

ILL MET IN YLRAPHON

Part Two of the Olma Series

A behemoth threatens Mulmaster at the direction of a bheur hag named Auntie Olma, but intelligence reveals that she has another sinister plot unfolding at the same time. One of her agents has infiltrated nearby Ylraphon on a mission to destabilize the town and weaken it in advance of a large attack. The Lords of Mulmaster cannot defend both settlements at once. Can the heroes reach Ylraphon and find the agent before she succeeds at her mission, so that the forces of the town may rally to defend their homes?

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



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INTRODUCTION

Welcome to *Ill Met in Ylraphon*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's Wyrmplague saga.

This adventure is set in the town of Ylraphon, which stands on the southern edge of the Flooded Forest in the area of The Dragon Reach.

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 note cards, 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

“The price of failure is death.”

—Lord Vor

ADVENTURE BACKGROUND

Auntie Olma is an ambitious bheur hag who seeks ascension into the ranks of night hags, having plotted and schemed for decades to gain the power of dream walking that is necessary to achieve that transformation. Her advancement, however, has been skillfully stymied by Granny Achlys, an epically powerful night hag and one of the three who lead The House of Longevity and Ruin, an extraplanar cabal of 99 hags with plans that span millennia. Achlys has anticipated and outmaneuvered Olma at every turn, keeping the upstart in her place, which (no surprise) infuriates the lower-ranked hag.

In an effort to fight back, Olma has seeded various locations with clues and hints about Achlys’s schemes, in the hopes that meddling adventurers will come along and do some of her work for her, interfering with Achlys’s plans and causing the elder night hag enough trouble that she won’t be able to focus on Olma as much. One such attack plays out here: Olma has left clues claiming that one of her agents is at work destabilizing the town of Ylraphon and that a major attack there is imminent.

In truth, the agent works for Achlys, and as the heroes thwart the agent’s activities, they become embroiled in the larger conflict and learn about the more powerful hag of whom they stand to make an enemy.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Ylraphon (ee-ILL-ra-FON). A small but growing port outside the mouth of the River Lys, on the southern edge of the Moonsea Region.

Demelza (deh-MEL-zah). A female elven warlock, currently working for Granny Achlys to destabilize the city of Ylraphon. The character believe her to be an agent of Auntie Olma.

Granny Achlys (gran-NEE OCH-lis). A granny night hag, creator of the Wyrmplague, one of the heads of the House of Longevity and Ruin, and currently fighting with another hag named Auntie Olma.

ADVENTURE OVERVIEW

This adventure is broken down into three parts:

Part One. The adventurers track Granny Achlys’ agent (a female elven warlock named Demelza, whom the captured notes claim works for Auntie Olma) through the streets of Ylraphon, hunting her based on clues available to them at the start of the adventure. She proves elusive, but the party tracks her to The Moonwater, where she has gone to speak with Andorran Bree, the master of the temple. A set of capable thugs ambush the heroes outside the temple, and the agent slips away in the confusion, taking an important relic with her, weakening the temple’s defenses.

Part Two. Hot on the agent’s trail, the party chases her out of town into the ruins of an elven chapel found in the tumbledown Old City, possibly gaining some assistance along the way. The party battles dark fey guards outside the temple and must overcome dangerous traps to reach the interior of the chapel and prevent the agent from completing a dark ritual and sacrificing (or perverting) the relic she stole from the temple.

Part Three. After the party defeats the warlock, a powerful undead figure appears and curses her for her failure, taunting the heroes with news of an impending attack upon the city before departing. The cursed warlock then rises as a banshee, seeking revenge for her defeat and betrayal. Once the PCs defeat her (again!), they return the relic to The Moonwater, where they learn that the temple was attacked and ransacked while the relic was removed, and dark times are ahead.

ADVENTURE HOOKS

Consider using one or more of the following hooks for the PCs, or feel free to invent one that you think will particularly motivate your table.

Knowing is Half the Battle. If the characters have played through CCC-TRI-11, “Flooded Dreams,” they are in possession of information indicating that a female elven warlock in service to Auntie Olma has been operating in Ylraphon, seeking to undermine the town’s leaders and their ability to defend the town in the event of a large attack. The behemoth rampaging up the River Lys and in the area around Mulmaster could become a threat to Ylraphon, and the players must find the warlock and put a stop to her activities so that the town can defend itself effectively.

Order of the Gauntlet (Faction Assignment). The Order’s representative in Ylraphon, Arden Marsh, has sent a call for assistance. Someone has been stirring up trouble in Ylraphon and he believes she is hiding in the ruins of the Old Town, but he has not yet been able to track her to her lair. Due to

a sacred oath, he is unable to set foot in Ylraphon proper and is thus unable to investigate from that angle. PCs from the Order have been sent to assist and are given the same information as above to start their investigation (see the opening boxed text).

Other Factions. Characters who are members of the Zhentarim or the Lords' Alliance might have received word through their factions that things are becoming unstable in Ylraphon. Zhents see "business opportunities" while Lords' Alliance agents seek to put a stop to whoever is causing trouble to ensure their faction's influence in the region remains secure.

Soldiers of Fortune. Ylraphon is a place of opportunity for bold adventurers willing to undertake a bit of personal risk. It is surrounded by ancient ruins and led by powerful merchant families willing to reward those who help ensure stability, which is good for business. Whispers in trade circles hint at things being less stable than usual in Ylraphon, with rumors of a red-haired elven woman being consistently spotted in the midst of any trouble. Certainly, the leaders of the town would be grateful if such an agent of discord were found and stopped, and the gratitude of wealthy people is usually expressed in gold pieces ...

PART 1. THE AGENT'S TRAIL

Estimated Duration: 75–90 minutes

Arriving in Ylraphon after the events of CCC-TRI-11, “Flooded Dreams,” the characters must hunt down a slippery agent in the midst of the bustling activity of a frontier port town.

GENERAL FEATURES

Ylraphon has the following general features.

Terrain. Cobbled streets are somewhat uneven, and slick with waterfront moisture in places. Streets vary in width and buildings vary in their state of repair depending on the wealth of the section of the city.

Weather. Light clouds and fitful wind hint at the arrival of darker clouds on the horizon.

Light. The sky is cloudy, but sufficient light illuminates the streets that all areas are considered brightly lit unless otherwise indicated.

Smells and Sounds. Pervasive moisture and age gives the entire city a damp, slightly moldy smell except in certain places where incense and perfume keep the smells at bay. The sounds of townsfolk at work form a busy undercurrent against which the cries of merchants hawking wares can be heard.

Read the following text to set the scene for your players:

The town of Ylraphon is a testament to persistence. Originally built over a thousand years ago, the town has been overrun and rebuilt several times over the centuries, and the ruins that spread widely around the current settlement are mute evidence of former grandeur that has been thrown down into the mud and muck of the nearby Flooded Forest.

Hundreds of hardy souls live in the rough-and-tumble river port settlement in the heart of the ruins. Protected by a stout palisade made of the black trunks of iron-hard duskwood trees, they work toward making their fortunes and building a new Ylraphon that will rise from the wreckage of past failure.

You have come to this town in pursuit of an agent of forces that would see this noble rebirth squashed before it gets fully underway. You know relatively little: a red-haired elven woman name Demelza, a warlock in service to a powerful fey hag named Auntie Olma, with a preference for silver-lined black clothing, has apparently been stealthily influencing the leaders of the town, setting them against one another and stirring up infighting and discord.

Your goal is to find her and put a stop to her activities—there are powerful hostile forces marshalling nearby, and the factions of Ylraphon must work together if they are to weather the coming storm.

1A. HUNTING THROUGH TOWN

DM NOTE

- You are strongly encouraged to read this section carefully and have a good grasp of the NPCs and how they'd like to portray them. Consider choosing a few that particularly interest you and focusing on them when you run the game.
- Be open to using whichever NPCs the players stumble upon. Remember that the merchant leaders are currently not getting along very well, due to Demelza's meddling.

After providing the introduction above, ask the players how they'd like to proceed with seeking out the warlock. This is a fairly open-ended task, but a number of possibilities are laid out here. If the players attempt some other course of action, use the content here as inspiration for resolving what they attempt. Perhaps one of these options will work with just a minor tweak, or perhaps these will give inspiration for you to resolve something totally unexpected.

Each investigatory task culminates in a skill check, as detailed below. These can be individual checks or group checks, depending on how (if) the party decides to split up. If the PCs split up, ensure that each player has the opportunity to engage in at least one task. If the PCs stay together, call for group checks or ask each PC how he is assisting whoever is the main character in the task, ensuring that everyone stays involved.

The ultimate goal of the investigation is to lead the PCs toward The Moonwater, where Demelza is currently speaking with the leader of the temple and getting ready to steal an important relic, which will create an opportunity for Lord Vor's forces to attack (see part 3). Use the results of the skill checks to describe a sense of closing in on the agent (if there are more successes than failures) or of desperately following up on slim leads (if there are more failures than successes).

After each PC has contributed to at least one investigation task and there have been at least three such tasks, the investigation leads the PCs to The Moonwater, and you can proceed with encounter 1B, “At the Moonwater.” The nature of the adventure once there depends on whether the PCs have had more success or more failures in their search.

APPROACHING TOWN LEADERS

The PCs can approach one or more town leaders to inquire about recent meetings with someone matching the agent's description. A successful DC 10 Intelligence (History) or Intelligence (Investigation) check reveals the name and location of one of the town leaders listed below; the DM can select one that appeals or determine randomly. Members of the Emerald Enclave or the Lords' Alliance

automatically know their faction contact in town (Ilasera Kombul or Serge Affapanov, respectively). Members of the Zhentarim or the Harpers must roll as normal (DC 15 for Zhentarim to find Clank, DC 20 for Harpers to find Andorran Bree), since their faction contacts are not open about their faction affiliation. Members of the Order of the Gauntlet already have a faction assignment and can learn nothing more from their contact, who is not in Ylraphon (see faction assignment).

TRICKS OF THE TRADE

When approaching one of the town leaders, a character must first succeed at a Charisma (Persuasion) or Charisma (Intimidation) check to gain an audience with the leader. If they successfully secure an audience, then after some suitable roleplaying, call for a Charisma (Persuasion) or Charisma (Intimidation) check.

Assistance from others. Other characters may assist with these rolls, as long as they are roleplaying that assistance. A character carrying the magic staff from CCC-TRI-11 has disadvantage on these interaction rolls. DMs are free to award success or failure on these rolls automatically, if roleplaying strongly supports one resolution or the other.

The PCs learn one piece of information from the 'Clues Found' list irrespective of the result of this second skill check, but use the result to describe the way the leader gives it:

If the roll is a success. The leader shares the information readily, wishing the party luck in their search and suggesting they may be invited back at some indeterminate time in the future, for other employment opportunities. In addition, the lord offers them a 5% discount on goods or services offered by his business (where appropriate). This discount only applies for the duration of this adventure.

If the roll fails by less than five. The leader shares the information but is neutral in his or her interaction with the party, politely dismissing them to attend to other business once the discussion is complete.

If the roll fails by five or more. The leader reluctantly shares the information, but is clearly offended or insulted by something the PCs said or the way they said it. The characters are escorted out of the leader's presence immediately, and if they attempt to buy goods or services at the leader's business before the adventure ends, prices are increased by 5% as word of their interaction with the boss spreads.

Serge Affapanov (male Mulmasterite human noble, Audience DC 14, Information DC 18) can be found at The Pearl, an ostentatiously decorated jeweler's showroom protected around-the-clock by heavily muscled and well-armed guards (four veterans, minimum). A gold leaf sign hangs over glass windows protected by iron bars, which grant a view of white marble floors and walls and ornate furniture. Members of the Lords' Alliance automatically

know about Affapanov and have advantage on skill rolls related to interacting with him.

Mei Chiang (female Shou human merchant, Audience DC 12, Information DC 16) can be found at the Chiang Emporium, a small store attached to a large warehouse not far from the waterfront. The store is stocked with a variety of artwork (vases, sculptures) and intricate devices (abacus, scales, spyglasses); pictures of ships adorn the walls.

Sebastian Emberstar (male fire genasi sorcerer, Audience DC 11, Information DC 15) can be found at The Emberstar Exchange, a rambling compound where metal arms and armor are sold. Though the Emberstar smithies are elsewhere, hammers on anvils can be heard here as goods are customized to buyers, and the people working here come from a wide variety of races and nations.

Gwynora Ironheart (female shield dwarf spy, Audience DC 13, Information DC 17) can be found at Ironheart Keep, always in the company of her fiancé and bodyguard Karl Stormbright (male gold dwarf swashbuckler). Dwarves have advantage on skill rolls to meet with Mistress Ironheart.

Lady Aislyn Marsh (female half-drow noble, Audience DC 13, Information DC 17) can be found at the Marsh Compound, a rambling collection of buildings with several retail spaces where weapons and armor made of wood and/or leather are sold, along with druidic foci, hunting gear, etc. PCs who are obviously arcane spellcasters or who mention having spoken with Ilasera Kombul (see below) have advantage on skill rolls to meet with Lady Marsh.

Ilasera Kombul (female half-elf druid, Audience DC 12, Information DC 16) can be found in the periphery of the Flooded Forest to the north of town, or in the Hunter's Market near the well, if the DM prefers. In addition to information from the list below, she will recommend the PCs talk with Lady Aislyn Marsh, a friend of hers. Members of the Emerald Enclave have advantage on getting an audience with Ilasera.

Clank (male kenku spy, Audience DC 15, Information DC 19) is the elusive contact for members of the Zhentarim. Both he and his assistant, Zoya, can be found in Zhentish Corners, a tightly-packed residential neighborhood where many Zhent refugees live. Members of the Zhentarim have advantage on skill rolls to interact with Clank.

Garm Stormbright (male gold dwarf cleric, Audience DC 11, Information DC 15) can be found at The Argent Hearth, a temple to Berronar Truesilver not far from The Moonwater. Clerics of good gods who openly display their holy symbols have advantage on skill rolls to interact with Garm.

DM NOTES

- Given the proximity of The Argent Hearth to The Moonwater, Garm is best reserved to be the final leader the PCs speak with, as they can move directly from here to the temple for encounter 1B.
- Note that The Moonwater is not in these lists, specifically to make it less likely that the PCs will jump directly to it and short-circuit roleplaying an investigation. A leader might advise the party to seek out Bree at The Moonwater at any point, if the DM feels it's time for the adventure to move along.
- It is possible that members of the Harpers may try to locate Bree, as he is their contact. If they are able to find him through a DC 20 Intelligence (History or Investigation) check, then do so, but prioritize other party members' contacts.

PCs may attempt to warn town leaders about Demelza and the threat to a destabilized Ylraphon, but just warning them is not enough. Town leaders will thank the PCs, but the PCs will be encouraged to find the warlock and stop her with any means at their disposal. This person has proven elusive and manipulative to date, and a warning may not suffice. If the PCs talk with the town guard, they will mention seeking more funds to beef up their ranks, but that is unlikely to provide any benefit in the immediate term.

STAKING OUT AN IMPORTANT PLACE

The PCs may decide to hang out and watch certain key areas of the town in the hopes of catching a glimpse of the agent or someone who might be working with her. A few locations the PCs might visit are listed below—these places are easily found with a bit of exploration of the town, no skill roll required.

Once at the location, after a suitable period of interaction, call for an appropriate skill check—Intelligence (Investigation), Wisdom (Insight or Perception), Charisma (Persuasion or Performance) are all likely candidates—against the DC listed for the location. On a success, the PCs learn one item from the 'Clues Found' table. On a failure, the PCs learn one item from the table but also suffer the specified drawback.

Hostettler's House. This gaudily decorated bar is filled with gambling tables, and the building is usually filled with a raucous, rough and rowdy crowd. (Information DC 12, Drawback: One character loses 3 (1d6) gp while gambling.)

The Hunter's Market. This open market square with a small central well is filled with tables loaded with fish, food, and basic goods. Note that the PCs could encounter Ilasera Kombul here, if the DM wishes. (Information DC 14, Drawback: One character loses 2 (1d4) gp to a pickpocket.)

Drink o' The Lis. This tavern in the center of town is heavily decorated with battle trophies and serves modest fare, run by a retired gladiator with a gold-plated wooden leg. (Information DC 13, Drawback: Two characters each take 3 (1d6) damage during a brief brawl that is quickly interrupted by the proprietor.)

The Dragon Docks. These newly rebuilt docks are the main trade artery of the city, with many ships loading and unloading goods, the colors of House Chiang evident on at least half of the vessels. (Information DC 11, Drawback: Counts as an extra failure in the investigation challenge due to time spent.)

Town Hall, Armory, and Jail. These imposing buildings on the southernmost tip of the land inside the Palisade seem to sag under the weight of the moss growing on the stones, but they are the location of the mayor and town guard, disorganized though they be. (Information DC 15, Drawback: Disadvantage on the next check made in this investigation.)

WANDERING AROUND AND SEARCHING

The PCs may decide to simply wander the town searching for someone who matches the agent's description, talking with random townsfolk, etc. The PCs will not find Demelza this way, but the DM should call for Dexterity (Stealth) checks for sneaking around, Charisma (Persuasion) checks for blending into crowds or talking to people, and Wisdom (Perception) checks for noticing things. These checks could lead the PCs to some of the people and locations listed above, and a chance to earn information to be found there.

Note that several of the locations listed in the 'Approaching Town Leaders' section are also well-known businesses. The DM should feel free to let the PCs taking the stakeout or wandering approach find those locations and do some general investigation along the lines of the stakeout section. A PC who asks to speak with the master of the business (perhaps without knowing that person's identity ahead of time) must make the same skill checks listed for the leader of the business location.

CLUES FOUND

Whether by meeting with various town leaders or investigating various locations about town, the PCs can learn the following pieces of information that will ultimately lead them to The Moonwater (and encounter 1B). Award these pieces of information in the sequence given here, to lead the PCs to their goal:

- There are a lot of people in the town, of course, but someone who dresses in finery like that described is likely to do business with the

wealthier merchants and leaders of the town. (The person recommends a town leader or two of the DM's choice.)

- Several women wearing silver-chased black clothing have been seen around town lately, and some townsfolk have started calling them the Silverblack Ladies. They are usually seen among the businesses of the waterfront, and always in the company of several bodyguards. (The person recommends the PCs check out The Pearl or Ironheart Keep. These specific locations are conjecture on the part of the speaker; the important part is to lead the PCs to the side of town where The Moonwater is.)
- One of the Silverblack Ladies, an elven woman named Demelza, is apparently fairly devout and has been seen in the temple compound a lot in the past couple of days, spending a fair amount of time talking with some clerics of Selûne at The Moonwater.

The DM can break these three clues up into smaller pieces if the players have split up into more than three groups or the DM wants fill out a bit more time with roleplaying the investigation. Once the PCs have the final clue, they should head toward The Moonwater.

1B. AT THE MOONWATER

Once the PCs have completed three or more investigation tasks as detailed above, they find themselves in the vicinity of The Moonwater as dusk begins to fall. The strength of the enemies there depends on how successful the PCs have been in their search.

If the PCs have at least as many successes as failures. Conditions are advantageous to the PCs, as they have zeroed in on Demelza's location and drawn minimal attention to themselves. The warlock has only a small group of guardians on hand to fight the PCs when they arrive. Their arrival also forces her to act in haste and depart quickly.

The agent's trail has led you to The Moonwater, the temple of Selûne in Ylraphon. Twilight has begun to fall as you approach the front of the temple, and you see some unsavory-looking types standing outside the front door, in the act of donning what appear to be clerical robes. They ready their weapons and shout a challenge. Clearly, they knew you were coming and are committed to stopping you, but they appear disorganized and uncertain, as if you found them before they were quite ready to face you.

See the appendix, "Moonwater—Exterior Map." Three **thugs** are arrayed on the steps blocking access to the front door and one **scout** is hidden on the roof of a building across the street. At the beginning of the third round of combat, an additional

thug and scout arrive to reinforce their friends. Due to arriving in haste, these additional attackers have disadvantage on their attacks in their first round of combat.

If the PCs have more failures than successes. Conditions are disadvantageous to the PCs, as their efforts to find Demelza have taken them extra time and attracted attention, allowing the warlock to set up a stronger ambush, making this a more dangerous fight for the heroes.

The agent's trail has led you to The Moonwater, the temple of Selûne in Ylraphon. Twilight has begun to fall as you approach the front of the temple, and you see a small group of robed figures gathered on the steps, a priest teaching his students. Suddenly, the figures turn and draw hidden weapons, then shout a challenge and attack you—they aren't clerics after all! Clearly, your search has been noticed, and someone has set up an ambush to stop you.

See the appendix, "Moonwater—Exterior Map." The "priests" are actually four **thugs** arrayed on the steps blocking access to the front door. Two **scouts** are hidden on rooftops with line of sight to the front of the temple. In this version of the encounter, any PC without a passive Wisdom (Perception) or passive Wisdom (Insight) of at least 14 starts the battle surprised.

TACTICS

In either version of the battle, the enemies are not interested in talking, only in dispatching the PCs as quickly as possible. Attempts to negotiate are doomed to failure.

Thugs will move to melee immediately, engaging as many characters as possible to stop them from moving into the temple. Their strategy is simple: keep people engaged to help the scouts, focusing on the lightest-armored characters first.

Scouts hiding on the rooftop nearby have taken special pains to hide well. They can only be seen by a successful DC 20 Wisdom (Perception) check, and are likely to be able to make their first attack with advantage—the scout pops up on his initiative count on the first round and shoots at the best target he can see. First choice is a spellcaster hanging back from the melee, then any other ranged attacker, then finally anyone engaged in melee with one of the thugs.

The thugs will battle to the death, having been thoroughly beguiled by the agent. Once the PCs defeat the thugs, the scouts will break off their attacks and flee.

SETTING UP THE ENCOUNTER

The number of enemies listed here is for the “failure” version. Remove one thug and one scout for the “success” version.

Very Weak

- **Thug (3):** AC 11, 32 hp, Init +0
- **Scout (2):** AC 13, 16 hp, Init +2

Weak

- Thug (3):** AC 11, 32 hp, Init +0
- Scout (2):** AC 13, 16 hp, Init +2

Average

- **Thug (4):** AC 11, 32 hp, Init +0
 - **Scout (2):** AC 13, 16 hp, Init +2
- Has **Sneak Attack**, as listed in stat block sidebar

Strong

- **Thug (5):** AC 11, 32 hp, Init +0
 - **Scout (2):** AC 13, 16 hp, Init +2
- Has **Sneak Attack**, as listed in stat block sidebar

Very Strong

- **Thug (5):** AC 11, 32 hp, Init +0
 - **Scout (2):** AC 13, 16 hp, Init +2
- Has **Sneak Attack**, as listed in stat block sidebar

SCOUT CHANGES

- Add the following special trait for Average, Strong, and Very Strong party strengths:

Sneak Attack. Once per turn, the scout deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the scout that isn't incapacitated and the scout doesn't have disadvantage on the attack roll.

TREASURE

If the PCs search the thugs after defeating them, they find a total of 50 gp in coin.

1C. RACE TO THE RUINS

The thugs' challenge also serves to warn the agent inside the temple that the jig is up.

As the last of the enemies fall before you, the sound of breaking glass and a cry of alarm comes from inside the temple.

If characters remain outside after the noise from within and are in line of sight to the side of the temple from which Demelza escapes:

Shards of glass suddenly fall out of a stained glass window on the side of the temple and you see a dark streak that flashes across the open ground in an instant and passes beyond the wall to the east of the temple. You see the outline of a man inside the temple standing at the window. The breaks in the glass show you the dismay and disbelief on his face.

For anyone who enters the temple, read the following:

As you enter the temple, your attention is drawn across the pews and the splendor of the altar to the figure of a half-elven priest in the robes of Selûne. He is standing at a side wall next to a stained-glass window that has been shattered, through which you catch a glimpse of the town buildings beyond the temple. He turns to you, dismay and anger warring upon his face. “She has stolen the Heart of the Moon,” he cries out, pointing out the broken window as a faint, pearlescent glow you barely noticed starts to flicker and then disappear, leaving the temple a bit darker and feeling unsafe ...

The half-elf is Andorran Bree, the master of the temple and one of the most respected people in town. PCs who rush to the window immediately (or who are still outside on that side of the temple) can just catch a glimpse of red hair and a dark cloak disappearing around a corner and out of sight.

Bree briefly explains that the thief has stolen a large diamond, which is the focus of a ritual that protects the temple, keeping undead at bay and making the building a safe and restful refuge. Without the focus, the ritual has no power, leaving the temple vulnerable. Bree asks the players to move quickly, hunt down the thief, secure the diamond, and return it to the temple as soon as possible. He must remain behind to protect the temple while it's vulnerable, rousing other clerics and defenders of the temple to keep it safe while the PCs do their work.

If any PCs are badly wounded after the battle with the agent's forces, Bree will cast up to three cure wounds spells without charge. He is reluctant to cast more, as he must preserve his strength to defend the temple until the focus is returned.

PART 2. OLD CITY RUINS

Estimated Duration: 75–90 minutes

The PCs pursue the agent into the ruins of Old Town, to the west of Ylraphon proper. Here, they encounter more creatures intent on thwarting their pursuit and confront the warlock herself to regain the Heart of the Moon.

2A. GIVING CHASE

Have each player describe how they are helping the party track and pursue the fleeing warlock. Some possibilities include (but are not limited to):

- Watching the flow of traffic in the streets to determine the direction the agent is fleeing:
DC 15 Wisdom (Perception).
- Getting directions from eye witnesses about the fleeing agent:
DC 14 Charisma (Persuasion or Intimidation).
- Carefully considering the speaker to determine if the directions are true or false:
DC 13 Wisdom (Insight).
- Moving through the streets in the general direction of the agent, hoping to keep up with her or get ahead of her:
DC 17 Strength (Athletics) or Dexterity (Acrobatics), depending on the description the player provides.
- Searching an area the agent passed through for signs or tracks to indicate which way she went:
DC 16 Intelligence (Investigation) or Wisdom (Perception).

So long as the player describes a course of action that could reasonably contribute to pursuing the agent, allow an appropriate skill roll with a DC from 13 to 17, based on your opinion of how easy or hard it should be. Give each player the opportunity to contribute to the chase, and use the successes or failures to describe a sense of how the pursuit is going.

Once all players have had a chance to contribute at least once, tally the total number of successes and failures, and move to the next encounter. Note that if any players choose not to help (for example, letting the ranger do all the work in tracking the warlock through the town), each such character automatically contributes a failure to the overall count.

2B. DEFENDERS OF THE RUINED CHAPEL

Choose one of the following sections of text to read, depending on the relative number of successes and failures in the previous scene.

IF HALF OR MORE OF THE PARTY WAS SUCCESSFUL

You dash through the evening streets of Ylraphon, dodging traffic and giving chase. Some townsfolk shout out useful information, helping you keep the fleeting glimpses of red hair and silver-lined black cloak just in view. Other townsfolk shout obscenities or seem to make bets on your success, but you pay them no heed as you chase the fleeing elf out of the town proper and into the ruins of Old Town on the west side of Ylraphon. You are hot on her heels when she suddenly dashes into shrouded doorway of what looks like a ruined chapel, and dark figures suddenly spring forth from the shadows surrounding the door to attack you.

IF LESS THAN HALF OF THE PARTY WAS SUCCESSFUL

You give chase through the evening streets of Ylraphon, trying to dodge traffic and catch the agent before she escapes. People shout conflicting guidance that confuses you somewhat and hampers your pursuit. The slick streets slow you down and the twilight shadows make it hard to trust your eyes, but you eventually track the agent out of the center of town to the Old Town ruins to the west. The muddy trails hold signs of the agent's passage long enough for you to follow her to a vine-choked ruin of a chapel. As you pause a moment and consider your next step, dark figures suddenly spring forth from the shadows and attack!

This battle takes place at area A on the “Ruined Chapel Map.” These creatures are hidden in the darkness and vegetation before the battle. Due to their +7 Dexterity (Stealth) score, any PC with a passive Wisdom (Perception) score of 16 or less is surprised in the first round of battle. The DM might consider giving an active Perception check to players who have roleplayed their characters as particularly cautious or focused on scouting.

A **darkling elder** leads four **darklings**, and all are arrayed in the area around the chapel entrance ready to ambush anyone other than the warlock who approaches the chapel. The darklings prefer to pair up on individual foes, with one assisting to give the other advantage if the foe is heavily armored. The elder prefers to attack anyone who demonstrates the ability to heal (clerics, druids, bards) or anyone dressed in the trappings that suggest such an ability.

SETTING UP THE ENCOUNTER

Very Weak

- **Darkling (2):** AC 14, 13 hp, Init +3

Weak

- **Darkling (2):** AC 14, 13 hp, Init +3
- **Darkling Elder:** AC 15, 27 hp, Init +3

Average

- **Darkling (4):** AC 14, 13 hp, Init +3
- **Darkling Elder:** AC 15, 27 hp, Init +3

Strong

- **Darkling (4):** AC 14, 13 hp, Init +3
- **Darkling Elder:** AC 15, 27 hp, Init +3
- **Quickling:** AC 16, 10 hp, Init +6
Enters on initiative count 1 of round 2, trying to attack the rearmost character in the party.

Very Strong

- **Darkling (4):** AC 14, 13 hp, Init +3
- **Darkling Elder:** AC 15, 27 hp, Init +3
- **Quickling (2):** AC 16, 10 hp, Init +6
Enters on initiative count 1 of round 2, trying to attack the rearmost character in the party.

TREASURE

The darkling elder (or one of the darklings, in the Very Weak version) wears a silver necklace set with multi-colored crystals, which is worth 150 gp.

2C. ENTERING THE CHAPEL

Read the following description when the PCs are ready to enter the ruined chapel.

Vines and cobwebs shroud the entrance to the chapel; the passageway beyond is filled with shadows and mist. Runes and symbols were once carved on the wall outside the entrance, but the depredations of time and vandalism make them all but impossible to decipher. There is enough left to identify the runes as originally elven, suggesting the chapel was devoted to one or more elven deities when it functioned. As you consider the entrance before you, a rhythmic chanting can be heard—someone is conducting a ritual within.

The mist filling the passageway is the result of a *silent image* spell, put in place by the warlock before she began her ritual (she is currently concentrating on it). The mist is thick and heavily obscures sight, imposing disadvantage on any attempts to examine the area (and, most importantly, detect the trap!). Because it's an illusion, a *gust of wind* spell or similar effect will not dispel it. PCs who interact with it (i.e. enter it) can attempt a DC 15 Wisdom save to realize its illusory nature (perhaps noticing that the mist is not damp and chilly, etc.).

The small rooms flanking the hallway were once used by acolytes to prepare for religious ceremonies.

LOCATION B

This room now contains only detritus, moldy clothing, rotting wooden furniture, and rusted or tarnished implements.

LOCATION C

This room has been cleaned out and contains a small, tidy camp (bedroll, some rations, etc.).

Treasure. Tucked into the bedroll is a small treasure cache: 300 gp, a *potion of healing*, a *spell scroll of sending*, and a *quiver of Ehlonna*.

LOCATION D

A trap has been set at this point, with the tripwire covered by the illusory mist. If half or more of the PCs were successful in the chase scene, the agent armed the trap hastily, and the Wisdom (Perception) DC to detect the trap is reduced to 10. Any PC who has not realized that the mist is illusory has disadvantage on this check.

FLOWERING VINES NET TRAP

A 10'x15' weighted net woven of flowering vines is concealed among the cobwebs and vegetation of the ceiling. A tripwire at the end of the hallway causes the net to fall. The flowers release a soporific perfume when disturbed.

Detection and Disabling. The tripwire is very fine. Detecting requires a successful DC 15 Wisdom (Perception) check. If successful, the tripwire can be avoided with a DC 5 Dexterity check to step over it. The tripwire can be disabled with a DC 15 Dexterity check using thieves' tools, or using an edged weapon with disadvantage on the check.

Trigger. Moving past the tripwire without having detected it, or failing any of the checks to bypass or disable the tripwire triggers the trap.

Effect. The net falls upon any creatures in the area of the net. All who are caught are restrained, and must succeed on a DC 10 Strength saving throw or be knocked prone. Each creature that starts its turn in or adjacent to the net must succeed on a DC 13 Constitution saving throw or become poisoned from the perfume.

The poison remains airborne for three rounds. During this time, a poisoned creature must first leave the area in order to repeat the save to end the poisoned condition.

A poisoned creature who starts their turn in the perfumed area must repeat the saving throw or fall asleep. Sleeping creatures remain asleep until they take damage or someone uses an action to awaken them.

Escape. A creature can use its action to attempt a DC 10 Strength check to free itself or a creature adjacent to it. The net has AC 10; dealing 5 slashing damage to the net destroys a 5-foot section, freeing any creature caught in that space.

2D. HALT THE RITUAL/SAVE THE FOCUS

Demelza is in area E on the "Ruined Chapel map," a small shrine with a defaced altar upon which The Heart of the Moon has been placed.

When the PCs first catch a glimpse of the shrine and Demelza performing her ritual, read the following:

An elven woman with flame-red hair, her face set in a grimace of concentration, stands behind an old altar stone performing a bizarre ritual. The altar is strewn with twisted candles of various colors, whose flickering flames cast twisting shadows about the room. Ritual implements lie among a number of eyeballs that seem to stare blankly about. The warlock holds one hand clenched in a fist over the altar, and blood slowly drips from it to land on the large diamond sitting amidst the ritual clutter.

Demelza is currently performing a ritual of unknown purpose upon the diamond. This magic is bizarre and unusual by normal standards, having been given to her by her hag patroness. Her left hand bleeds from a self-inflicted cut, and she drips blood on the diamond each round, using her bonus action to continue the ritual. In this encounter, Demelza must remain within 15 feet of the diamond to continue the ritual, which constrains her movement.

SETTING UP THE ENCOUNTER

Very Weak

- **Demelza:** AC 12/15, 49 hp, Init +2
No spell slots available for the battle.
Interrupting the ritual stuns her rather than incapacitating her and does 14 (4d6) damage to her.

Weak

- **Demelza:** AC 12/15, 49 hp, Init +2
Has only one spell slot available for the battle.
Interrupting the ritual stuns her rather than incapacitating her.

Average

- **Demelza:** AC 12/15, 49 hp, Init +2

Strong

- **Demelza:** AC 12/15, 49 hp, Init +2
Interrupting the ritual does not incapacitate Demelza.
- **Darkling (2):** AC 14, 13 hp, Init +3

Very Strong

- **Demelza:** AC 12/15, 49 hp, Init +2
Interrupting the ritual neither damages nor incapacitates Demelza.
- **Darkling (4):** AC 14, 13 hp, Init +3

DEMELZA (WARLOCK OF THE ARCHFEY)

Add the following elf features:

- Change type to *elf*, alignment to *neutral evil*.
- Change **Armor Class** 12 (15 with *mage armor*)
- Change DEX bonus to +2.
- Add **Skills** Perception +5
- Change **Senses** darkvision 60 ft., passive Perception 15
- Change **Languages** Common, Elvish
- Add:

Fey Ancestry. Magic can't put the warlock to sleep.

Trance. The warlock doesn't need to sleep. Instead, it meditates deeply, remaining semiconscious, for 4 hours a day. After resting in this way, it gains the same benefit that a human does from 8 hours of sleep.

A PC who studies the ritual while it is in progress and succeeds on a DC 20 Intelligence (Arcana) check identifies the ritual as one that will grant the ritualist the power to gaze upon the diamond's surroundings from a distance. Failing the check by less than 5 reveals that the ritual is based in the divination school of magic. In either case, the PC learns that the ritual is near completion—perhaps one minute remains until it is done. A PC who cannot see the ritual in progress and only hears it has disadvantage on rolls to identify its nature.

TACTICS

If the PCs triggered the trap, Demelza fires her *eldritch blast* repeatedly at the trapped characters to take advantage of their restrained status. If anyone is affected by the perfume of the flowers, she focuses on targets that remain awake, saving sleeping characters for last. If the PCs bypass the trap without disabling it, she uses *eldritch blast* liberally, saving her spells to defend herself from anyone who gets too close—casting *fear* to try to force multiple PCs to flee the battle (possibly back into the tripwire) or *blink* to make it harder for PCs to be able to hit her, for example.

Demelza will also make use of the altar as much as possible to gain cover against the PCs' attacks. In escaping The Moonwater, Demelza cast *dimension door* to teleport away from the temple, using a spell slot. Thus, she has only two spell slots available for the battle rather than her normal three (in addition to her at will spells).

The diamond has AC 17, 5 hit points, immunity to psychic and poison damage, resistance to all types of damage except magical bludgeoning damage, and a damage threshold of 5. Apply resistance before the threshold; thus, most sources of damage must do at least 12 points of damage to have any effect on the diamond.

TRICKS OF THE TRADE

Concentration. Note that Demelza is concentrating on the *silent image* of the fog in the hallway, but she will continue to do so only as long as it gives her some benefit (e.g. PCs are still in the area and seem to be affected by it), though any damage done to her forces her to make a Constitution save to maintain concentration, as normal.

DEVELOPMENTS

During the fight, the PCs may attempt to steal or destroy the focus. Anyone other than Demelza who touches The Heart of the Moon while the ritual is in progress sees a brief vision of a tall, withered crone with black skin and red eyes—this is Granny Achlys, Demelza’s patron. In the vision, the hag swipes at the character, and his or her vision goes dark; the character is blinded until the diamond is destroyed or the PCs successfully prevent the completion of the ritual.

If the PCs destroy the diamond, the ritual immediately ends, interrupted. The ritual also ends prematurely if, on Demelza’s turn, she is not able to get within 15 feet of the diamond to continue the ritual. In either of these cases, there is a backlash of energy that causes the warlock to cry out in pain—she takes 7 (2d6) damage and is incapacitated for one round. If Demelza is still alive after recovering from the backlash, she will scream in rage and attack the PCs with reckless abandon.

If, against all odds, Demelza completes the ritual (10 rounds after the PCs enter the chapel), the diamond changes to a smoky, gray color. Demelza’s goal will then be to escape with the diamond to advance her patron’s greater goals. If she makes it out of the chapel and has a spell left, she can cast *dimension door* to gain enough of a lead that she will escape the PCs. In this case, go to encounter 3C, “Return to the Temple” for the final denouement.

TREASURE

The diamond’s raw cash value is 1,000 gp, which may tempt some PCs to try to keep it for themselves.

PART 3. BETRAYAL AND LOSS

Estimated Duration: 45–60 minutes

3A. THE PRICE OF FAILURE

If the PCs defeat the warlock and thwart her ritual to pervert The Heart of the Moon, read the following text:

As the warlock falls and the dark energies being summoned by her ritual disperse, a feeling of rejuvenation washes over you—you are renewed by the forces to which this chapel was once dedicated as they thank you for ending the corruption that was happening here.

The rejuvenating sensation that washes over the PCs gives them the benefit of a short rest. Once adjustments have been made, read the following:

You have but a moment to enjoy the sensation of renewal before a silver shimmer appears in the air, a coal black horse with a mane of fire stepping through the shimmer and into the room. Astride the horse is a heavily armored figure encased in ornate full plate, a long sword surrounded in unholy energies in one fist. Pinpoints of red light shine out from his great helm where eyes should be, gazing out to what is around him.

Give the characters a moment to react before moving on to the next piece of box text. Any character can automatically succeed to figure out what this new enemy is: a death knight astride a nightmare.

With the last of her fading life, the warlock cries out to him. “Lord Vor, save me!” The death knight turns his pitiless gaze upon her, and with one swift blow he dispatches her, striking her head from her body. “The price of failing our mistress is death,” he says, before turning toward you.

“Ah, Olma’s playthings, I see.”

The DM should make it obvious that this is an NPC who is not to be trifled with, as he is well beyond the capabilities of any tier 1 party. The death knight—Lord Vor, in reluctant service to Granny Achlys—has achieved his objective and is preparing to depart. If PCs insist on fighting him despite attempts to dissuade them, the death knight will strike down the strongest looking/most heavily armored PC to make an example of him; in this encounter, Lord Vor has already used his Hellfire Orb attack.

If PCs are wise and refrain from attacking him, he will speak with them very briefly, congratulating them on their defeat of Demelza and remarking on their ability to show restraint in the face of a clearly superior foe. He will chide them for falling prey to Auntie Olma’s manipulations, for now they have

earned the attention of a truly fearsome hag. After a bit of conversation, read the following:

Lord Vor waves one gauntleted hand in a gesture of dismissal. “I have done exactly as instructed—I have taken from the temple vault the artifact my mistress requires, and I have cut down the nuisance Andorran Bree. My task here is done. Perhaps we will meet again on the field of battle, someday far from now when you may be a challenge.”

“In the meantime, a warning. A great horde approaches, and this town will soon be ground into the muck once again, as Granny Achlys wishes. If you wish to live, perhaps you should flee.” He gives you a brief nod, and then he and his otherworldly steed fade from your sight.

3B. BETRAYAL’S AFTERMATH

After Lord Vor departs, the PCs have a few moments to gather their things, collect the treasure from room C, etc. As they are about to leave, read the following text:

As you place The Heart of the Moon in a safe place among your possessions and finish gathering the other treasures to be found in this ruined chapel, you suddenly feel a cold, clammy breeze and hear a distant sigh that slowly turns into a thin scream of hatred and anger. The hair on the back of your neck stirs as you see the fallen body of the elven warlock stir. No, not the body, but an incorporeal spirit—the once beautiful elven woman has arisen as a banshee to seek vengeance!

The circumstances of Demelza’s life and her violent death at the hands of someone she thought to be an ally have created the perfect situation for the creation of a **banshee**. The newly arisen spirit, still consumed by anger and a need for vengeance, turns its dark power on the nearest targets—the PCs.

TACTICS

The banshee’s first action will be to use her Wail as she moves to cut off the PCs’ escape. After that, she will attack with her Horrifying Visage to frighten people into cowering in the corners, then attack non-frightened individuals with her Corrupting Touch.

If **shadows** or **specters** are present, they emerge from the shadows on the ground and walls, attracted by the anger of the banshee. They attack what the banshee attacks, unless they cannot actively reach the target. In this case, they attack the closest living creature.

The character carrying The Heart of the Moon has advantage on all saving throws against the

banshee's attacks, and she has disadvantage on any attacks against that character.

SETTING UP THE ENCOUNTER

Very Weak

- **Banshee:** AC 12, 26 hp, Init +2
All PCs have advantage on saves against her **Wail** action, and her attacks do half damage.

Weak

- **Banshee:** AC 12, 42 hp, Init +2
All PCs have advantage on saves against her **Wail** action.

Average

- **Banshee:** AC 12, 58 hp, Init +2

Strong

- **Banshee:** AC 12, 74 hp, Init +2
- **Shadow (2):** AC 12, 16 hp, Init +2

Very Strong

- **Banshee:** AC 12, 94 hp, Init +2
- **Specter (2):** AC 12, 36 hp, Init +2

TRICKS OF THE TRADE

Difficulty. Having been through several battles already, the PCs may find this battle particularly challenging, even with the benefit of the short rest from defeating Demelza the first time. The goal of this battle should be to close on a note of dark action, with the PCs pushed right to the brink before they pull it out.

Solo Battle. Note that a banshee is a complex foe with many resistances and immunities—DMs should carefully review the stat block.

DEVELOPMENT

If the PCs flee the chapel, without defeating the banshee, it will pursue only briefly before returning to the ruins to nurse its anger.

3c. RETURN TO THE TEMPLE

After the PCs defeat the banshee (or Demelza escapes with the transformed diamond), the character who spoke with Andorran Bree the most in The Moonwater hears Bree's voice in his head, the result of a *sending* spell:

"The Moonwater is under attack! If you have found The Heart of the Moon, bring it back as quickly as you can!"

The PC who received the message can respond mentally, with a message of up to 25 words.

These final moments give the players the opportunity to roleplay with the High Initiate of Selûne one last time, and to learn a bit more about what Lord Vor did while the PCs were pursuing Demelza.

Assuming the PCs make their way to The Moonwater in response to Bree's message, read the following:

You dash from the ruins of the Old City, making your way back to the town proper and The Moonwater. Signs of recent battle are clear—bones are scattered about and heaped in small piles, with scraps of armor and rusted weapons lying here and there. Several wounded and bleeding townsfolk moan in pain, unconscious upon the slick street. The doors to the temple are open, the doorway black with soot from some great blast of fire, and you can hear the shouts of fighting coming from inside.

PCs who wish may tend to the unconscious townsfolk in the area, stabilizing them or healing them. Helping the townsfolk in this way earns the characters a roleplaying XP award.

When the PCs move to the interior of the temple, read the following:

The interior of the temple is even more of a battle zone than the area outside. You see piles of dust in various places, the remains of undead falling before the divine power of the temple's defenders. The previously pristine walls, benches, and altar are scorched by fire, scored by weapon strikes, and streaked with blood. Andorran Bree and a few temple defenders stand within, barely conscious, bleeding from many wounds.

There are several fallen temple defenders whom the PCs can also help heal and stabilize.

Andorran Bree asks the PCs for The Heart of the Moon. If they give it to him, he expresses profound relief and gratitude. After handing the diamond to another priest to be cleansed, he offers the PCs up to 1,000 gp to express his thanks, which they can take in cash, spellcasting services, or *potions of healing* (at most one per character).

If the PCs do not give The Heart of the Moon to Bree—perhaps they failed to stop the ritual, perhaps they decided to keep it—he will express regret and become grim. He will ask the PCs to leave him and his temple defenders to the task of cleaning up in the aftermath of the battle and preparing for whatever is coming next. He has no further reward to offer them.

If the PCs ask about the artifact that Lord Vor stole, Bree is cagey, saying only that the temple vault has long been a place of safekeeping for several artifacts important to the church of Selûne and to the region. He promises to take word to his superiors (in the church and in the Harpers) about the events here.

CONCLUSION

As the PCs depart the temple after their conversation with Bree, consider reading this closing text:

As you leave the temple, the darkness of the Ylraphon night seems more dangerous and oppressive. Shadows seem darker, and every whisper of sound appears to conceal some sinister secret. The few people nearby act nervous, looking around and over their shoulders at every little sound. A wind blows in off the water, and seems to carry an ominous, moaning undertone. How long will it be until the horde Lord Vor spoke of reaches the town, and what will you do to prepare for (or flee from) it?

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP Per Foe
Thug	100 XP
Scout	100 XP
Darkling	100 XP
Darkling Elder	450 XP
Quickling	200 XP
Warlock of the Archfey	1,100 XP
Banshee	1,100 XP
Shadow	100 XP
Specter	200 XP

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Disabling Net Trap	50 XP
Stopping Demelza's Ritual	200 XP
Returning The Heart of the Moon	150 XP
Tending to fallen townsfolk	100 XP

The **minimum** total award for each character participating in this adventure is **900 experience points**.

The **maximum** total award for each character participating in this adventure is **1,500 experience points**.

TREASURE

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

TREASURE AWARDS

Item Name	GP Value
Coins from thugs (1B)	50
Silver and crystal necklace (2A)	150
Cash in chapel ruins (2C)	300
The Heart of the Moon	
OR	
Reward from Andorran Bree	1,000

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

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

QUIVER OF EHLONNA

Wondrous item, uncommon

This quiver is slightly worn, with design and text that says "From Pharyssolnyth to Oluevaera, with care" in ancient Elvish and Draconic still visible. Any weapon or ammunition pulled from the quiver shimmers with small motes of silver light, and smells of the deep wood. This item can be found in **Player Handout 2**.

SPELL SCROLL OF SENDING

Scroll, uncommon

This item can be found in the *Dungeon Master's Guide*.

POTION OF HEALING

Potion, common

This item can be found in the *Player's Handbook*.

STORY AWARDS

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

See Me Again When You're Worthy. PCs who encounter Lord Vor and successfully destroy the banshee that arises from Vor's betrayal of Demelza earn a bit of a reputation among villains in the region (intelligent undead, servants of the hags, etc.). What this reputation will bring is so far unknown. More information can be found in **Player Handout 1**.

RENOWN

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

Members of the Order of the Gauntlet who successfully thwart Demelza's plans earn **one additional renown point**.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Demelza (deh-MEL-zah). A female elven warlock, currently working for Granny Achlys to destabilize the city of Yraphon. The character believe her to be an agent of Auntie Olma.

Granny Achlys (gran-NEE OCH-lis). A granny night hag, creator of the Wyrmplague, one of the heads of the House of Longevity and Ruin, and currently fighting with another hag named Auntie Olma.

Serge Affapanov (SURGE aff-uh-PA-nov). Serge is originally from Mulmaster. A man whose voice and personality are as large as his nose, his boisterous demeanor masks a keen political mind.

Mei Chiang (MAY CHEE-ang). Mistress Mei is cool, confident, and charismatic—always richly dressed. A business master, she is unflappable and always looking for ways to create or take advantage of business opportunities.

Sebastian Emberstar (seh-BAS-chen EM-ber-star). Sebastian is mercurial but charismatic, with thoughts and speech that dance and move like the flame his hair resembles, focused on business but easily distracted by beauty and fine craftsmanship.

Gwynora Ironheart (GWIN-or-ah AYE-ron-hart). Descended from royalty, Gwynora has an authoritative demeanor, but it is occasionally disrupted by a mischievous smirk. A canny appraiser, she oversees the sale of all manner of liquid products (basic poisons, *potions of healing*, perfumes, oils, etc.).

Lady Aislyn Marsh (LAY-dee ASE-lin MARSH). Lady Aislyn keeps her long black hair braided with feathers and wears hunter's leathers. She is compulsively organized and a canny merchant.

Ilasera Kombul (EE-la-sair-ah KOM-bull). Ilasera always has a distant, distracted look in her eye, except when discussing natural flora and fauna or the business of the Emerald Enclave.

Clank (KLANK). A male kenku, Clank is a scarred, mean old bird who is missing half the feathers on his head. He is assisted by a blind human beggar girl named Zoya, who interprets his words.

Garm Stormbright (GARM STORM-brite). With a bald head and a grey beard, Garm's gauntleted arm and piercing gaze make him look every inch the soldier, but he has dedicated himself to a life of peace, and he smiles and laughs easily these days, though his eyes never completely lose their haunted appearance.

APPENDIX. MONSTER/NPC STATISTICS

BANSHEE

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

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

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

Saving Throws Wis +2, Cha +5

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

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

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

ACTIONS

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

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

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

DARKLING

Small fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 14 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	11 (+0)

Skills Acrobatics +5, Deception +2, Perception +5, Stealth +7

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Elvish, Sylvan

Challenge 1/2 (100 XP)

Death Flash. When the darkling dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of the creature's next turn.

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

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the darkling has advantage on the attack roll, the attack deals an extra 7 (2d6) piercing damage.

Source: *Volo's Guide to Monsters*

DARKLING ELDER

Medium fey, chaotic neutral

Armor Class 15 (studded leather)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Acrobatics +5, Deception +3, Perception +6, Stealth +7

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Death Burn. When the darkling elder dies, magical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area must succeed on a DC 11 Constitution saving throw. On a failure, the creature takes 7 (2d6) radiant damage and, if the creature can see the light, is blinded until the end of its next turn. If the saving throw is successful, the creature takes half damage and isn't blinded.

ACTIONS

Multiattack. The darkling elder makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the darkling elder has advantage on the attack roll, the attack deals an extra 10 (3d6) piercing damage.

Darkness (Recharges after a Short or Long Rest). The darkling elder casts *darkness* without any components. Wisdom is its spellcasting ability.

Source: *Volo's Guide to Monsters*

DEATH KNIGHT

Medium undead, chaotic evil

Armor Class 20 (plate, shield)

Hit Points 180 (19d8 + 95)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dexterity +6, Wisdom +9, Charisma +10

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 17 (18,000 XP)

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

Marshal Undead. Unless the death knight is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Spellcasting. The death knight is a 19th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *searing smite*

2nd level (3 slots): *hold person*, *magic weapon*

3rd level (3 slots): *dispel magic*, *elemental weapon*

4th level (3 slots): *banishment*, *staggering smite*

5th level (2 slots): *destructive wave* (necrotic)

Undead Nature. A death knight doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The death knight makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 18 (4d8) necrotic damage.

Hellfire Orb (1/Day). The death knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much on a successful one.

REACTIONS

Parry. The death knight adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a weapon.

QUICKLING

Tiny fey, chaotic evil

Armor Class 16

Hit Points 10 (3d4 + 3)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	13 (+1)	10 (+0)	12 (+1)	7 (-2)

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.

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.

Source: *Volo's Guide to Monsters*

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

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

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

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

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

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

ACTIONS

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

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

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

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

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

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

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

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

THUG

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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

WARLOCK OF THE ARCHFEY

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6

Skills Arcana +2, Deception +6, Nature +2, Persuasion +6

Condition Immunities charmed

Senses passive Perception 11

Languages any two languages (usually Sylvan)

Challenge 4 (1,100 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *disguise self*, *mage armor* (self only), *silent image*, *speak with animals*.

1/day: *conjure fey*

Spellcasting. The warlock is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *dancing lights*, *eldritch blast*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*

1st–5th level (3 5th-level spell slots): *blink*, *charm person*, *dimension door*, *dominate beast*, *faerie fire*, *fear*, *hold monster*, *misty step*, *phantasmal force*, *seeming*, *sleep*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

REACTIONS

Misty Escape (Recharge after a Short or Long Rest). In response to taking damage, the warlock turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Source: *Volo's Guide to Monsters*

APPENDIX. ENCOUNTER SETUP

1B. AT THE MOONWATER

The number of enemies listed here is for the “failure” version. Remove one thug and one scout for the “success” version.

VERY WEAK PARTY STRENGTH (400 XP)

- **Thug (3):** AC 11, 32 hp, Init +0
- **Scout:** AC 13, 16 hp, Init +2

WEAK PARTY STRENGTH (500 XP)

- **Thug (3):** AC 11, 32 hp, Init +0
- **Scout (2):** AC 13, 16 hp, Init +2

AVERAGE PARTY STRENGTH (600 XP)

- **Thug (4):** AC 11, 32 hp, Init +0
 - **Scout (2):** AC 13, 16 hp, Init +2
- Has **Sneak Attack**, as shown in stat block sidebar

STRONG PARTY STRENGTH (700 XP)

- **Thug (5):** AC 11, 32 hp, Init +0
 - **Scout (2):** AC 13, 16 hp, Init +2
- Has **Sneak Attack**, as shown in stat block sidebar

VERY STRONG PARTY STRENGTH (800 XP)

- **Thug (5):** AC 11, 32 hp, Init +0
 - **Scout (3):** AC 13, 16 hp, Init +2
- Has **Sneak Attack**, as shown in stat block sidebar

SCOUT CHANGES

- Add the following special trait for Average, Strong, and Very Strong party strengths:
Sneak Attack. Once per turn, the scout deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the scout that isn't incapacitated and the scout doesn't have disadvantage on the attack roll.

2B. DEFENDERS OF THE RUINED CHAPEL

VERY WEAK PARTY STRENGTH (200 XP)

- **Darkling (2):** AC 14, 13 hp, Init +3

WEAK PARTY STRENGTH (650 XP)

- **Darkling (2):** AC 14, 13 hp, Init +3
- **Darkling Elder:** AC 15, 27 hp, Init +3

AVERAGE PARTY STRENGTH (850 XP)

- **Darkling (4):** AC 14, 13 hp, Init +3
- **Darkling Elder:** AC 15, 27 hp, Init +3

STRONG PARTY STRENGTH (1,050 XP)

- **Darkling (4):** AC 14, 13 hp, Init +3
 - **Darkling Elder:** AC 15, 27 hp, Init +3
 - **Quickling:** AC 16, 10 hp, Init +6
- Enters on initiative count 1 of round 2, trying to attack the rearmost character in the party.

VERY STRONG PARTY STRENGTH (1,250 XP)

- **Darkling (4):** AC 14, 13 hp, Init +3
 - **Darkling Elder:** AC 15, 27 hp, Init +3
 - **Quickling (2):** AC 16, 10 hp, Init +6
- Enters on initiative count 1 of round 2, trying to attack the rearmost character in the party.

2D. HALT THE RITUAL/SAVE THE FOCUS

VERY WEAK PARTY STRENGTH (1,100 XP)

- **Demelza:** AC 12/15, 49 hp, Init +2
No spell slots available for the battle
Interrupting the ritual stuns her rather than incapacitating her and does 14 (4d6) damage to her.

WEAK PARTY STRENGTH (1,100 XP)

- **Demelza:** AC 12/15, 49 hp, Init +2
Has only one spell slot available for the battle
Interrupting the ritual stuns her rather than incapacitating her.

AVERAGE PARTY STRENGTH (1,100 XP)

- **Demelza:** AC 12/15, 49 hp, Init +2

STRONG PARTY STRENGTH (1,300 XP)

- **Demelza:** AC 12/15, 49 hp, Init +2
Interrupting the ritual does not incapacitate Demelza.
- **Darkling (2):** AC 14, 13 hp, Init +3

VERY STRONG PARTY STRENGTH (1,500 XP)

- **Demelza:** AC 12/15, 49 hp, Init +2
Interrupting the ritual neither damages nor incapacitates Demelza.
- **Darkling (4):** AC 14, 13 hp, Init +3

DEMELZA (WARLOCK OF THE ARCHFEY)

Add the following elf features:

- Change type to *elf*, alignment to *neutral evil*.
- Change **Armor Class** 12 (15 with *mage armor*)
- Change DEX bonus to +2.
- Add **Skills** Perception +5
- Change **Senses** darkvision 60 ft., passive Perception 15
- Change **Languages** Common, Elvish
- Add:
Fey Ancestry. Magic can't put the warlock to sleep.
Trance. The warlock doesn't need to sleep. Instead, it meditates deeply, remaining semiconscious, for 4 hours a day. After resting in this way, it gains the same benefit that a human does from 8 hours of sleep.

3B – BETRAYAL'S AFTERMATH

VERY WEAK PARTY STRENGTH (1,100 XP)

- **Banshee:** AC 12, 26 hp, Init +2
All PCs have advantage on saves against her **Wail** action, and her attacks do half damage.

WEAK PARTY STRENGTH (1,100 XP)

- **Banshee:** AC 12, 42 hp, Init +2
All PCs have advantage on saves against her **Wail** action.

AVERAGE PARTY STRENGTH (1,100 XP)

- **Banshee:** AC 12, 58 hp, Init +2

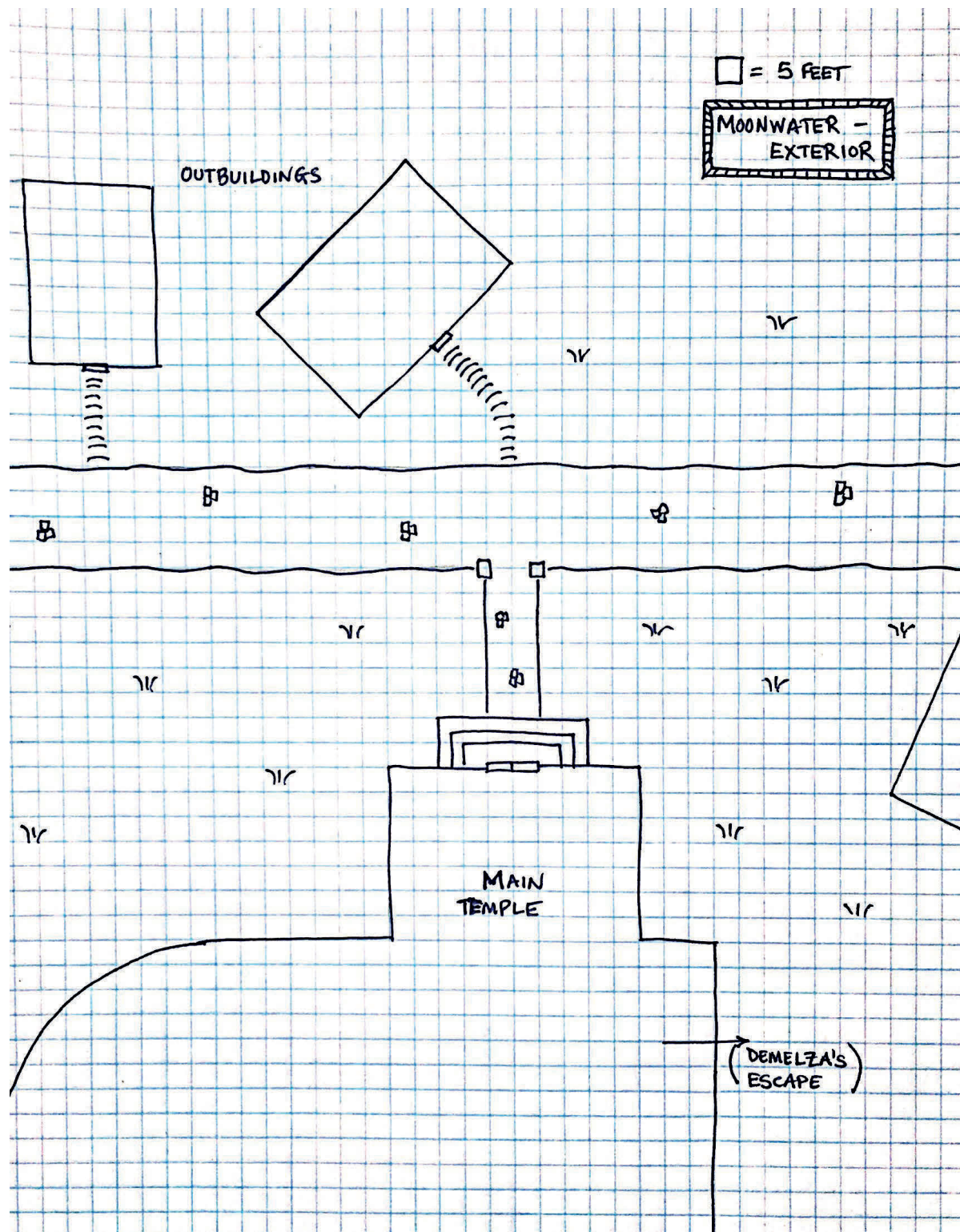
STRONG PARTY STRENGTH (1,300 XP)

- **Banshee:** AC 12, 74 hp, Init +2
- **Shadow (2):** AC 12, 16 hp, Init +2

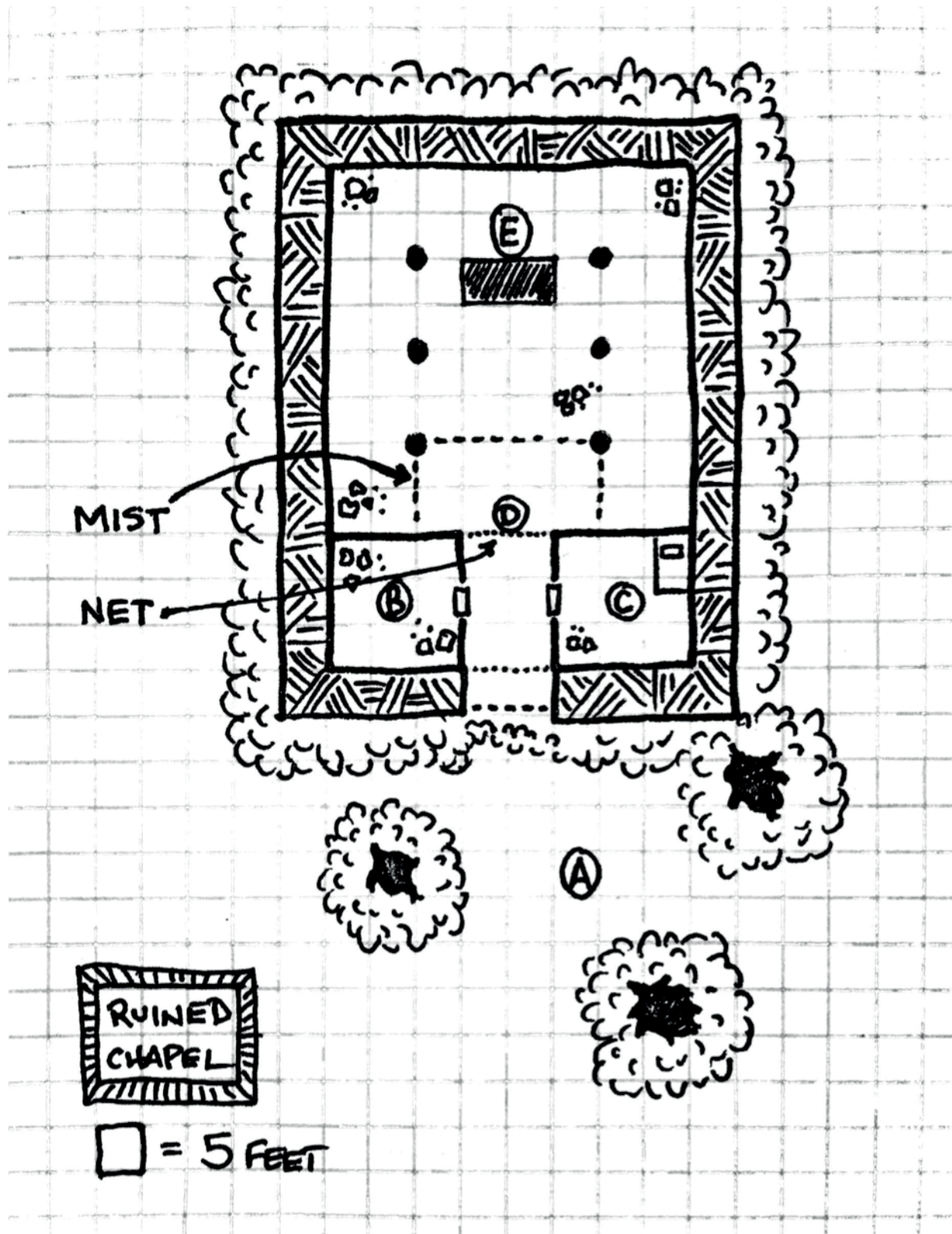
VERY STRONG PARTY STRENGTH (1,500 XP)

- **Banshee:** AC 12, 94 hp, Init +2
- **Specter (2):** AC 12, 36 hp, Init +2

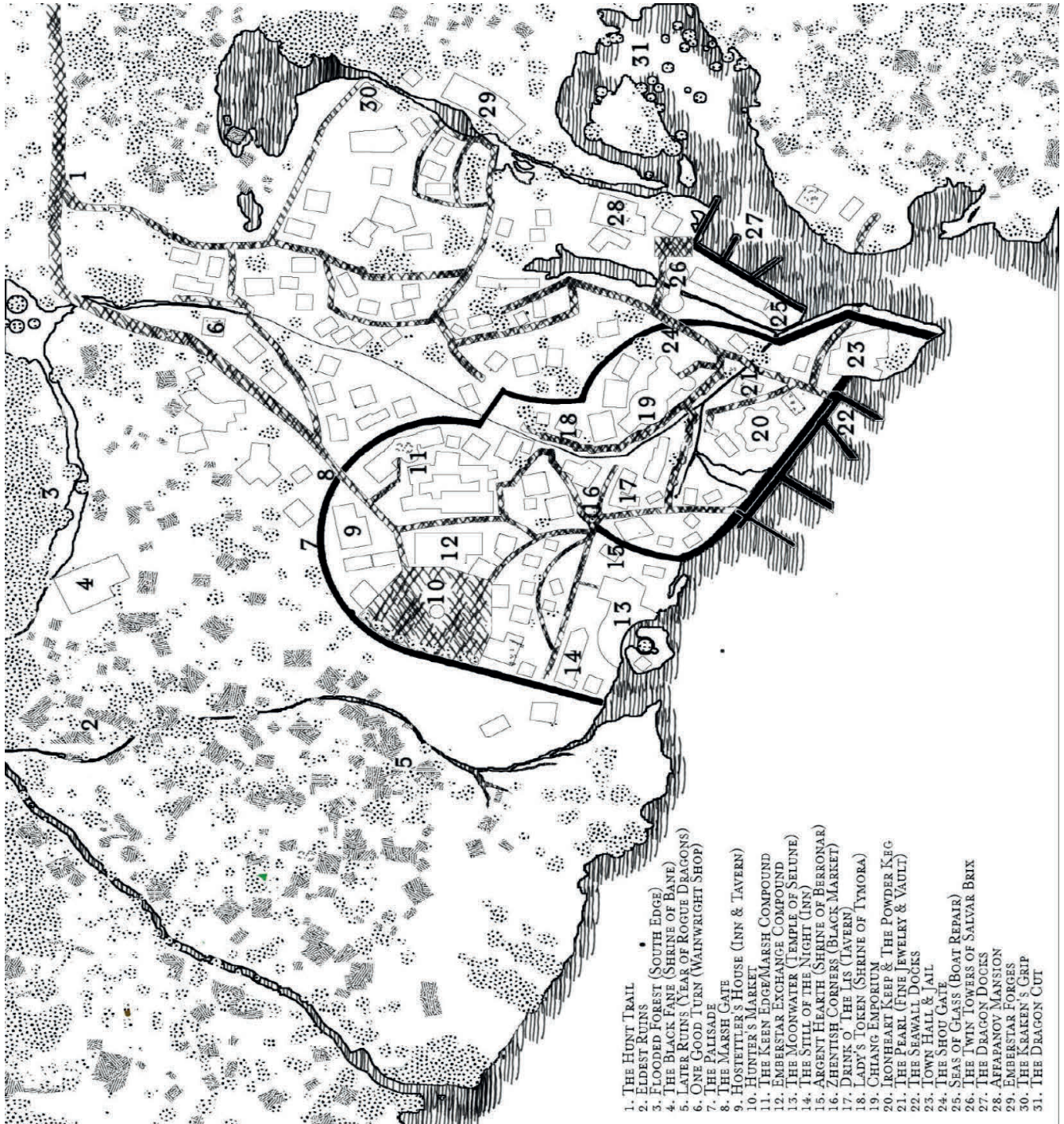
APPENDIX. MOONWATER— EXTERIOR MAP



APPENDIX. RUINED CHAPEL MAP



APPENDIX. YLRAPHON MAP



Original cartography: Fred Upton & Jeremy Forbing

1. THE HUNT TRAIL
2. ELDEST RUINS
3. FLOODED FOREST (SOUTH EDGE)
4. THE BLACK FANE (SHRINE OF BANE)
5. LATER RUINS (NEAR OF ROGUE DRAGONS)
6. ONE GOOD TURN (WAINWRIGHT SHOP)
7. THE PALISADE
8. THE MARSH GATE
9. HOSTELLER'S HOUSE (INN & TAVERN)
10. HUNTER'S MARKET
11. THE KEEN EDGE/MARSH COMPOUND
12. EMBERSTAR EXCHANGE COMPOUND
13. THE MOONWATER (TEMPLE OF SELUNE)
14. THE STILL OF THE NIGHT (INN)
15. ARGENT HEARTH (SHRINE OF BERRONAR)
16. ZHENTISH CORNERS (BLACK MARKET)
17. DRINK O' THE LIS (Tavern)
18. LADY'S TOKEN (SHRINE OF TYMORA)
19. CHIANG EMPORIUM
20. IRONHEART KEEP & THE POWDER KEG
21. THE FEARK (FINE JEWELRY & VAULT)
22. THE SEAWALL DOCKS
23. TOWN HALL & JAIL
24. THE SHOU GATE
25. SEAS OF GLASS (BOAT REPAIR)
26. THE TWIN TOWERS OF SALVAR BRIX
27. THE DRAGON DOCKS
28. AFFAPANOV MANSION
29. EMBERSTAR FORGES
30. THE KEAKEN'S GRIP
31. THE DRAGON CUT

PLAYER HANDOUT 1. 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:

STORY AWARD

See Me Again When You Are Worthy. You encountered Lord Vor and successfully thwarted the attack of his lieutenant on The Moonwater, thus earning a bit of a reputation among villains in the region (intelligent undead, servants of the hags, etc.). What this reputation will bring is so far unknown.

PLAYER HANDOUT 2. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

QUIVER OF EHLONNA

Wondrous item, uncommon

Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to sixty arrows, bolts, or similar objects. The midsize compartment holds up to eighteen javelins or similar objects. The longest compartment holds up to six long objects such as bows, quarterstaves, or spears.

You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

This quiver is slightly worn, with design and text that says "From Pharyssolnyth to Oluevaera, with care" in ancient Elvish and Draconic still visible. Any weapon or ammunition pulled from the quiver shimmers with small motes of silver light, and smells of the deep wood.

This item can be found in the *Dungeon Master's Guide*.