

RISING SHADOWS

the eye in the mist



ADVENTURERS LEAGUE

CCC-BMG-moon2-3

eric mence

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THE EYE IN THE MIST



The events at Dynnegall revealed evidence that a new threat to fey and Ffolk may have emerged on Moray. The ties to prophecy are too strong to ignore. If true, every moment is critical. The Earthmother herself shudders as attention turns to the Eye in the Mist, a moonwell in the forest of Moray's eastern coast

A 4-Hour Adventure for 1st-4th Level Characters

By Eric Menge

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CCC-BMG-MOON2-3 *The Eye in the Mist*

Introduction

Welcome to *The Eye in the Mist*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *The Moray Trilogy*™ storyline season.

This adventure takes place in Tarthwood, also known as the Veiled Forest, on the eastern shore of the island of Moray in the Moonshaes, as well as inside the moonwell at the heart of that forest.

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

Adjusting This 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 (rounding .5 or greater up; .4 or less 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 running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

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 your **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 a 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 that the players don't finish too early; provide them with a full play experience.

Adventure Primer

*“Blood and rage! These will waken great Kazgoroth!
Then we will awash Moray in slaughter! All will be prey
to us. We will hunt, and we will feast!”*

— Kauth, the Shadow of the Beast

Adventure Background

The Black Blood Tribe is a band of Malar-worshipping lycanthropes who has unleashed the Howling Disease on Moray. This mutated form of lycanthropy not only infects humanoids, it also transforms fey into shadow creatures.

The source of the Howling Disease is the Eye of the Mist, the moonwell of the Tarthwood on the northeastern coast of Moray. Moonwells are holy pools of water, sacred to the Earthmother – the primal nature spirit of the Moonshaes.

Llyneth, the druidic steward of the moonwell, had latent black blood (inherited natural-born lycanthropy). She fought against her tainted legacy, but the call of the moon and rage was too strong. On a recent full moon, Llyneth lost the fight and the beast within emerged.

The Black Blood Tribe used the transformed druid to summon Kauth from the Shadowfell. He has taken the form of the Shadow of the Beast, and the Black Bloods believe Kauth is a servant of Kazgoroth, an aspect of Malar who wishes to destroy the Balance of Nature in the Moonshaes and is sometimes known as “The Beast.” In truth, Kauth serves a different master from the Shadowfell, whose true nature has not been revealed yet.

Kauth used Llyneth’s body as his shell in the mortal world, and pushed her spirit into the moonwell, where it was lost beneath Kauth’s rage, hate, and hunger. He then corrupted the Eye in the Mist, transforming its healing powers to create the Howling Disease that the Black Bloods have spread through Moray. Kauth intends for the Howling Disease to sow chaos among the fey across the Moonshaes.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

The Eye in the Mist. The Eye in the Mist is the moonwell in the northeastern forest of Moray. It is tended by the druid Llyneth but is currently corrupted by Kauth.

Hyll the Ugliest Hag (HEEL). Hyll is a green hag who suffers under a Seelie curse. Her coven expelled her, and she dwells alone in Tarthwood. She seeks sanctuary from Llyneth.

Kauth (KAWTH). Kauth is a servitor of a secretive master from the Shadowfell. He has taken the form of the “Shadow of the Beast” and managed to possess Llyneth through her tainted black blood ancestry. Kauth is using Llyneth’s body as his shell in the mortal world and corrupted the moonwell in Tarthwood. He seeks to spread the Howling Disease and bring chaos and fear to the fey of the Moonshaes.

Llyneth Kincaid (LEH-neth KIN-kade). Llyneth is the druid of the Eye in the Mist. A dark legacy from her ancestry allowed Kauth to possess her. Her spirit is now lost in the mist of the moonwell.

Snicket (SNICK-let). Snicket is a quickling who serves Hyll and acts as her intermediary and messenger.

Tarthwood. Often called the Veiled Forest, Tarthwood is a mixed coniferous and deciduous forest in the lowlands of northeastern Moray. At its heart is the Eye in the Mist.

Adventure Overview

In this adventure, the party must find the source of the Howling Disease that plagues Moray. They find the source is an agent of the moonwell who has possessed a great druid and corrupted a moonwell.

The adventure is divided into five parts:

Part 1. The party must decipher a prophecy regarding the Howling Disease.

Part 2. The party enters the Tarthwood, looking for the source of the Howling Disease. They are ambushed by the Black Bloods and then approached by a possible ally.

Part 3. The party meets with Hyll, the Ugliest Hag, who offers them a bargain. If they accept, she shares with them how to defeat Kauth, rescue Llyneth, and cleanse the moonwell.

Part 4. The party ventures into the moonwell, to find a demiplane on the border of the Shadowfell. There, they must overcome a series of tests to allow Llyneth to escape.

Part 5. Llyneth and the party return to the moonwell’s grove where the druid fights to regain control of her body. She needs the party’s help to weaken Kauth so that she can break his hold on the moonwell.

Adventure Hooks

The adventure begins in either Dynnegall or Caer Moray.

Prophecy Revealed. If the adventurers played CCC-BMG-MOON2-2 *Army of the Unseen*, they begin in Dynnegall after uncovering a prophecy concerning the Howling Disease. Which reads as follows:

“An eye turns in the mist as dark blood boils and churns. Vengeance and rippling death will quake through the noblest fey. Endless shadows will howl as reality unbinds, crying to the darkness that waits in veiled lands.”

Give the party **Appendix 4A**. While the maddening impulse to write the words that they felt in MOON2-2 has faded, that doesn't stop the prophecy from visiting the adventurers dreams along with visions of dark woods and whispered chants.

If the adventurers wish to continue seeking a cure, they must follow its clues to find the Eye in the Mist.

A Troubled Mother. If none of the characters have played MOON2-2 *Army of the Unseen*, they begin this adventure in Caer Moray. The party is approached by Seren, a wood elf archer. Her son, Andras, who resides in Dynnegall to the south, recently found a book that has a dread prophecy in it regarding the Howling Disease. She wants the party to learn more about it. The words are:

“An eye turns in the mist as dark blood boils and churns. Vengeance and rippling death will quake through the noblest fey. Endless shadows will howl as reality unbinds, crying to the darkness that waits in veiled lands.”

Give the party **Appendix 4A**. Once the characters read the prophecy it haunts their dreams as they have visions of dark woods and whispered chants as if they've played MOON2-2.

Seren also wants the party to find her after they are done investigating the prophecy. She's concerned about her son's safety. (This leads to the adventure that unfolds in MOON2-2.)

Roleplaying Seren

This resilient Llewyr elf has a demeanor of sincerity but isn't opposed to weaving friendships. Despite her candid nature, she does have a sensitive side and engages in small talk and banter. If the adventurers foster bonds with her, she's more likely to assist them later in the adventure, so it's essential any attempts they make are recognized.

Adjudicating Lycanthropy

Because the party confronts a large number of lycanthropes in this adventure, please note the following.

- Characters who contract lycanthropy don't become a werebeast until the next full moon, which doesn't happen in this adventure. The moon is currently quarter full.
- Characters must have the curse removed at the end of play of this adventure or the character is retired and no longer able to play AL events.
- Removing the curse of lycanthropy normally costs 90 gp and can be performed by a cleric of Helm in Caer Moray. If the party is successful, Orwin Rhys, the Earl of Moray, covers the cost of this spellcasting.

Part 1. Deciphering a Prophecy

Estimated Duration: 30 minutes

Make it clear to the party that they need to investigate the prophecy. It gets in their head and fills their dreams. The adventurers have a supernatural urge to find out what these words mean. Anyone they talk to in the Moonshaes about this supernatural urging believes that this is caused by the Earthmother who commonly works through omens, portents, and prophecies.

See **Appendix 3A** for a map of the southern Moonshae Isles, including Moray.

Insight and Lore

If the party studies the prophecy, have them make a DC 12 Wisdom (Insight) or Intelligence (Investigation) check for each of the points below. With an unsuccessful check, characters identify the language is important but not its meaning. For a successful check, they also know the explanation.

- “*An eye turns in the mist*” This seems to be a metaphor or a reference to something supernatural.
- “*dark blood*” This is likely about the Tribe of the Black Blood.
- “*noblest fey*” This implies that the fey are involved.
- “*endless shadows*” This seems to be a reference to a specific menace or a foretelling of doom.
- “*veiled lands*” This seems to indicate a specific place. Perhaps one that is commonly hidden or cloaked in fog.

The party can make lore checks to understand more about these passages. They can also skip directly to **Finding Leads** below to get help from other people in Caer Moray.

Eye Turns in the Mist

- **DC 12 Intelligence (Religion)** One of the two moonwells on Moray is known as the “Eye in the Mist.” A moonwell is a font of power for the Earthmother, a primal nature spirit worshipped by the Ffolk.
- **DC 15 Intelligence (Religion)** Each moonwell can be found in a grove tended by a powerful druid. This druid has access to the powers of the moonwell and can influence the forest.
- **DC 15 Intelligence (History)** The Eye of the Mist is tended by the druid Llyneth. She is a quiet woman who recently assumed stewardship of the moonwell.

Dark Blood

- **DC 10 Intelligence (History)** The Tribe of the Black Blood are lycanthropes. The Black Bloods are an

extremely powerful faction on Moray, bringing terror throughout the island.

- **DC 12 Intelligence (History)** The Black Bloods are dedicated to returning Kazgoroth to the Moonshaes and ushering in an era of feasting and destruction.
- **DC 12 Intelligence (Religion)** Kazgoroth is a primal spirit who seeks to destroy the Moonshaes and slay the Earthmother.
- **DC 10 Intelligence (Arcana or Nature)** Lycanthropes can only be harmed by silvered or magical weapons. They are also susceptible to spells.

Noblest Fey

- **DC 10 Intelligence (History)** The Moonshae Isles have seen a drastic increase in fey migrating to the islands from the Feywild in the past century.
- **DC 12 Intelligence (History)** Tarthwood is the home to many fey, both good and evil.
- **DC 15 Intelligence (History)** The most powerful fey in the Moonshaes are the leShay, the eladrin noble of Sarifal.

Endless Shadows

- **DC 12 Intelligence (Arcana)** Endless shadows could be a reference to the Shadowfell.
- **DC 15 Intelligence (History)** A number of portals open to the Shadowfell beneath Citadel Umbra in Gwynneth.

Veiled Lands

- **DC 12 Intelligence (History)** Tarthwood, the forest on the northeastern shore of Moray, is sometimes called the Veiled Forest. The forest is almost always cloaked in mist that rises from the sea to the east.
- **DC 12 Intelligence (Religion)** Tarthwood is the site of the Eye in the Mist, one of the two moonwells on Moray.
- **DC 15 Intelligence (History)** Tarthwood has recently become a hunting ground for the Tribe of the Black Blood and is a dangerous place to visit.

Finding Leads

After studying the prophecy, the party should want to know more about the Eye in the Mist, Llyneth, and the Tarthwood. If the party didn’t make many of the lore checks, they’ll definitely need to talk to possible leads in Caer Moray.

If the party played CCC-BMG-MOON2-1 *Defenders of Caer Moray* and have the **A Friend in Caer Moray** story award, you can use that friend to give the party more information. If no one in the party has that story award, then use one of the NPCs from that adventure to provide them more information. They’re listed below.

- **Brodrick Nails.** (BRO–drick Nails) He’s a large jovial, balding carpenter with a work belt filled with carpentry tools. He also has a magnificent mustache. He enjoys physical competition and activities.
- **Sandra Taggard.** Known as the “Lily of Caer Moray,” Sandra is a barkeep at the Darkening Moon. She is a full-figured woman who likes to play cards and drink whiskey, especially the house whiskey. She is always up for trying imports from elsewhere. Sandra loves to tell and hear stories.
- **Captain Tybie Gow.** (TIE-bee Gow) Tybie is Captain of the Palisade Guard. She’s a fit and tall middle-aged woman who has made a name for herself in Caer Moray. She’s serious when on duty but is quite affable when off duty and known for her scathing wit. Tybie loves to talk about famous battles, tactics, and martial techniques.

These individuals have all the knowledge of the DC 10 or DC 12 lore checks given above. They all direct the party to the druid Brython, who can be found at his cottage just outside of Caer Moray. They give the party directions to find him.

If the party has not yet played MOON2-1 and they intend to do so, use this opportunity build up a friendship between the party and the NPC, which will become important in that adventure.

Brython the Druid

The party can find Brython at his cottage, which is on a goat farm just outside the walls of Caer Moray.

You find Brython behind his cottage caring for some goats. He’s a young Ffolk man with the long mustache and dressed in forest green vestments. You notice that the goats here all seem to be injured or sick.

Brython is a druid of the Earthmother and serves as steward of Caer Moray and its surrounding farms. He is currently nursing some goats back to health. If any of the characters have the *Hero of Dynnegall* story award from MOON2-2 or *Defender of Caer Moray* story award from MOON2-1, he recognizes them immediately and is very impressed with their accomplishments. If asked how he survived MOON2-1, he answers, “Wild Shape.”

Roleplaying Brython

Brython is an earnest young man and a devout follower of Earthmother. He cares deeply about the people and animals of Caer Moray. He’s nervous in large groups (such as an adventuring party) which causes him to stutter. He has quite the green thumb and is great with animals, making him popular with the farmers in Caer Moray.

Quote: “You sh-sh-should be careful in Tarthwood. W-w-wolves hunt on two legs there.”

Brython can tell the party any of the information from the lore checks listed earlier, including the DC 15 checks. If shown or told the prophecy, he tells the party that they should speak with Llyneth, the great druid of the moonwell in the Tarthwood. She would know more as she is a senior druid on the island.

Brython has not heard from Llyneth in nearly a month, and she usually sends him notes via animal messenger every week or so. The prophecy fills him with concern for his mentor, and he asks the party to go check on her. He’s afraid to travel to her with all the Black Blood raids.

If the party agrees to seek out Llyneth, he warns them about the Black Bloods. If none of the party has a silvered weapon, he loans them his silvered longsword. They must return it after the adventure.

While he won’t accompany them into the forest, he gives them a ride in his chariot (it’s a Celtic-style chariot and large enough for the party) to the edge of the Tarthwood, which is about 10 miles to the east of Caer Moray.

Supplies and Silvered Weapons

The party can purchase supplies in Caer Moray for an expedition into the forest. All supplies listed in the *Player’s Handbook* are available. Of particular interest is a supply of silvered weapons, as described on p. 148 of the *Player’s Handbook*. Any weapon is available if the adventurer has the coin to spend.

Part 2. The Veiled Forest

Estimated Duration: 30 minutes

In this part, the adventurers enter Tarthwood to find the druid Llyneth. Instead, they find a forest filled with danger.

General Features

Tarthwood has the following general features.

Terrain. The land is heavily forested with a mix of deciduous and coniferous trees, depending upon the precise location. The landscape is hilly as the island climbs from the shoreline to the central moors of the island.

Weather. The weather is slightly chilly and overcast with occasional drizzling rain. The forest is constantly shrouded in mist and is lightly obscured out to 100 feet and the heavily obscured past that.

Light. Dim light pervades throughout Tarthwood during the day. At night, it descends into darkness.

Smells and Sounds. The scent of wet foliage and pine fills the air of the forest. The smell of moss and rotting wood is common. The forest is full of creepy noises.

A. The Forest's Edge

The Tarthwood is about 10 miles east of Caer Moray. The party can ride with Brython on his chariot or travel however they please. When the party approaches the forest, read the following:

Brython's chariot devours the miles between Caer Moray and the Tarthwood. The open moorland is perfect terrain for the chariot, and Brython likes going fast.

When you reach the edge of the forest, the terrain slopes down, and the foliage becomes denser until it becomes thick forest. Mist stubbornly lingers in the hollows. You can see a small hunter's path winding its way into the forest.

Brython tells the party that the Eye in the Mist can be found in a dell at the center of the forest. All the paths in the forest lead to the moonwell, including the one here. If they keep going downhill, they'll find it.

The party can take the hunter's path or just trailblaze through the trees to find the Eye in the Mist. Either way leads them to Area B.

B. Prey of the Black Blood

When the party enters the forest, read the following: Change the wording as necessary if the party did not take the path.

The narrow path twists and turns as it descends into the dark forest, following a wandering stream. Soon the light of the moors is gone, leaving you in a twilight realm of trees and mist.

The edge of the forest is innocuous and has an ethereal beauty. Because of all the water, everything is lush and green. The forest becomes creepier as the party ventures deeper into the woods.

After an hour's travel down the path, the party encounters an effigy left by the Black Bloods. No check is needed to notice it.

Ahead of you near the path, you see some sort of figure either floating above the forest floor beneath a tree branch. It's humanoid, but you can't make out any more about it because of the mist.

The effigy is about 60 feet away from the party at this point. If any of them approach the effigy for a closer look, read the following.

Hanging from a tree near the path is an effigy made from the skull and ribcage of a deer. The bones are lashed to a wooden pole which supports the spine and acts as the prop for the skull. A drape of rotting wool hangs from the effigy that stares back at you with empty eyes.

Adventurers who make a successful DC 12 Intelligence (History) check know the effigy was made by the Tribe of the Black Blood and left as a warning.

The effigy is part of a Black Blood ambush and is actually a scarecrow using its false appearance power. The rest of the ambush consists of a werewolf and two wolves. They sneak up on the party from the side while they interact with the effigy.

Adventurers must pass a DC 14 Wisdom (Perception) check or be surprised. Remember that the party is at disadvantage on the roll because of the mist (-5 to Passive checks). Those who pass notice the Black Bloods when they are 40 feet away and are not surprised when they launch their attack.

When the party sees the wolves, read the following:

Gliding silently through the misty forest are three wolves – their mouths open in an anticipation of the kill. The leader of the wolves is larger than the other two and appraises you with intelligent eyes.

C. The Deep Forest

When the party pushes deeper into the forest, they notice that the forest takes on a sinister appearance. Read the following.

As you journey deeper into the forest, it becomes more unnerving. The trees have taken grotesque shapes, and their branches reach overhead like great wooden claws. Some of the knotholes of the trees look suspiciously like eyes. Silence and mist cover everything.

The appearance of the trees is a symptom of Kauth's corruption. The trees don't respond to any actions the party takes. They can chop down trees as they wish, but fires sputter and burn out because of the dampness.

As the party progresses, do your best to creep them out. Use the following suggestions or make up your own methods to ramp up the tension.

- Knotholes seem to be watching the party as they walk through the forest.
- A wind sighs the words "come to me."
- A low moan or possibly a growl echoes through the mist-shrouded forest.
- Wolf prints cross the path. Are they the same group that ambushed the party earlier? The party can't tell.
- An unseen bird cackles in the boughs of the trees, almost as if in response to something one of the party said.
- The mist forms clawed tendrils that drift across the ground, as if searching for something. They can be easily avoided or dispersed.
- Off in the distance, the party can see another effigy that seems to be looking at them. These are harmless effigies and not scarecrows. There always seems to be one in sight, just a little bit further from the path, as if the effigies are luring the party deeper into the forest...

d. A Quick Warning

After a two-hours walk from the ambush site, the party draws close to the Eye in the Mist, where they are approached by Snicklet, a quickling and a servant of Hyll, a green hag. She sent him to bring the party to meet with her. His speed is 120 feet, so he moves from a hiding place that far away to a spot adjacent to the party in a single round.

"Pssst hey you!" a high-pitched voice says from below you. Looking down, you see a small fey who was not there a moment ago. He has violet skin and pale-yellow hair and is dressed in a jerkin and hose. He sports two enormous yellow eyebrows that stretch off his face and end in a curl. His eyes twitch as he concentrates on his rapid-fire words. "Don't go this way. The Shadow of the Beast'll kill ya. Ya need t'talk t'my mistress. Come with me!"

Snicklet warns the party of the danger that lies ahead and tries to convince them to meet with Hyll instead. He won't refer to her as a hag right away, just a very wise faerie. The party can drag it out of him with pointed questioning. He tells the party the following:

- "The forest's tryin' to lure ya to the Eye 'n the Mist. The Shadow of the Beast rules there, and y'll certainly die. Then y'll be dead and not able t'listen. Stupid, dead people can't listen."
- "Y'should meet with Hyll. She needs ya; ya need her. She'll talk; y'll listen. Why are ya waitin'? Let's go! Now. Now. NOW!"
- "I don't know why Hyll wants to meet ya, but she sent me to getcha. That means 'tis super important and has t'be done. Chop-chop!"
- "'Tis safe to meet with Hyll. She needs ya and won't harm ya. Cross my heart and hope t'die. Stick a needle in m'eye!"
- "'Tis not far at all. Maybe a few minutes' walk. Oh wait, ya lumber. So more minutes. AIGH, SO many minutes! Why're ya so slow?"
- Snicklet doesn't want to fight and runs away if the party attacks him.

Roleplaying Snicklet

Snicklet is a quickling, a fey whose existence is hyper accelerated. He talks fast, constantly jitters and fidgets, and gets bored really easily. He craves constant stimulation. He loves smack talk and enjoys playing tricks on lumberlings (anyone not a quickling) to entertain himself.

Quote: "Bite m'tongue till it's bloody y're so slow I'm dyin' of boredom ya wide-bottomed heffer!"

Developments

If the party decides to go with Snicket, go to Part 3.

If the party rejects Snicket's invitation, Hyll uses her power to influence the forest. Whether they are on the path or not, they find themselves at the Hag's Hut in Part 3. The change happens gradually so that adventurers only notice with a successful passive DC 14 Wisdom (Insight) check. If no adventurers make the check, they head to the hag's cottage none the wiser. Any efforts to avoid the hag's hut are fruitless. Hyll's influence steers them unerringly there.



Part 3. The Ugliest Hag

Estimated Duration: 20 minutes

The party meets Hyll, a green hag who is suffering under a Seelie curse. She wants sanctuary in the Tarthwood and is willing to help restore the moonwell as part of a bargain to gain it.

General Features

Hyll's cottage and surrounding environs have the same general features as the Veiled Forest.

A. The Hag's Cottage

The cottage of the Ugliest Hag is 1.5 miles (about an hour's walk) through the forest from the Eye in the Mist. When they first approach the cottage, read the following. If Snicklet rescued them from Kauth, they awaken inside the cottage.

You come across a hidden dell, where the trees grow thick and the mist clings to the hillside. At the center of the dell is a cottage shaped like giant toadstool with a tall and tapering cap. Windows pierce the cap at uneven levels, hinting at multiple stories inside, and there's a door in the thick stalk. Everything is damp and wet from the fog.

The cottage of the Ugliest Hag has become a haven for the Unseelie fey of Tarthwood. It's the home of Hyll, Snicklet, two other **quicklings**, and a half dozen **boggles**. The other quicklings and boggles stay in the attic of the cottage inside the toadstool and don't come out.

Snicklet leads the adventurers to enter the door. They can take any precautions they want. He thinks caution is stupid, and they should get on with it!

Inspecting the Hag's Cottage. If adventurers take time to inspect the cottage before entering, with a successful DC 12 Wisdom (Perception) check they notice that the cottage's roof has dried mud splattered on it, but it's flaking off in a few places. A character can pick off the mud to reveal a brightly colored red with white dots toadstool cap. As soon as they do that, Snicklet runs over to cover the exposed spot with fresh mud and tells them that the Hyll won't like that and to leave things alone!

Meeting the Ugliest Hag

When the party enters the cottage, read the following:

The inside of the cottage is small and cramped. Trinkets and baubles are everywhere. They fill nooks in the wall, cover tables, and hang from the ceiling. Some are bizarre; others are downright creepy.

On the far side of the room is a faerie who's peering into a cauldron lit by green flames below. You can't tell too much about her, as she's dressed in rags that cover every part of her body. Over her head, she wears a burlap sack on which there's a drawn face of a hag.

Hyll is a **green hag** and part of the Gloaming Court. She was cursed by High Lady Ordalf of Sarifal when the Court of Stars banished grandmother hag Urphania, for dread deeds in the Feywild. Ordalf cursed Hyll with the beauty and demeanor of a nymph until such time as "the mask becomes the face."

Hyll is horrified by her transformation. She hates her cute and adorable appearance and her soft, willowy voice. Her attempts to wreck her new appearance have proven fruitless as her hair grows back, her scars vanish, and her teeth grow back in.

No one fears her, and her standing in the hag community is ruined. Her coven kicked her out when she lost all of her warts and stripped her of her hag name. (It wasn't Hyll. Hyll just means "ugly.") She now lives alone and in a shadow of her former haggly glory.

Hyll hides her lovely appearance under rags and a burlap sack on which she has drawn a rough approximation of her old guise. She hopes that this is the mask that will become the face and break the curse. She's wrong.

Roleplaying Hyll

Hyll refers to herself as the Ugliest Hag. In her eyes, her nymph-like looks and demeanor are a curse that have destroyed her life. Hyll attempts to say terrible things but in her sweet, honeyed voice they don't sound so bad. She tries to be intimidating, but it comes off as adorable. This just makes her angrier. She's just as evil as any hag, but the curse twists everything she does to be helpful and kind.

Hyll's appearance under her rags is completely up to you! She masks herself with a glamour (a fey illusion) that varies wildly but is always comely. Yellow skin with cotton candy pink hair. Grass green skin with black tresses. Anything is possible. Have fun!

Quote: "NO! I must leave the sack on! My visage is too horrible for you to withstand!"

Hyll's Bargain

Since she was cast out of her coven, Hyll has wandered from forest to forest, seeking refuge. She recently settled in the Tarthwood and finds the misty forest to her liking. The hag views Llyneth's predicament as an opportunity and wants to strike a deal with Llyneth that allows her to stay.

Hyll offers the party a bargain. She'll help them rescue the great druid if they promise to champion her request for sanctuary to Llyneth. They must solemnly swear that they'll advocate for Hyll and do all in their power to convince the great druid to let her stay in the Tarthwood. Not every character has to agree to the bargain. Hyll is satisfied if only one adventurer does.

In return, Hyll offers to tell the party how to free Llyneth's spirit and give them the means to do so. She's willing to offer the following to sweeten the pot with good roleplaying or appropriate social checks.

- A recounting of Llyneth's tragic tale.
(see **A Grim Faerie's Tale** below)
- A magic potion which will protect them against cold.
- Permission to take either a short or long rest in her cottage.

The hag is willing to make any number of assurances to gain sanctuary, such as promising not to eat any babies or make gingerbread houses to lure in children. As long as she's under the curse, she couldn't do it anyway so she's willing to make these concessions. She won't tell the party that and will make it seem like a hardship on her part!

If the party asks about the Howling Disease, Hyll admits that it terrifies her and the other Unseelie fey. The disease hollows out the fey and turns them into shadow creatures ("Makes us 'Has Beens'," Snicket adds). Hyll wants the disease eradicated but is unwilling to confront the Black Bloods directly, as she is afraid that she'll be infected.

Turning Hyll Down. If the party turns her down, Hyll is disappointed and dismisses them from her cottage. (She tries to be stern about it, but she ends up kindly asking them to leave.) They can find the Eye in the Mist on their own (just head downhill!) and face its dangers without her help. She sends Snicket to follow them. If they change their mind after seeing Kauth and his minions, Snicket is there to lead them back. If they're defeated and captured by the Black Bloods, Snicket and the boggles to retrieve their unconscious bodies and bring them back to Hyll.

A Grim Faerie's Tale

Hyll relates the following to those adventurers who agree to her bargain in her whispery, gentle voice.

While the following is presented as bullet points, make it as natural a tale telling as possible and let the party ask questions. As Hyll speaks, the liquid in the cauldron shows the scenes of what she's describing.

- Llyneth had a dark legacy unknown to her. She carried the Black Blood from a distant ancestor.
- The Black Blood surged within Llyneth at the most recent full moon, allowing Kauth to possess her.
- Kauth killed Llyneth's fellow druids and polluted the Eye in the Mist with their blood. He used the corrupted moonwell to create (or maybe summon) the Howling Disease from the Shadowfell.
- Llyneth's spirit still survives. Kauth needs her to maintain his control over the Eye in the Mist so he banished her spirit into the mists of corrupted moonwell.
- To free Llyneth the party must enter the moonwell and rescue Llyneth's spirit. Hyll believes that Llyneth's spirit will attempt to assist the party's efforts within the moonwell. Look for clues and aid!
- Freeing Llyneth's spirit should break Kauth's hold on the moonwell, ending the threat of the Howling Disease to the fey of Tarthwood. It might help the Ffolk of Moray some, but Hyll doesn't care about that.

If the any members of the party agree to her bargain, Hyll offers the following gifts.

- Hyll gives each adventurer a *quickling draught* (even ones who didn't agree to the bargain), allowing them to have the speed of a quickling (120 feet) for one round. The draught spoils on the morrow so it can't be saved for later use. This enables them to get past Kauth and into the moonwell.
- The druids enchanted their grove to prevent fire from working inside its borders. Shadow of the Beast twisted that and only fire can part the mists that hide Llyneth inside the moonwell. To get around this, Hyll gives the party a *hag-flame torch*. The hag magic allows the torch to provide light as a normal torch in the grove and in the moonwell. Hyll warns the party that the *hag-flame torch* will serve them for three tasks before its magic fades.

What if the Party Attacks Hyll?

If the party attacks her, Hyll immediately turns invisible and flees. Afterward, she uses her magic to create an illusory duplicate of herself to bargain with the adventurers. If that still doesn't work, then the party can face Kauth on their own.

Treasure

The potion Hyll gives the party is a *potion of cold resistance*.

B. A Needle in the Eye

When the party is ready, Snicklet leads them back to the Eye in the Mist. When he gets to the edge of the grove, he pulls them close and whispers:

“You’re gettin’ a burst o’ speed lika quicklin’. Ya gotta do this right. I wanna hear some snark as ya pass these lumberlings. ‘Tis the quickling way. I’ll be watchin’ and judgin’. Now go make me proud!”

With that, Snicklet zips away into the underbrush. When the party gets close enough to see the grove, read the following.

The moonwell’s grove is an ovoid ring of oak trees. Inside that circle are eight trilithons—stone structures with two vertical stones topped with a single horizontal stone. At the center of it all is the Eye in the Mist—a 20-foot-wide pool, which boils with fog. A pungent sulfuric smell emanates from it.

Standing next to the moonwell is a misshapen human woman. Her mouth is distended and full of sharp teeth, her hands are like claws, and she walks slightly hunched over like she’s wearing clothes too small.

Around her are four werewolves, dropping what are obviously human bones into the moonwell.

With a successful DC 12 Intelligence (Nature) check, adventures know that the moonwell is normally filled with water, not mist. This is a by-product of its corruption.

With a successful DC 15 Intelligence (History) check, the party recognizes the misshapen woman as a warped form of Llyneth.

Kauth is barely holding human shape. If combat breaks out, the human form of Llyneth grows, twists, and transforms into a huge beast that has the stats of a **tyrannosaurus rex**.

If attacked Kauth is joined by four members of the Black Blood tribe who are **werewolves**. He also has corrupted the 24 **awakened trees** that ring the grove to obey his commands.

The party should avoid fighting the enemies here and make a run for the moonwell! Let them decide how they want to get past Kauth and his minions. The most obvious solution is the *quickling draught*. With the speed of a quickling, the party can take the disengage action to avoid all opportunity attacks and still get to the moonwell in a single round. However, if the party comes up with other clever ways to reach the moonwell, let it happen.

When the party is ready to make their move on the moonwell, read the following:

As soon as you drink the quickling draught, you feel your heart racing in your chest. This can’t be healthy. When you start running for the moonwell, the trees and stones all become a blur. You can barely make out the look of surprise on Kauth’s face before you plunge into the mists of the moonwell.

Characters are free to make comments to Kauth and the other Black Bloods as they pass through. All comments enrage Kauth, who fumes in response. Snicklet is indeed watching. If he’s pleased with the snarky comment (up to you!), he gifts the party a potion at the end of the adventure.

Treasure

If the party makes an appropriately snarky comment to Kauth, Snicklet finds them after the adventure to give them a reward. See Treasure in Part 5.

Developments

When all the adventurers are in the moonwell, go to Part 4.

Part 4. Lost in the Mist

Estimated Duration: 1 hour 50 minutes

In this part, the adventures enter a misty demiplane created by the Shadow of the Beast inside the Eye in the Mist to trap Llyneth's spirit. Kauth needs the druid's spirit intact to maintain the connection to the moonwell, but he didn't want her interfering with his plans, so he banished her spirit here.

Llyneth's spirit can be rescued if the party can overcome four different tests. Each of the tests in some way deals with overcoming the rage and anger that is the legacy of her black blood. Llyneth wants to be rescued so she helps the adventurers as much as she can.

General Features

The demiplane inside the well has the following features.

Terrain. The ground is rolling moorland. The ground is chalky and white "stones" jut up through the grass. Examination of the land with a DC 12 Wisdom (Nature) check reveals that the chalk-like soil is actually finally ground bone and the stones protruding from the grass are likewise large bones.

Weather. A thick fog blankets the entire land, heavily obscuring all distances. The fog can be driven back with the hag-flame torch.

Light. Ambient light, radiating from behind layers of thick fog, casts a dim light on the entire land, giving it an ethereal feel.

Smells and Sounds. The air is thick with moisture and the smell of dew. A haunting wind groans in the distance.

No Flames. Nonmagical flames are extinguished within the moonwell.

Rests Permitted. The party can take short or long rests here as long as circumstances permit it.

A. The Dolmen (The Test of Trust)

When the party arrives after jumping into the moonwell, read the following:

The vertigo from the fall into the moonwell stops, and the light of your torch pushes back the fog, allowing you to see about 20 feet. Beyond that, it's impenetrable fog in all directions.

The ground is chalky with tufts of grass. Nearby are a set of four large white stones set together to create a small covered space, with three stone being walls and the last lying flat to make the roof. You can make out a path that leads from the stones off into the mist.

The *hag-flame torch* pushes back the fog 20 feet from the torchbearer. As the torchbearer moves, that 20 feet moves with the torch, and the fog rolls back in behind the bearer. This is the first service of the torch for the party.

With a successful DC 12 Intelligence (Arcana) check a character can determine that they are no longer on the Material plane. With a successful DC 16 Intelligence (Arcana) check, a character knows that the party is on a demiplane that is very close to the Shadowfell. With a successful DC 12 Intelligence (Religion) check, a character knows that dolmens are used as symbolic burial cairns.

The path leads from the dolmen to Area B.

Inside the Dolmen

The large stones form a dolmen, a megalithic tomb with a large, flat stone laid on top of several upright ones to create an enclosed space that is open at one end. Entering the space beneath requires Medium creatures to crouch. Small creatures have no problems.

Kauth had this metaphorical tomb made for Llyneth to trap her spirit here. She has since escaped and is lost in the mist, but she has left behind a clue.

A hieroglyph is inscribed on the bottom of the large flat stone that forms the dolmen's "roof" and is plain to see if anyone enters the dolmen. The hieroglyph is shown on **Appendix 4B**. The hieroglyphs display the five tests needed to free Llyneth.

1. Leaving the dolmen and risking the unknown (Test of Trust)
2. Finding the correct path through the crossroads (Test of Reason)
3. Scaling the hill and overcoming its threat (Test of Courage)
4. Lighting the eight bonfires (Test of Resilience)
5. Ascending out of the moonwell (Freedom)

Hidden in each of the hieroglyphics is the name of the test (Trust, Reason, et al.) written in Druidic. Characters capable of reading Druidic notice it automatically. Adventurers who can't read Druidic notice the message with a DC 15 Wisdom (Perception) check but can't decipher it without magic.

B. The Crossroads (The Test of Reason)

The party encounters a series of six crossroads on the path. There's a signpost at each of the crossroads that labels the paths. The party must use these signs to figure out the correct path to take at each of the crossroads.

It takes a minute to travel between each of the crossroads. Characters who leave the path walk through featureless fog-blanketed moor for a minute until coming back to the dolmen at Area A.

The party cannot backtrack in the puzzle. If the party attempts to return to an earlier crossroads, they walk through the fog for a minute and arrive back where they were in the sequence.

The solution to the puzzle is follow the paths marked by the following signs: (1) Right (2) Where (3) Ewe (4) Need (5) 2 (6) Bee.

Appendix 4C and **Appendix 4D** have the different signs. The handouts are designed to be turned on their side and folded on the lines to stand up like an actual post.

Show the party each of the signposts one at a time as they reach the crossroads. Be aware that if you let the players see all six sign posts at once (by handing them both sheets), the puzzle becomes much easier.

The First Crossroads

When the party reaches the first crossroads, read the following:

You come to a fork in the path. At the fork, there's a signpost with two signs on it. The one pointing down the left path is labeled LEFT. The one pointing down the right path is labeled RIGHT.

The correct path is RIGHT. Regardless of which path the party takes, it leads to the second crossroads.

Second Crossroads

When the party reaches the second crossroads, read the following:

You come to a second crossroads. At this one, the path divides into six options. There's another signpost here with arrows to each of the paths. The six signs are labeled: WHAT, WHEN, WHERE, WHICH, WHO, WHY.

The correct path is WHERE. Regardless of which path the party takes, it leads to the third crossroads.

Third Crossroads

When the party reaches the third crossroads, read the following:

You come to another crossroads with another signpost. The five signs are labeled: HEN, EWE, MARE, DOE, SOW.

The correct path is EWE. Regardless of which path the party takes, it leads to the fourth crossroads.

Fourth Crossroads

When the party reaches the fourth crossroads, read the following:

This crossroads has four paths. The signs are labeled: SEED, NEED, FEED, BLEED.

The correct path is NEED. Regardless of which path the party takes, it leads to the fifth crossroads.

Fifth Crossroads

When the party reaches the fifth crossroads, read the following:

Yet another division in the path. The signs are labeled: 5, 4, 3, 2, 1.

The correct path is 2. Regardless of which path the party takes, it leads to the sixth crossroads.

Sixth Crossroads

When the party reaches the sixth crossroads, read the following:

Again, a crossroads. This one only has three paths. The signs are labeled: BEE, HORNET, WASP.

The correct path is BEE. From this crossroads, the party walks another minute before either encountering the Howling Wind or reaching Area C.

The Howling Wind

If any of the paths chosen by the party doesn't match the solution, a minute after leaving the sixth crossroads, the adventurers encounter the **Howling Wind Trap**.

A howling wind rushes down the path. The wind claws at your clothes and bites at exposed skin, and you're forced to shield your eyes from the blast. It quickly passes, but you find yourself back at the dolmen where you first entered this land.

Trap. Howling Wind

Simple Trap (level 1-4, moderate threat)

A howling wind envelops the party, freezing them and returning them to Area A.

Trigger. The party takes one of the wrong paths in the Crossroads puzzle.

Effect. All creatures that took a wrong path in the Crossroads puzzle must make a DC 10 Dexterity saving throw, taking 5 (1d10) cold damage on a failed save or half as much damage on a successful one.

Countermeasures. Take the correct path.

After the howling wind subsides, the party find themselves back at Area A. The path to Area B is visible as before. The party needs to try the puzzle again.

Wrong Paths Removed. On subsequent attempts, each incorrect path previously walked by the party no longer appears, and the sign pointing to that path is no longer there. This applies to each of the crossroads.

Tricks of the Trade

This encounter involves a puzzle, which can frustrate some players. Here are some ideas on how to help give hints.

Handing Out Handouts. If the players have both handouts and can see all six sign posts at once, the puzzle becomes much easier.

Intelligence Checks. Use Intelligence checks (DC at your discretion) to give hints but only after they've gone through the puzzle once. Before that, the party needs to explore more as they don't have enough information. Below are some suggested hints that you can use.

Hint 1. There must be a reason there are six different crossroads.

Hint 2. The party didn't suffer a consequence until after they walked the entire path, implying it's all a single puzzle.

Hint 3. The first crossroads only has two paths. That's a good place to start for figuring out the pattern.

Process of Elimination. Each time the party goes down a wrong path, remove that option for the next time they come to that crossroads. Eventually, only the correct answer is left.

C. Beacon Hill (The Test of Courage)

After the party solves the Crossroads puzzle, the path leads them to Beacon Hill. See **Appendix 3D** for a map of this encounter. When the party first approaches the hill, read the following:

The fog lightens enough for you to barely make out the shape of a large hill through the mist. The sides are steeply sloped with parts being exposed white cliffs. The path circles around the hill, climbing up to its summit.

The party must climb the hillside to reach the beacons. The easiest way up is to follow the path that winds up and around the hill. The path is 10 feet wide. Its incline is gentle enough that it doesn't count as difficult terrain.

Characters can climb the steep slope. While steep, the slope isn't vertical, and there are plenty of exposed hand holds and can be climbed with a successful DC 12 Strength (Athletics) check. The hill is 120 feet high from the base to the summit. If the party starts climbing from a point somewhere along the ascending path, use your best judgment on the height from that point.

Llyneth's Black Blood

While the party climbs the path, they are attacked by the primal rage of Llyneth. Adjust the language if the party is scaling the slope instead of the path.

Halfway up the hill, the parting fog reveals a feral and savage humanoid who bars your way. She has the head of a boar, complete with long, sharp tusks and in her hand, she carries a heavy maul made for bashing heads. Floating near her are two imp-like creatures seemingly made out of ice. The boar-woman snorts angrily and charges at you.

The defenders consist of a wereboar and two ice mephits. All creatures begin 10 feet apart from each other with the mephits fluttering in mid-air off the side of the trail. The wereboar remains in hybrid shape throughout the battle to use her tusks and maul. The mephits fly around aiding the wereboar and using their breath and spells to the best of their ability.

Together, the three creatures block the path and fight to the death to keep the party from ascending higher. They have no interest in conversation and efforts to reason with them fail.

When slain, the wereboar returns to her humanoid form: a wild and primal form of Llyneth. She appears as

a middle-aged woman, clad in tattered leather strips. Her gray-streaked black hair is unbound, tangled with sticks and mud. Characters recognize her as the warped woman possessed by Kauth from the Eye in the Mist and from Hyll's cauldron. This form dissolves into mist on the following round.

If the party is scaling the steep side of the hill, the wereboar and the mephits attack them while they are half way up the slope, attempting to catch them at a disadvantage.

Tricks of the Trade

Consider the following when you're running the combat.

Help the Wereboar. Each round, one of the ice mephits uses the Help action to give the wereboar advantage on its tusk attack. They can fly just off the path to threaten targets on the path.

Lost in the Fog. The ice mephits use their fog cloud ability one at a time to disrupt ranged attackers. They try not to catch the wereboar in the area. The *hag-flame torch* has no effect on this fog.

Keep on Charging. The wereboar does bonus damage when it charges. Open with a charge, and on later rounds move back 15 feet and then charge back in. This provokes an opportunity attack, but it's worth it. Combine this with advantage from a mephit's Help action. If you knock the target prone with the charge, you have advantage on the following maul attack too!

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Remove both **ice mephits**.

Weak: Remove one **ice mephit**.

Strong: Add one **ice mephit**.

Very Strong: Add two **ice mephits**.

d. The Summit (The Test of Resilience)

After the adventurers overcome Llyneth's primal rage, they reach the summit of the hill.

Beneath a moonless night sky, the wide, flat summit of the hill rises above the mists, making it feel like you're on an island in a sea of fog. Eight unlit bonfires stand in a circle around a smooth, circular stone, set into the ground at the center of the hill. A few gooseberry bushes grow around the stone.

With a successful passive DC 12 Wisdom (Insight) check, adventurers notice that the dimensions of the summit match that of the moonwell's grove back on the Material

Plane. Each of the bonfires stands where a triliton does in the Material and the flat stone occupies the position as the moonwell.

D1. Circular Stone

The stone at the center of the summit is engraved with a unicorn, a whale, and a pack of wolves. Characters recognize the three servants of the Earthmother with a DC 12 Intelligence (Religion) or (History) check.

Around the edge of the stone are symbols of safety and protection. No check is needed to recognize the meaning of these symbols.

D2. Gooseberry Bushes

The gooseberries on the bushes have the property of the *goodberry* spell. There are four bushes. Each one has twenty berries on it. A berry is easily picked (as an interact with an object that can be combined with another action).

D3. Bonfires

The eight unlit bonfires are made of wood. The prohibition on normal fires starting in the moonwell's grove still applies here. However, a character can use the *hag-flame torch* to light a bonfire as an action. The bonfires burn with eldritch silvery flame that doesn't deal damage. Lit wood removed from the bonfire is immediately blown out by wind.

The locations of the bonfires are tied to the trilitons back in the moonwell grove. Moving unlit wood from their current location on the hill causes them to dissolve into mist and reform at their original location.

Lighting the Beacons

To successfully rescue Llyneth, the party must light all eight of the bonfires on the hilltop. This summons the druid and allows her to escape the mists in the moonwell. This is the second service of the *hag-flame torch* for the party.

When the party lights any of the bonfires, they activate the **Wrath of the Shadow of the Beast Trap**. Read the following:

As you light the bonfire, you notice a wispy shape appear overtop the flat stone at the center of the hill. It is impossible to make out details, but it seems humanoid in shape.

The wind picks up and whips around you in a frenzy. Then an enormous bestial hand made entirely of fog rises up out of the mist. It descends upon your bonfire, intent on snuffing it out!

Trap. *Wrath of the Shadow of the Beast*

Complex Trap (level 1-4, dangerous threat)

Kauth manifests an enormous clawed hand made entirely out of mist that tries to extinguish the bonfires. Meanwhile, a freezing wind sweeps the hilltop.

Trigger. The trap activates when one of the bonfires is lit.

Initiative. The trap acts on initiative count 20 (losing ties) and initiative count 10 (losing ties)

Active Elements. The Wrath of the Shadow of the Beast includes a misty claw that extinguishes bonfires.

- **Moving Claw (Initiative 20).** The Misty Claw either moves (1) from the fog that surrounds the summit onto a lit bonfire or (2) from a bonfire to an adjacent bonfire. The Misty Claw occupies the same space as the bonfire. Once on the hilltop, the Misty Claw must go around the ring of bonfires (like the hands of a clock) and cannot cut across.
- **Crush the Flames (Initiative 10).** The Misty Claw extinguishes a lit bonfire if it occupies the same space. As part of this action, the claw attacks any creature adjacent to the bonfire with a +5 bonus to the attack and dealing 11 (2d10) bludgeoning damage.

Constant Elements. As long as the Misty Claw is on the hilltop, a freezing wind whips across the summit.

- **Freezing Wind.** Any creature that ends its turn on the hilltop must make a DC 10 Dexterity saving throw, taking 5 (1d10) cold damage on a failed save or half as much on a successful one. The freezing wind has no effect on the hag-flame torch or the bonfires. However, any lit wood picked up from a bonfire is immediately snuffed out.

Dynamic Elements.

- **No Flame. No Claw.** If none of the bonfires are lit on initiative count 20, the Misty Claw withdraws into the fog until the following initiative count 20 when it can use its moving claw power to move back from the fog onto any lit bonfire. The freezing wind dies down until the Misty Claw returns.
- **Worsening Winds.** When five or more of the bonfires are lit, the freezing wind gets far colder and does 11 (2d10) cold damage on a failed save or half as much on a successful one. If the number of lit bonfires drops below five, the winds die back to 5 (1d10) cold damage.

Countermeasures. The elements of the trap can be thwarted.

- **Light a Bonfire.** A creature can use the *hag-flame torch* to light a bonfire with a Use an Object action. Only the hag-flame torch can light a bonfire.
- **Baton Race.** A creature can hand off a torch to another creature as an interact with an object that can be combined with another action. A creature can take a torch from another creature the same way.
- **Throw the Torch.** The hag-flame torch can be thrown 20 feet as an action.
- **Blow the Claw Away.** Any effect that disrupts a *fog cloud* (such as a *gust of wind* spell) disperses the Misty Claw for one round. It reforms on initiative count 20 and uses its moving claw power.
- **Dispel the Claw.** A successful dispel magic spell automatically dismisses the Misty Claw for one round. It reforms on initiative count 20 and uses its moving claw power.
- **Eye of the Storm.** Creatures atop the Circular Stone (Area E1) are protected from the freezing wind. Creatures notice this area of safety with a passive Wisdom (Perception) of 10.
- **Get Off the Hilltop.** Creatures on the trail are protected from the freezing wind.

Return of Llyneth. As the party lights more bonfires, Llyneth comes more into focus. Llyneth is a middle-aged woman, unbent by age. Her black hair is streaked with gray and she has it swept up in elaborate braids that are laced with flowers. She is wearing druid vestments of rich wool, which are splendidly decorated with knotwork.

In addition, as the bonfires are lit, the moon waxes from new to full. When all eight bonfires are lit, Llyneth's spirit fully manifests and the moon is full. The power of the moonwell prevents any adventurers from transforming into lycanthropes at this time. Go to Developments below.

Tricks of the Trade

When running this encounter, consider the following.

Claw is Immune to Damage. Make it very clear that weapon attacks and spell damage on the misty claw have no effect. Even magic missiles go right through the fog.

Coordination is Key. The party needs to work together to outpace the misty claw. Friendship is magic!

Fast Hands. A rogue can use the fast hands ability to light a bonfire with the hag-flame torch as a bonus action. This means a rogue could light two bonfires in one turn. Fighters can use action surge to do the same.

No Torches! The magic of the moonwell prevents normal flames from igniting in this demiplane.

Resetting the Claw. The claw withdraws into the fog if no bonfires are lit on initiative count 20. The freezing wind dies down when this happens and does no damage. Use this to let the party regroup.

Safety in the Circular Stone. The party can avoid the winds by staying in the Circular Stone. Make it obvious that this is a place of safety.

Some for Now. Llyneth has blessed the gooseberries to make them act as *goodberries*. Eating each berry requires a separate action so it's a slow process.

Some for Later. The party can even take the *goodberries* to the next encounter! The berries spoil after 24 hours so the party can't keep them past this adventure.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Remove the worsening winds dynamic element and reduce the crush the flames active element damage to 5 (1d10).

Weak: Remove the worsening winds dynamic element.

Strong: The Misty Claw attacks all creatures within 10 feet of a bonfire when it uses its crush the flames active element

Very Strong: Increase the freezing wind Dexterity saving throw to DC 15.

Developments

When all eight bonfires are lit, read the following:

The spirit of Llyneth looks around, aware of her surrounding for the first time. She slices the air with her hand and the claw dissipates as if it were nothing but the morning mist. Llyneth nods in thanks to you. "You have allowed me to find myself again. And now we must return."

The rushing winds lift you up and carry you toward the full moon. The moonlight gets brighter as you soar toward it. In seconds, its light envelopes all your senses.

The *hag-flame torch* remains lit, as it has one more task to play for the adventurers.

The power of the moonwell gives all the adventurers the benefit of a short rest. Go to Part 5 and the fight for the moonwell!

Part 5. Kill the Beast

Estimated Duration: 50 minutes

The spirit of Llyneth returns to moonwell's grove and fights for control of her body with Kauth. She can't do this alone, and the party must sway the tide in her favor.

See **Appendix 3E** for a map of this encounter.

General Features

This area has the following features.

Terrain. The interior of the grove is flat and open, but it is surrounded by forest that is difficult terrain.

Weather. Llyneth's return has pushed the mist out of the grove and into the forest where it lightly obscures the trees.

Light. It's night when the characters return. The moon is shining or hidden, depending upon events. The grove is in dim light when the moon is shining or darkness when it is hidden.

Smells and Sounds. The grove is full of noises of the Black Bloods, the growls of animals, and the creaking of the trees.

Nature Endures. Any actions that would damage the trees or other natural foliage don't work in the moonwell's grove.

No Flames. Nonmagical flames are extinguished within the moonwell's grove.

Llyneth Confronts the Beast

When the adventurers emerge from the moonwell, read the following:

It's night when you emerge from the moonwell, and a half-moon shines above, drenching the grove in silvery light. Llyneth's spirit hovers over the moonwell and points a finger in challenge at the Shadow of the Beast. "Kauth! Your prison is broken. Now begone from here!"

Llyneth's misshapen body slumps to the ground and rapidly returns to normal. Then a thick, red mist streams out of her mouth and coalesces into a menacing spiritual predator. "My prey returns, and she brought fresh meat," he growls. "You couldn't best me before. What makes you think you can do so now?"

"I'm not alone this time," Llyneth answers.

Kauth snorts in derision and howls. Shadowy hounds emerge from the darkness of the forest. "Neither am I," he snarls and rushes at her.

"Leave Kauth to me!" she shouts in warning. "You can't harm him. Slay his pack!"

The party begins next to the moonwell (Area A) surrounded by a **shadow mastiff alpha** and three **shadow mastiffs**. They are scattered around the grove between the moonwell and the ring of trilithons (Area B). The shadow mastiffs attempt to kill the party while making liberal use of their shadow blend ability.

No normal fires burn in the grove, and the moonlight only makes dim light. Magical swords or spells can create the bright light necessary to see the shadow mastiffs. Also, the *hag-flame torch* produces bright light (as per a normal torch). This is the third and final service of the *hag-flame torch* for the party. It extinguishes at the end of this encounter.

The **awakened trees** are outside the ring of trilithons in Area C. With Llyneth present they don't attack the party, but because she doesn't have full control of the moonwell, they don't help her either.

A. The Moonwell

The Eye in the Mist is a 20-foot-wide pool that is bounded by piled stones to form a natural well. Normally, the pool is full of clean clear water that descends deep into the earth, but it is now filled with harmless mist that boils out and spreads across the ground a few inches deep within 10 feet of the moonwell.

Creatures who enter the Eye in the Mist fall into the mist and emerge from the moonwell in a random adjacent square at the start of their next turn.

Kauth and Llyneth struggle over the top of the moonwell for control. They are both spirits and cannot be harmed by the party.

B. Trilithons

These megalithic structures consist of two vertical stones supporting a third horizontal stone. There are eight of them in total. The shadow mastiffs refuse to pass between the stones, going around the trilithons instead. The stones are sacred to the Earthmother and cannot be damaged.

C. Circle of Oaks

Beyond the trilithons are an ellipse of oaks that are the **awakened trees** the serve the druid. The trees don't react in this encounter.

d. paths

Four paths lead from the circle of trilithons into the forest beyond.

E. Forest

Beyond the circle of oaks is the Tarthwood. This area is difficult terrain and lightly obscured by the mist.

Lair Actions

While Kauth and Llyneth vie for control of the moonwell, they also vie for control of its lair actions. Kauth's lair actions happen automatically every round. Llyneth's lair actions must be triggered by defeating one of Kauth's minions.

Kauth's Lair Actions

On initiative count 20 (losing ties), clouds and mists obscure the moon, plunging the grove into darkness. In addition, Kauth can take a lair action to cause one of the following magical effects; Kauth can't use the same effect two rounds in a row.

- **Call a Shadowed Fey.** Kauth summons a **skulk** to aid the shadow mastiffs against the party.
- **Frenzy of the Beast.** Until the next initiative count 20, all of Kauth's minions in the moonwell's grove are enraged, causing them to have advantage on melee weapon attack rolls and causing attack rolls to have advantage against them.
- **Rage Within.** One creature that Kauth can see within 120 feet of him must succeed on a DC 15 Wisdom saving throw or be charmed by Kauth. Creatures afflicted with the curse of lycanthropy have disadvantage on this roll. While charmed in this manner, the creature is overwhelmed with rage and unable to discern friend from foe, regarding all creatures it can see as enemies. On its action, the affected creature must choose a target at random from among all creatures it can see within range of the attack, spell, or other ability it's using, moving up to its speed if necessary. If any creature provokes an opportunity attack from the affected creature, the creature must make that attack if it has the ability to do so. The effect ends on initiative count 20 on the next round.

Llyneth's Lair Actions

When the party successfully reduces one of Kauth's minions to 0 hit points (including any summoned skulks), the moon breaks through the clouds and mist above, providing dim light in the grove until Kauth's next lair action.

In addition, Llyneth can take a lair action to cause one of the following magical effects; Llyneth can't use the same effect twice in a row. If the party kills multiple minions in a round, this trigger multiple lair actions in that round by Llyneth.

- **Faerie Fire.** Llyneth casts *faerie fire* on a 20-foot cube she can see within 60 feet of her. Each creature in the area must make a DC 15 Dexterity saving throw or be affected by the spell.
- **Healing Moon.** All of Llyneth's allies that she can see within 120 feet are bathed in moonlight and regain 1d4+6 hit points.
- **Ray of Moonlight.** One creature that Llyneth can see within 120 feet must succeed on a DC 15 Constitution saving throw or be struck by a ray of moonlight and paralyzed. The effect ends at the end of the creature's next turn.

Tricks of the Trade

When running this encounter, consider the following.

Bite 'em When They're Down. Once a target is knocked prone by a shadow mastiff, the others can attack the prone character with advantage.

Blend Those Shadows. Shadow mastiffs can use a bonus action to become invisible while in either dim light or darkness. Use this ability after they attack so that it is more difficult for the party to target them during the rest of the round.

Darkvision and Shadow Blend. Darkvision doesn't negate the shadow mastiff's shadow blend ability to become invisible.

Dog Pile. If the adventurers hide in areas of bright light, have the shadow mastiffs emerge into the light, attack, then withdraw back into the darkness. They have the speed to do it. Keep attacking the same character to limit the opportunity attacks.

Let the Players Choose. Instead of you picking Llyneth's lair action, let the players pick from the list for you. This gives them more control over the fight.

Light the Land. A light spell and the hag-flame torch creates bright light and negates the shadow blend ability of the shadow mastiffs within 20 feet.

Hidden then Not Hidden Moon. As Kauth and Llyneth contend for control of the moonwell, the moon is obscured or revealed. This shifts the battlefield from darkness to dim light and back with lair actions.

No Torches. The power of the moonwell prevents nonmagical fires from starting in the grove. That blocks the use of torches and lanterns.

Skulks and Faerie Fire. Faerie fire doesn't negate the invisibility of the skulks but does prevent them from gaining any benefit from it.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Replace two **shadow mastiffs** with two **dire wolves**.

Weak: Replace one **shadow mastiff** with a **dire wolf**.

Strong: Add one **shadow mastiff**.

Very Strong: Add two **shadow mastiffs**.

Developments

When the party defeats the shadow mastiffs, read the following:

As the last of the shadow mastiffs dispersed, Llyneth grabs Kauth with her hands and starts crushing him. He roars in pain and disbelief but crumples under the pressure. She squeezes until there is nothing left but a small lump of black ore. She releases it, and the nugget falls into the moonwell. The mists inside the well then evaporate, and it returns to being filled with clear water that reflects the moon above.

With Kauth gone, Llyneth's spirit streams down into her body that lies beside the well. In moments her eyes open as the druid returns to herself.

Llyneth the druid is herself again. She is willing to talk to the party as long as they wish. She has the following to say:

- The Eye of the Mist is cleansed! It's no longer a source for the Howling Disease to enter Faerûn.
- Through their actions in the Eye in the Mist, the party has purged Llyneth of her latent Black Blood. The tests of trust, reason, courage, and resilience allowed her to overcome its influence.
- Kauth is a shadow spirit of rage and destruction. He cannot be destroyed easily. She has banished his corrupting presence back to the Shadowfell.
- While he no longer has a hold on her, Kauth will continue to be a threat to the Moonshaes in the future. Llyneth urges the adventurers to be on their guard.
- Llyneth has memories of what happened while Kauth wore her skin. The Black Blood have spread the Howling Disease to the village of Kork to the south, which has a port. The disease is no longer confined to Moray.

Roleplaying Llyneth

Llyneth is a quiet, introverted woman who prefers the solitary life as a steward of a moonwell. She is sparse with her words and deliberate with her mannerisms. Llyneth prefers to reflect and meditate before committing to any course of action.

Quote: "You have my thanks for restoring me. May the Earthmother bless you, nourish you, and sustain you."

Falling Hyll's Bargain

The party should bring up Hyll's request to Llyneth at some point. If not, Llyneth asks how the party knew how to find her.

Llyneth is concerned about letting a hag live in the Tarthwood. However, she feels she owes the party for rescuing her. If at least one of the adventurers is willing to trade the story award listed below for her permission, Llyneth allows Hyll to live in Tarthwood.

Treasure

Llyneth gives the adventurers her cloak of elvenkind in thanks. Any adventurers who didn't trade their reward for Hyll's bargain earns the **Story Award: Eye in the Stone**.

Soon afterward, Snicket approaches any adventurer who traded Llyneth's story award to let the hag stay in the Tarthwood. Snicket tells them that Hyll is pleased her pets did so well. "She said pets, but she meant pawns," he assures the party. They'll be hearing from her in the future with other errands. Those adventurers all earn the **Story Award: I Have My Eye on You**.

If the party member made a worthy snarky comment at Kauth as they went by him in Part 3 (your discretion if it was snarky enough), Snicket finds at character after the adventure and gives that person a *potion of fire breath* with the note "Light 'em up!" written on the side of the vial.

If the party borrowed silver weapons at the beginning of the adventure, they return them to their owners at this time.

If any of the characters suffer from lycanthropy at the end of the adventure, Llyneth calls upon favors with the clerics of Helm in Caer Moray to cast *remove curse* free of charge. The clerics ask that any characters receiving this boon spend 5 downtime days doing charity work. They won't enforce it, but they lean pretty hard.

Adventure Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive 4 advancement checkpoints and 4 treasure checkpoints for completing the adventure.

Player Rewards

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

Magic Item Unlock

Characters completing the adventure unlock:

Llyneth's Cloak of Mists. This cloak is made of fine gray wool and edged with embroidered silver knotwork. The wool blends into the mists common in the Moonshaes. The inside is lined with small pockets perfect for holding herb samples or spell components.

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action. Mechanically, this item is a *cloak of elvenkind* which can be found in the *Dungeon Master's Guide*. This item can be found in **Appendix 5**.

Potion of Cold Resistance. This item can be found in the *Dungeon Master's Guide*.

Potion of Fire Breath. This item can be found in the *Dungeon Master's Guide*.

Story Awards

During the course of this adventure, the characters may earn the following story awards:

Eye in the Stone. This small flat round stone is carved with a symbol of an eye with wave lines representing mist around it. It was given to you as a token of gratitude by Llyneth Kincaid, the great druid of the Eye in the Mist moonwell on Moray. The stone signifies her regard and may be useful in encounters with other druids of the Earthmother or with devout followers of the Earthmother among the Ffolk. This story award can be found in **Appendix 6A**.

I Have My Eye on You. You've served Hyll the Ugliest Hag well, and she may have more tasks for you in the future. In the meantime, you occasionally get a glimpse of an eyeball sitting in a discrete location observing you. When you turn to get a better look, it's gone. This story award can be found in **Appendix 6B**.

Downtime

When the party completes this adventure, each character earns 10 downtime days.

Renown

Each character receives one renown at the conclusion of this adventure.

Dungeon Master Rewards

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

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

Appendix 1. Locations & NPCs

The following NPCs and locations feature prominently in this adventure.

The Eye in the Mist

The Eye in the Mist is the moonwell in the northeastern forest of Moray. It is tended by the druid Llyneth but is currently corrupted by Kauth.

Hyll

(HEEL) Hyll is a green hag who suffers under a curse by the High Lady Ordalf of Sarifal that gives her the beauty and demeanor of a nymph until such time as “the mask becomes the face.” Hyll is horrified by her transformation, and her attempts to wreck her new appearance have proven fruitless. Her coven has expelled her, and she dwells alone in Tarthwood. Hyll hides her lovely appearance under rags and a burlap sack on which she has drawn a rough approximation of her old guise. She hopes that this is the mask that will become the face and break the curse.

Kauth

(KAWTH) Kauth is a servitor of a secretive master from the Shadowfell. He has taken the form of the “Shadow of the Beast” and managed to possess Llyneth through her tainted black blood ancestry. Kauth is using Llyneth’s body as his shell in the mortal world and corrupted the moonwell in Tarthwood. He seeks to spread the Howling Disease and bring chaos and fear to the fey of the Moonshaes.

Llyneth Kincaid

(LEH-neth KIN-kade) Llyneth is the great druid of the Eye in the Mist, a moonwell on Moray. She is a middle-aged woman, unbent by age. Her black hair is streaked with gray and she has it swept up in elaborate braids that are laced with flowers. A dark legacy from her ancestry allowed Kauth to possess her and corrupt the moonwell.

Snicklet

(SNICK-let) Snicklet is a quickling who serves Hyll the Ugliest Hag. He talks fast, constantly jitters and fidgets, and gets bored really easily. He craves constant stimulation. He enjoys playing tricks on lumberlings (anyone not a quickling) to entertain himself and loves smack talk.

Tarthwood

Often called the Veiled Forest, Tarthwood is a mixed coniferous and deciduous forest in the lowlands of northeastern Moray. At its heart is the Eye in the Mist.



Appendix 2. Creature Statistics

Awakened Tree

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 20 ft.

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

Damage Vulnerabilities fire

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

Senses passive Perception 10

Languages one language known by its creator

Challenge 2 (450 XP)

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

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Boggle

Small fey, chaotic neutral

Armor Class 14

Hit Points 18 (4d6 + 4)

Speed 30 ft. climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Sleight of Hand +6, Stealth +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 1/8 (25 XP)

Boggle Oil. The boggle excretes nonflammable oil from its pores. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action.

Slippery Oil: While coated in slippery oil, the boggle gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.

Sticky Oil: While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Dimensional Rift. As a bonus action, the boggle can create an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that the boggle can see or specify by distance and direction (such as “30 feet straight up”). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle’s next turn.

Actions

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

Oil Puddle. The boggle creates a puddle of oil that is either slippery or sticky (boggle’s choice). The puddle is 1 inch deep and covers the ground in the boggle’s space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour.

If the oil is slippery, any creature that enters the puddle’s area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle’s area or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.

Dire Wolf

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (Sd10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+1)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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

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

ACTIONS

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

Green Hag

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 3 (700 XP)

Amphibious. The hag can breathe air and water.

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*

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.

Ice Mephit

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition Immunities poison

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day). The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Quickling

Tiny fey, chaotic evil

Armor Class 16

Hit Points 10 (3d4 + 3)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Acrobatics +8, Perception +5, Sleight of Hand +8, Stealth +8

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1 (200 XP)

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

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

Actions

Multiattack. The quickling makes three dagger attacks.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

SCARECROW

Medium construct, chaotic evil

Armor Class 11

Hit Points 36 (8d8)

Speed 30 ft.

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

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

ACTIONS

Multiattack. The scarecrow makes two claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

Terrifying Glare. The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.

Shadow Mastiff

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 38 (6d8 + 6)

Speed 40 ft.

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

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

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge 2 (450 XP)

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

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

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

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

Actions

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

Shadow Mastiff Alpha

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 42 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	6 (-2)	12 (+1)	5 (-3)

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

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge 2 (450 XP)

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

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

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

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

Actions

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

Terrifying Howl. The shadow mastiff howls. Any beast or humanoid within 300 feet of the mastiff and able to hear its howl must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any shadow mastiff's Terrifying Howl for the next 24 hours

Skulk

Medium humanoid, chaotic neutral

Armor Class 14

Hit Points 18 (4d8)

Speed 30 ft.

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

Saving Throws Con +2

Skills Stealth +8

Damage Immunities radiant

Condition Immunities blinded

Senses darkvision 120 ft., passive Perception 8

Languages understands Common but doesn't speak

Challenge 1/2 (100 XP)

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

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

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

Actions

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

Tyrannosaurus Rex

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

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

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 8 (3,900 XP)

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Wereboar

Medium humanoid (*shapechanger*), neutral evil

Armor Class 10 in humanoid form, 11 (natural armor) in boar or hybrid form

Hit Points 78 (12d8 + 24)

Speed 30 ft. (40 ft. in boar form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

Skills Perception +2

Immunities bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered.

Senses passive Perception 12

Languages Common (can't speak in boar form)

Challenge 4 (1,100 XP)

Shapechanger. The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack (Humanoid or Hybrid Form Only).

The wereboar makes two attacks, only one of which can be with its tusks.

Maul (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Tusks (Boar or Hybrid Form Only). *Melee Weapon Attack:* 5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereboar lycanthropy.

Werewolf

Medium humanoid (shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

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

Skills Perception +4, Stealth +3

Immunities bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered.

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true human form. Its statistics, other than her AC, are the same in each form. Any equipment it is wearing or carrying is not transformed. It reverts to its true form when it dies.

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

Actions

Multiattack (Humanoid or Hybrid Form Only).

The werewolf makes two attacks when using the Attack action.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (all forms). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

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

Actions

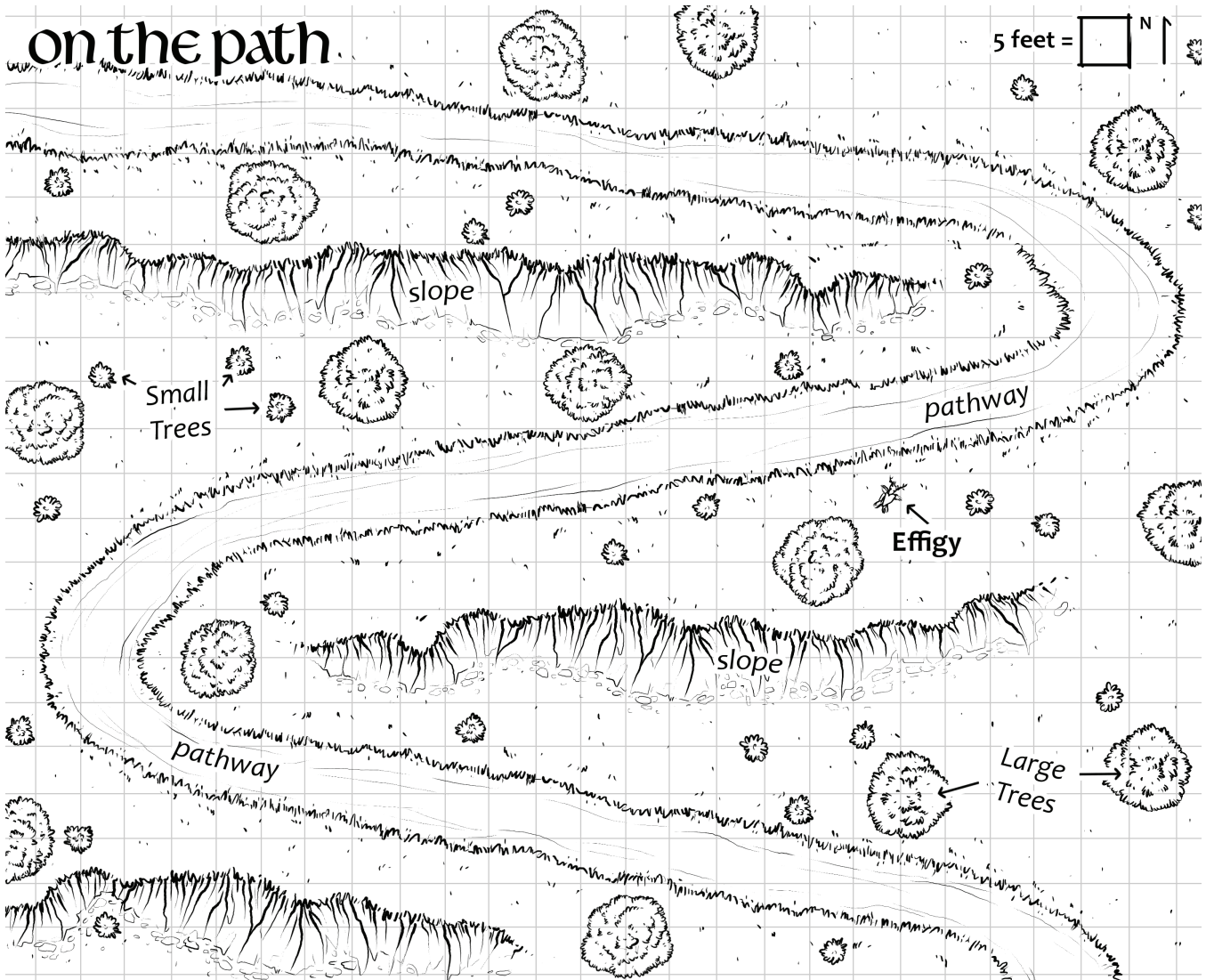
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



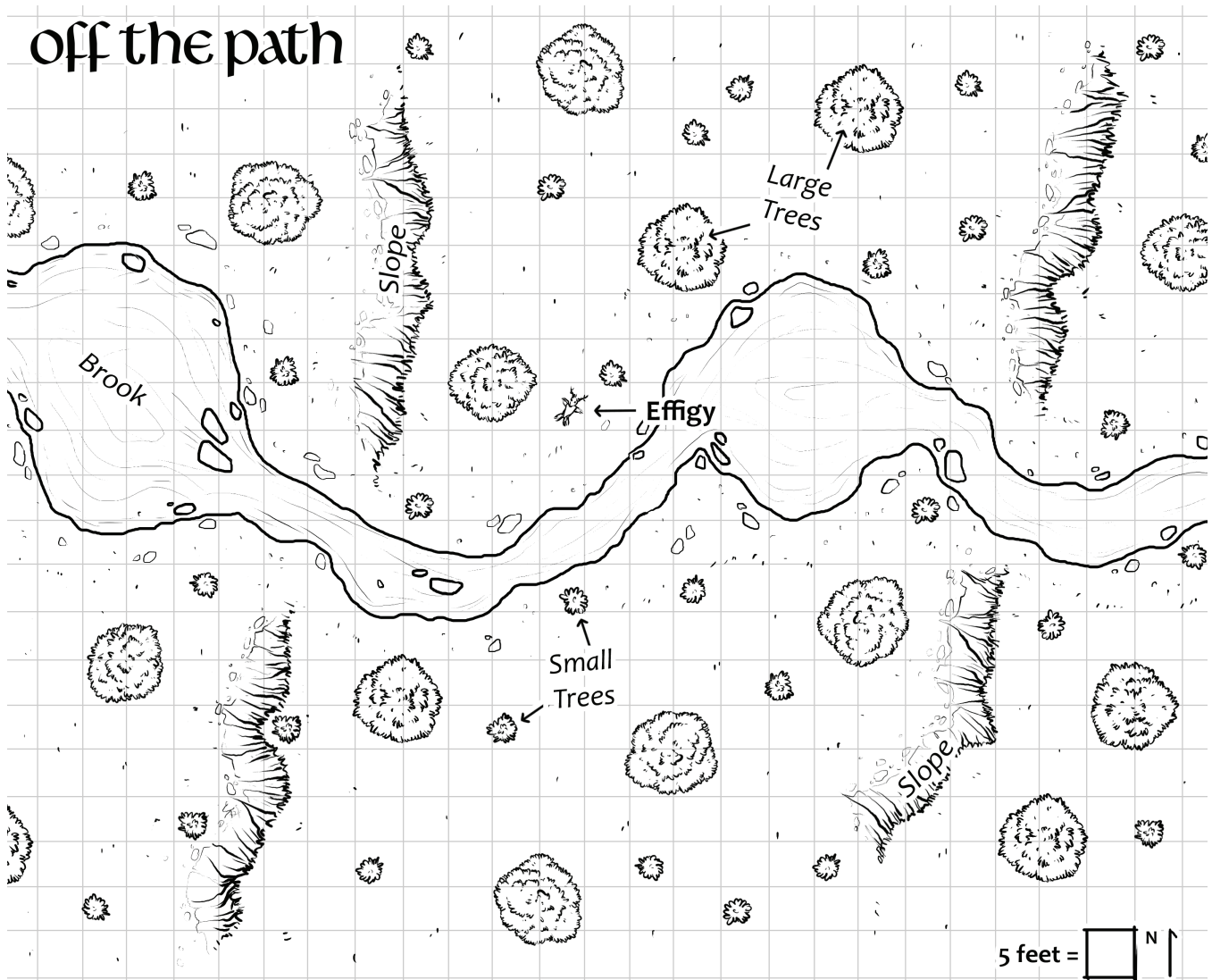
Appendix 3A. Map of the Southern Moonshae Isles



Appendix 3B. Black Blood Ambush Option 1




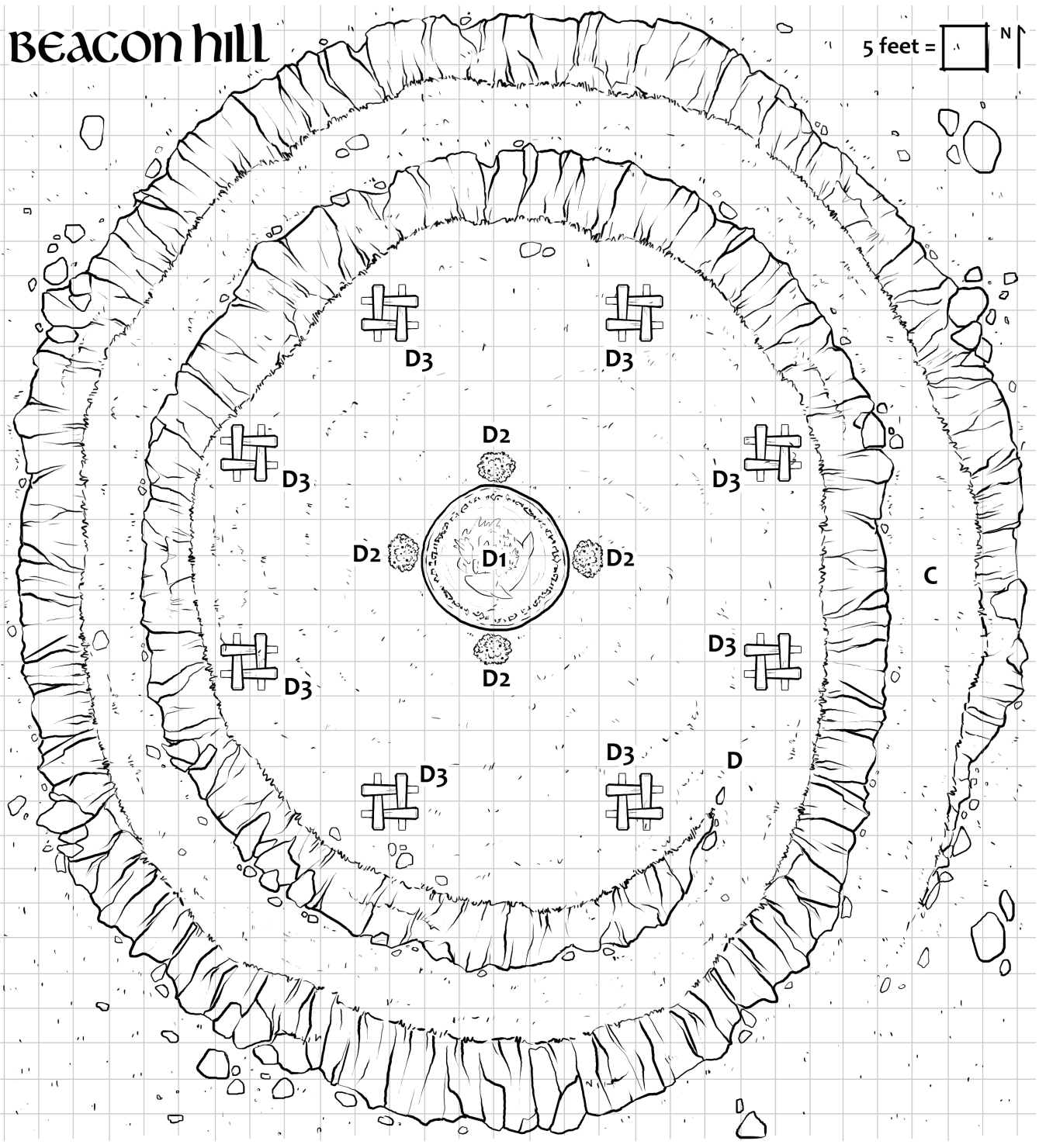
Appendix 3C. Black Blood Ambush Option 2



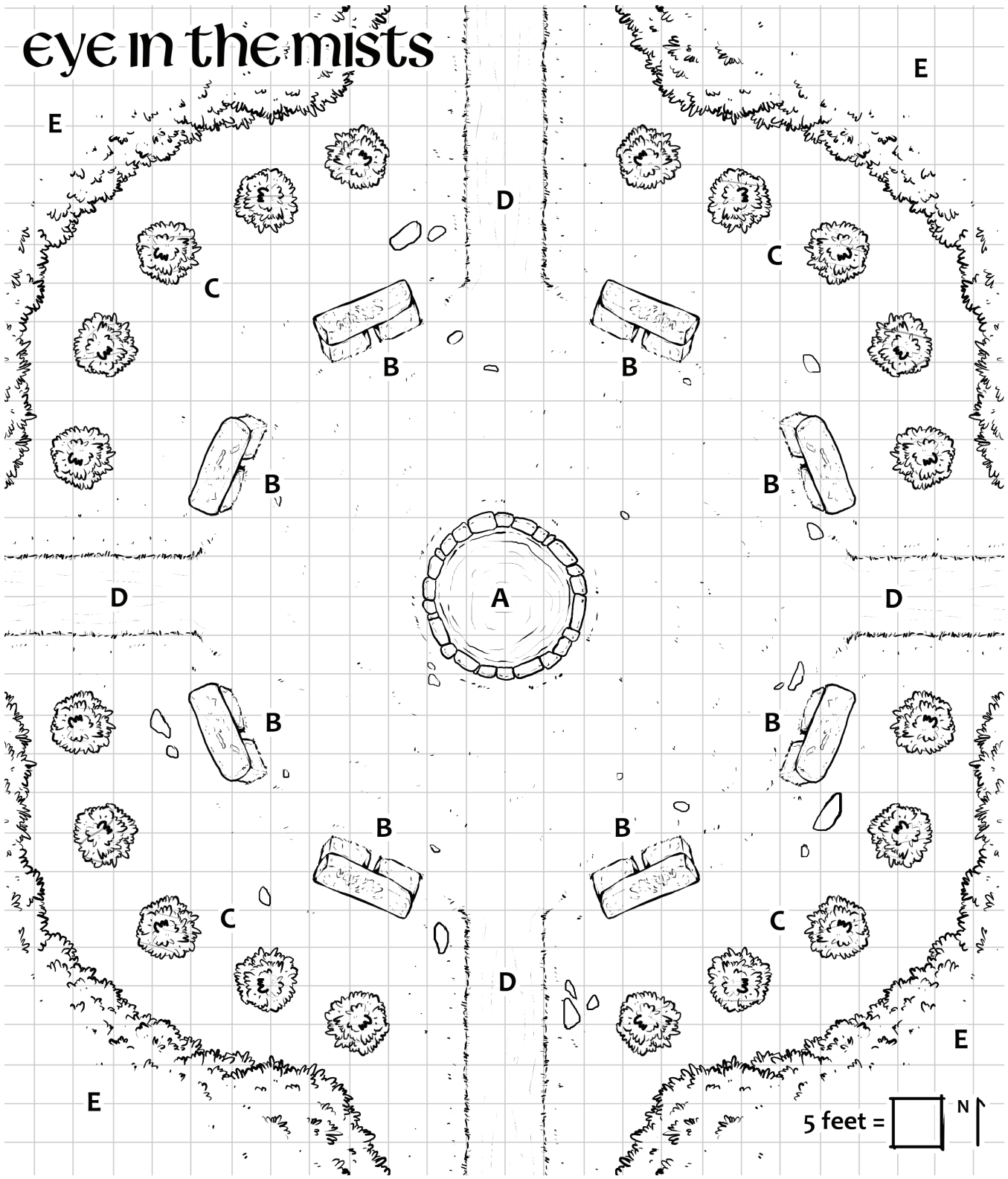
Appendix 3d. Beacon Hill

Beacon Hill

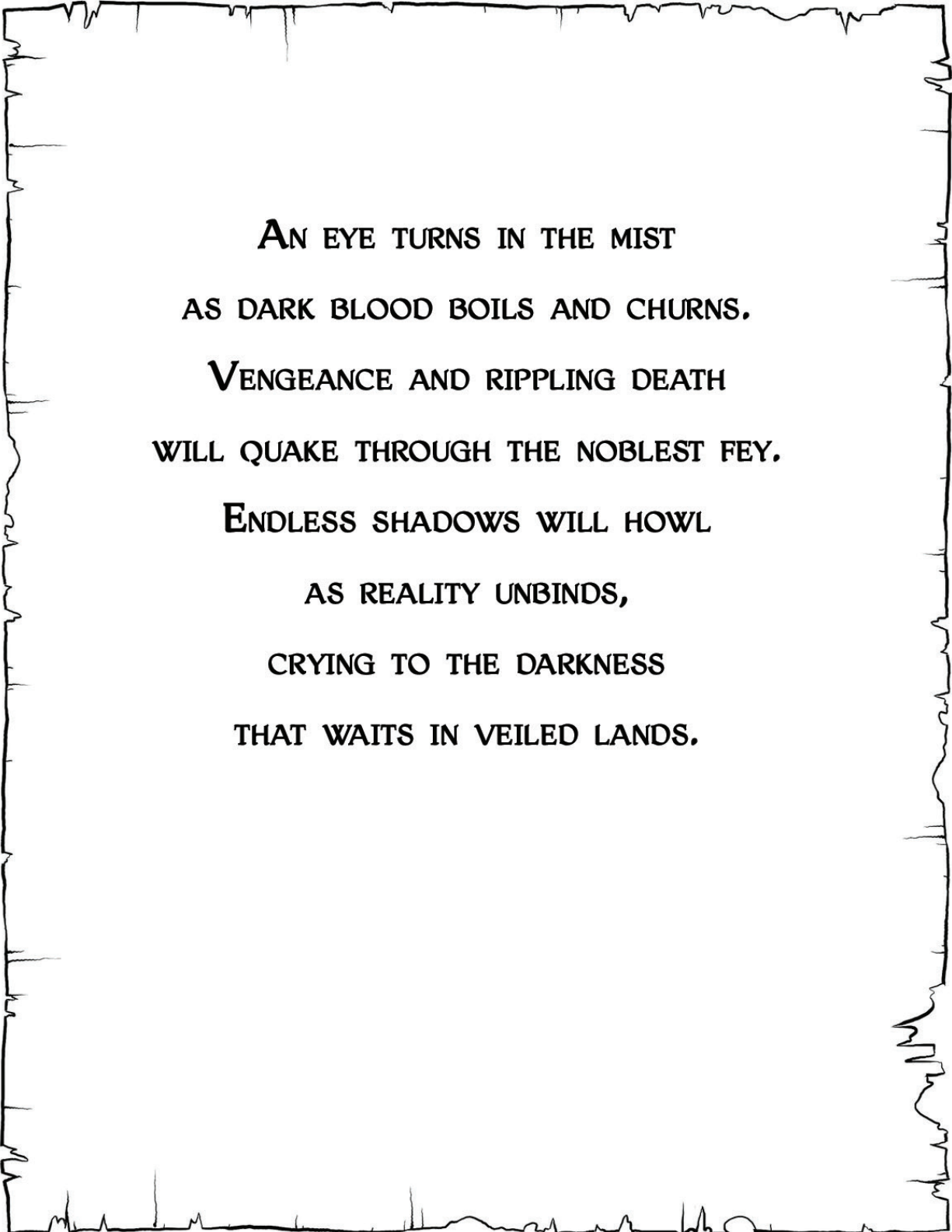
5 feet =  N



Appendix 3E. The Eye in the Mist

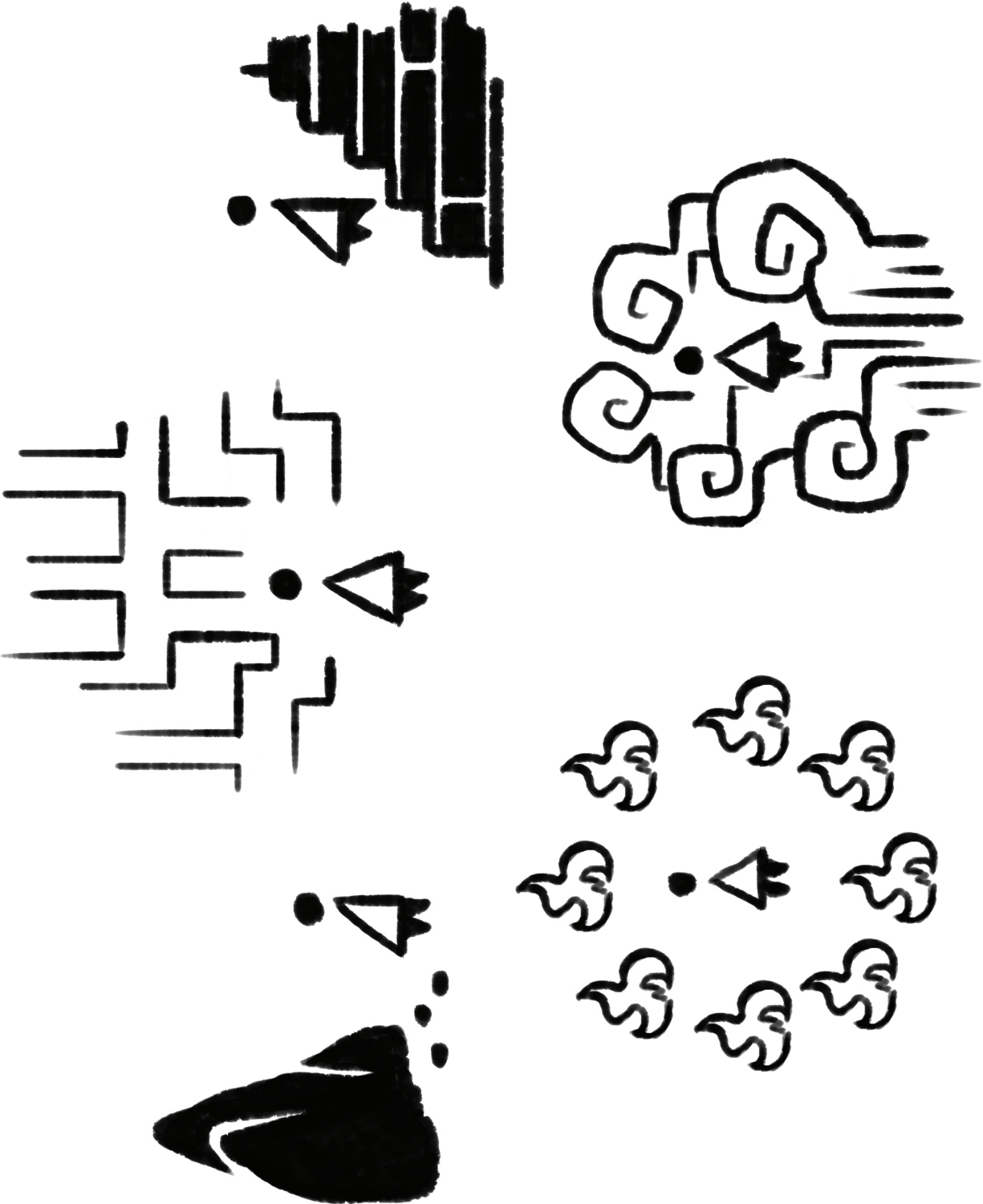


Appendix 4a. Player Handout 1

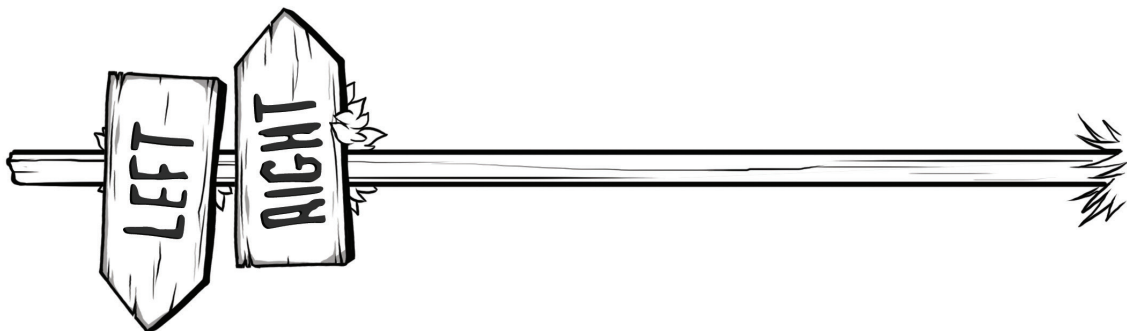
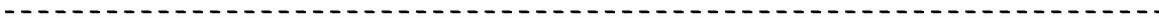
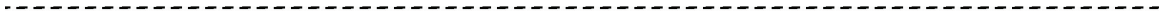
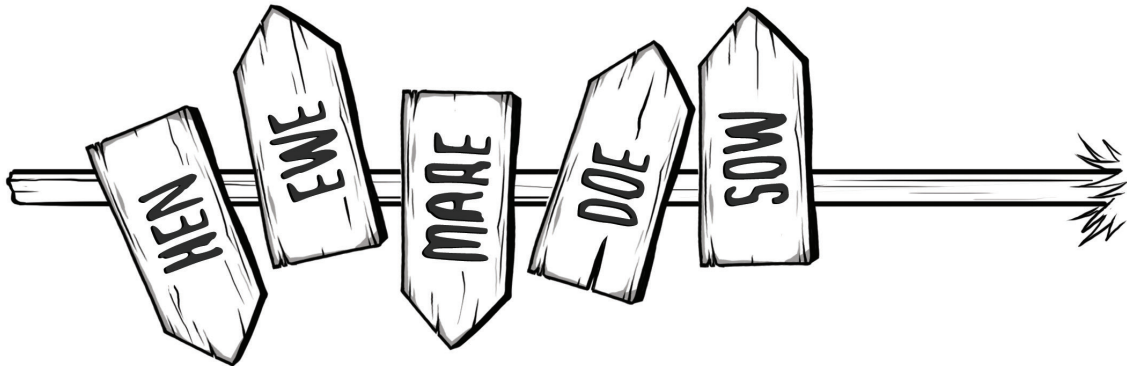


**AN EYE TURNS IN THE MIST
AS DARK BLOOD BOILS AND CHURNS.
VENGEANCE AND RIPPLING DEATH
WILL QUAKE THROUGH THE NOBLEST FEY.
ENDLESS SHADOWS WILL HOWL
AS REALITY UNBINDS,
CRYING TO THE DARKNESS
THAT WAITS IN VEILED LANDS.**

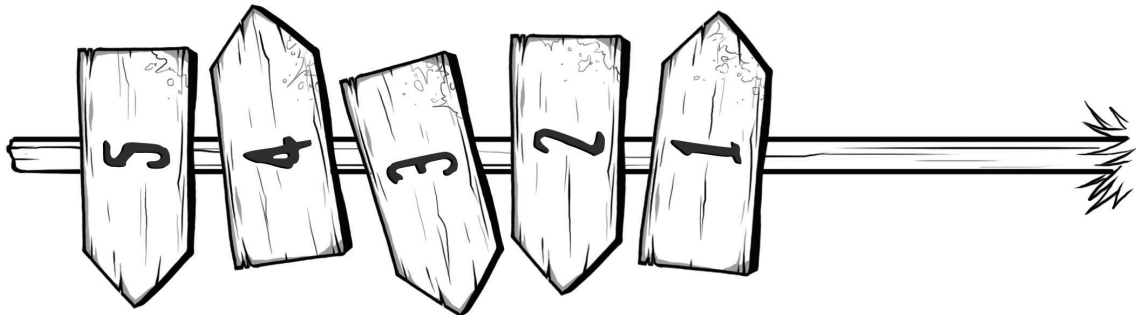
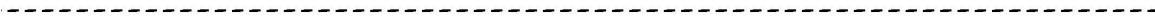
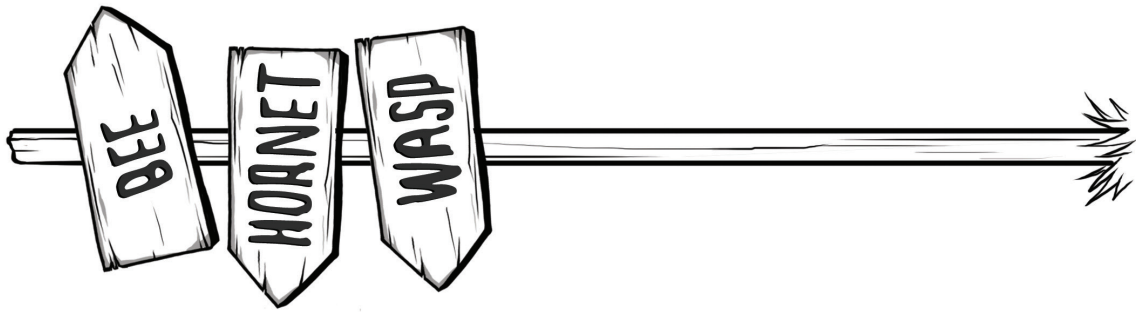
Appendix 4B. Player Handout 2



Appendix 4C. Player Handout 3



Appendix 4d. Player Handout 4



Appendix 5. Magic Item

Llyneth's Cloak of Mists

Wondrous Item, uncommon (requires attunement)

This cloak is made of fine gray wool and edged with embroidered silver knotwork. The wool blends into the mists common in the Moonshaes. The inside is lined with small pockets perfect for holding herb samples or spell components.

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

Mechanically, this item is a *cloak of elvenkind* which can be found in the *Dungeon Master's Guide*.



Appendix 6a. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Eye in the Stone

This small flat round stone is carved with a symbol of an eye with wave lines representing mist around it. It was given to you as a token of gratitude by Llyneth Kincaid, the great druid of the Eye in the Mist moonwell on Moray. The stone signifies her regard and may be useful in encounters with other druids of the Earthmother or with devout followers of the Earthmother among the Ffolk



Appendix 6B. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

I have My Eye on You

You've served Hyll the Ugliest Hag well, and she may have more tasks for you in the future. In the meantime, you occasionally get a glimpse of an eyeball sitting in a discrete location observing you. When you turn to get a better look, it's gone.

