name is known among Mulmaster's elite as someone with the city's interests at heart. What effect this might have on future opportunities remains to be seen.

Wrath of the Fey

The fey of the Cormanthor Forest have better things to do than actively hunt you down, but they do recognize you if they come across you. There is a 5% chance in any future adventure that takes place in the ancient forest, that when you leave the Cormanthor Forest, you find yourself in the Feywild instead of the Prime Material Plane. You can return from the Feywild as outlined in the *Adventurers League FAQ*.

To reduce the anger of the Fey at you, you can instead spend 25 downtime days in the service to the forest, doing things such as planting trees, tending to animals and other creatures injured by civilization's incursion, running errands for or otherwise amusing the fey, or similar other activities. Once you have done so, void this story award.

Fate of the Recipe

You gave the recipe for the unicorn blood potion that permitted corporeal undead to ignore the effects of sunlight to:

- If you gave this rare tome to someone with whom you have an enmity (either them personally or a faction they represent), you can remove that story award and this one.
- If you gave the book to someone with whom you do not have a negative relationship (either them personally or a faction they represent), you are considered to have a Favor with them, if that specific Favor is ever important.
- If you attempted to destroy the book and failed, you are barred from future access to the Library of Trees.
- If you instead destroyed the book, well, the knowledge is gone for now, but is knowledge ever truly lost, or merely forgotten for a time?