

# ARUNE'S ADVENTURES



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## The Shardcaster of Yuirwood



## Credits

**Lead Designer & Producer:** Steve Fidler  
**Writing and Design:** Chris Hopper  
**Editor:** Ryan Langr  
**Playtesters:** Jamie Thompson, Sean Conner, Miles Wallace,  
and Steve S.

**Layout:** Nathanaël Roux  
**Graphic Designer:** Nathanaël Roux

**Cover Art:** some art provided by Wizards of the Coast for  
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Steve Fidler

**Cartography:** Map of Faerûn by Dusty Haynes @  
TableTopAdvantage.com, modified by Steve Fidler &  
Nathanaël Roux

**Combat and Area Maps:** Chris Hopper

**Other Interior Art:** Jeshields, Bertrand Borie, Markus  
Spiske, ink splatter brushes (Brusheezy.com)

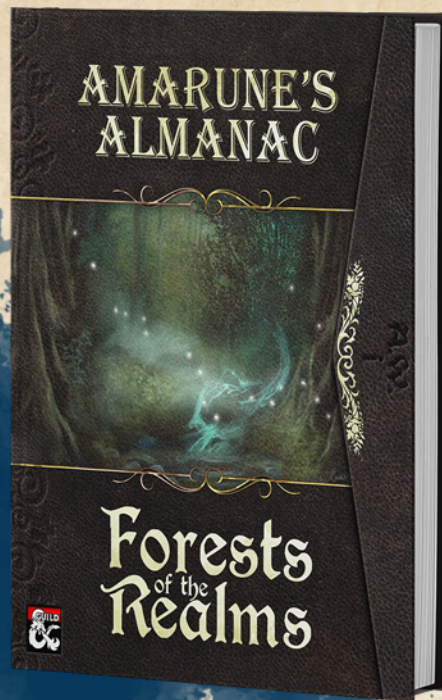
**Interior Sketch Art:** Nathanaël Roux and Shiah  
"Cinder" Irgangladen

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## *The Shardcaster of Yuirwood*

### *Adventure Background*

Aglarond, on the southeastern edge of the Sea of Fallen Stars, is a nation of human merchants and ancient elves. The sprawling Yuirwood also houses the greatest population of half-elves in all the Realms. Since the death of Simbul, Aglarond has been under attack by the Red Wizards of Thay to the east, the Abolethic Sovereignty from far beyond, and incursions from the Feywild within the ancient Yuirwood. The few Star Elves that once called Yuir home have found their new cosmology adjacent to attack from mysterious sorcerers known as Nilshai, and this conflict overflows into the Yuirwood itself.

This adventure draws inspiration from the third edition adventure *The Twilight Tomb* as well as Bruce Cordell's *Stardeep*, which introduces and explores the Star Elves and their relationship to Yuirwood.

### *Synopsis*

Characters in port cities like Delthuntle, or even nearby Chessenta, hear rumors of a great explosion in the Yuirwood. Elves or half-elves receive word from Relkath's Foot, where Melian Greenbow is gathering forces to investigate.

From ground zero, the characters race against Thayan wizards, yuirwood elves, and Nilshai to catch up to the creature. The pursuit leads them through the forest into the Feywilds, and ultimately to Sildëyuir itself.

The chase takes place on a set timetable, which characters may accelerate or disrupt based on their actions. In the 36 hours from the initial explosion, the shardcaster leaves a wide swath of forest destroyed before returning to Sildëyuir, leading its pursuers there as well. Since much of this pursuit is narrative, the timing of the adventure can be adjusted with the included random encounter tables.

### *Scaling the Adventure*

Shardcaster of Yuirwood is designed as an upper Tier 2 adventure. Encounters are balanced to be hard difficulty for four to five 8th-level characters, medium difficulty for up to six 9th-level characters, and easy for four to six 10th-level characters. Sidebars indicate optional encounters which can be added to increase the difficulty of a particular area.

If characters are below 8th level, placing them farther behind the shardcaster reduces the number of dangerous encounters along the way. Reduce the hit points on Nilshai to indicate injury in conflict happening ahead of the party and offer aid through NPCs like Melian Greenbow and Malaeshiira.

### *Adventure Hooks*

The Shardcaster of Yuirwood assumes characters are already in Aglarond. If they're in the Yuirwood for any reason already, they may hear the blast directly. In this case, assume they're less than 2 hours from the Blasted Menhir.

Characters in Veltalar or Delthuntle may have a much less charitable reason for getting involved. Rumor of the shardcaster as a great arcane golem reaches their ears within a few hours. Capturing the crystalline carapace from such a creature, or disrupting the Thayan's abilities to do so, would be lucrative for certain parties. If the characters are in these cities, they arrive 6 hours after the initial blast.

Elves, half-elves, or other arboreal allies call Relkath's Foot home. The town guard, led by ranger Melian Greenbow, recruits the characters to investigate what's leaving such a wide swath of destruction. With Melian's help, characters from Relkath's Foot arrive 3 short hours after the initial blast.

## Part 1: Into The Yuirwood

The Yuirwood canopy is so thick the light barely makes it to the forest floor. Sunbeams sparkle between leaves like starlight, and the entire forest takes on a primordial density.

The Yuirwood is impenetrable to all divination magic. Location spells such as *screying*, *locate creature*, and *augury* are nearly impossible, requiring a **DC 20 + spell level spellcasting ability check** to cast. Other divinations, like *identify*, *detect thoughts*, *tongues*, or *true seeing*, require a **DC 8 + spell level check** against the caster's spellcasting ability. Characters may recall this piece of knowledge with a successful **DC 10 Intelligence (Arcana or History) check**.

Traveling in the Yuirwood is difficult without a guide; characters seeking the source of the explosion must make a **DC 10 Wisdom (Survival) check** to navigate the dense forest. Failure adds one hour to their arrival time (see Adventure Hooks for initial start times, and Path of the Shardcaster for the overall timeline).

## The Blasted Menhir

The timeless quality of the stone ring has been shattered by a recent explosion. Blackened menhir lie fallen outwards, smoke rising from still-smoldering grass at their base. A burned-out corpse lies nearby, charred bones a grim witness to the night's events.

Overnight, Nilshai attempting to overrun a Sildëyuir fortress were driven out by the combined efforts of several star elves and their automated defenses. The fierce battle culminated with several of the creatures escaping to the material plane, pursued by the Shardcaster and its guardian star elf evoker. The star elf, realizing the danger posed by the Nilshai already on the material plane, destroyed itself and the menhir to prevent any more Nilshai invaders from entering. The shardcaster was left damaged and disoriented. With the menhir destroyed, it was left with no choice but to find another way back to Sildëyuir. The remaining nilshai remain in pursuit, eager to follow the creature to their goal.

Characters who examine the corpse notice the Thayan robes. The area can reveal a little more about what happened, based on the degree of success of an Intelligence (Investigation) roll.



**Roll Investigation Result**

- 10 A large explosion from the center of the ruin knocked over several of the heavy stones. Since each of the seven menhir is almost 15 feet tall, it must have been a significant explosion.
- 15 The explosion that knocked over the ruin was not the cause of death for the corpse. The burned out husk arrived afterward, and several other creatures moved around the ruin with it before leaving to the north.
- 20+ A humanoid emerged through the menhir, pursued by a powerful magic user, before the explosion. Other humanoids arrived from the west and have become caught in the crossfire. Bits of crystal and gouges in the ancient stone indicate a fierce fight for several moments before the explosion, which originated near the center. The creature emerging from the portal left to the northeast, pursued by two of the humanoids.

Characters with a successful **DC 10 Intelligence (History or Arcana) check** recall that the ancient menhir of the Yuirwood are rumored to connect to other realms as well as to other menhir within the forest.

If not uncovered by the investigation roll above, a successful **DC 8 Wisdom (Survival) check** gives the players the opportunity to find the distinctive triangle-shaped tracks and continue their journey.

An injured **nilshai hunter** (25 hp, see appendix B) lurks in the woods south of the blasted menhir. It will not attempt to engage the entire party at once, but will alternate between hiding and vanishing into the ethereal plane (which it may do as a bonus

action) while observing the characters and attack any straying from the group.

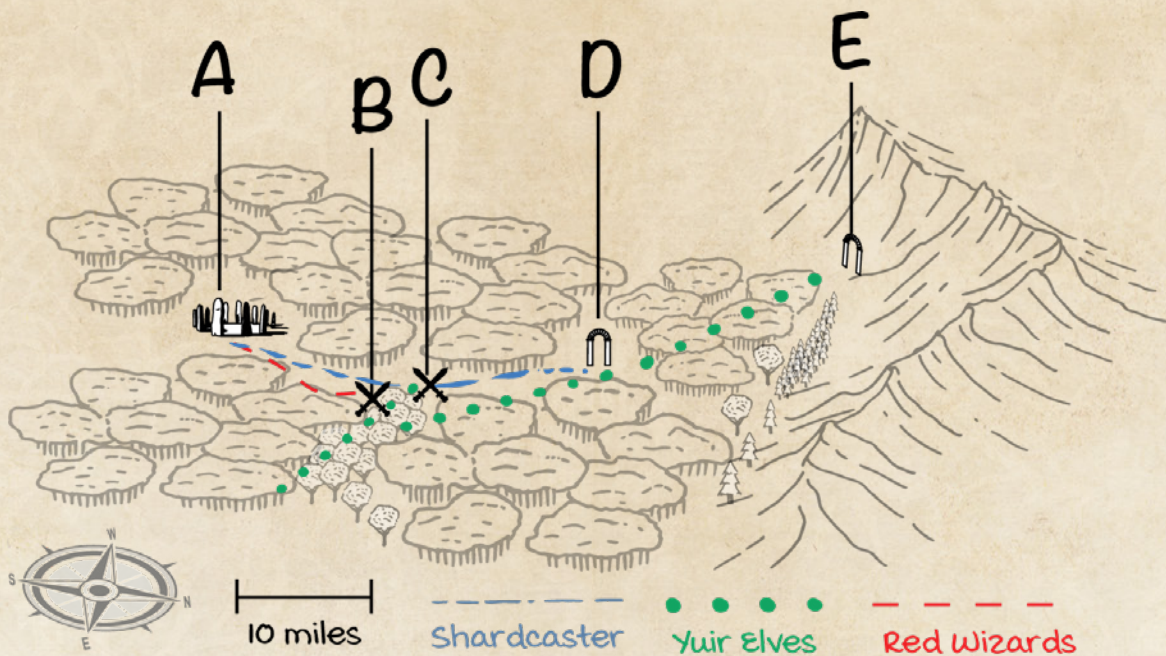
It does not know where the shardcaster is heading. Its purpose is to stay in case the nilshai on the other side of the portal manage to re-establish a connection.

### *Path of the Shardcaster*

The **shardcaster** (see appendix B) is seeking a route back to Sildëyuir, but forces from around the Yuirwood are drawn to the creature as well. As the party pursues the shardcaster, so too do renegade mages from Thay, nilshai from beyond the veil, and the wood elves of Yuir.

Use this timeline of events to track the shardcaster on its path through the Yuirwood *if no one intervenes*. Characters may use mounts, magic, or other means to catch up to the creature, in which case these events can be disrupted. This is how the shardcaster proceeds uninterrupted. Consult the adventure hooks to determine when characters arrive at the scene.

After the initial explosion, the shardcaster walks along the blue path from point A to point D, carving a way through the forest and battling anything in the path. It moves slowly, only covering 2 miles each hour, but since it walks day and night it will reach the Feywilder arch at point D the morning after the characters arrive at the blasted menhir. As it gets deeper into the forest, the path becomes more apparent as the shardcaster clears the way through the dense growth.



### OPTIONAL RULE: DANGERS ABOUND

The nilshai threat within the Yuirwood is rising as more star elves from Sildëyuir cross into the forest. The secretive Yuir mobilize against the nilshai regularly, and the local fauna are equally dangerous. Roll on the following random encounter table every 2 hours while characters pursue the shardcaster to add complications to their hunt. See appendix B for creature statistics.

d6	Encounter
1-2	Nilshai
3	1d4+2 Yuir scouts
4	1 Yuir warden
5	1 redwood crawler
6	No Encounter

### Moondark

The rebel wizard, a former nishkir of the red wizards of Thay, was unfortunate enough to be investigating the ruins at point A when the shardcaster and Nilshai caused the explosion around moon dark (midway between midnight and dawn). One Thayan alakir was caught in the crossfire, but the nishkir and remaining alakir escaped to pursue the creature responsible. When the characters arrive at the scene, the Thayans are already several miles north in pursuit.

### Morning

Within six hours of the appearance of the creature, the rebel mage and apprentice encounter a party of Yuir elves (point B). The Yuir elves eliminate the Thayan threat, but take heavy losses in the battle. The survivors split up, some proceeding to confront the creature, others shadowing the path along the way.

If the characters catch up to the Thayans, or if they hear the sounds of battle ahead and close during the confrontation, see appendix B for the **red wizard**. His alakir uses the **mage** (see appendix B) template, but has already expended their 4th and 5th level spells. The Yuir party consists of eight **Yuir scouts** and a **Yuir warden**, both in appendix B. Unless the characters intervene, the warden and three scouts are killed in the combat. Searching the bodies reveals that the warden carried a *sacred grove acorn* (see appendix A) for use restoring the forest behind the shardcaster.

The remaining 5 Yuir scouts first observe the shardcaster approximately 8 hours after the explosion. Two are sent north for reinforcements while 3 close in at point C on the map. The shardcaster's defensive aura defeats them before they clearly understand what is happening, leaving a devastation of crystal shards along with the bodies of the three scouts.

Characters following the path of the shardcaster may come across the bodies of the Yuir scouts and recognize the same shard damage with a successful **DC 10 Intelligence (Investigation) check** or with a passive Perception of 14 or higher. If characters close in on the shardcaster first, it will use its defensive Shard Volley against them instead.

### Midday to sunset

Drawn out by the pair of surviving scouts from point B, other Yuir scouts gather and observe the shardcaster from a distance until it reaches the gate at point D. Characters passing through this area may encounter patrols of up to 4 Yuir scouts traveling with a Yuir warden.

If no characters are of elf or fey descent, the Yuir scouts will be hostile to them, and pursue them as well as the shardcaster. In this case, a character with a **passive Wisdom (Perception) score of 16** or more may notice the elven pursuers off the path. The Yuir elf scouts will wait until the characters camp or rest, then attack. They stay at the edge of range for their longbow and shoot several arrows before retreating to hide. Characters may track the elves with a successful **DC 14 Wisdom (Survival) check** and sneak up on them with a successful **DC 15 Dexterity (Stealth) check**.

If the characters are traveling with half-elves from Relkath's Foot or have elves or fey in their party, the Yuir elves will reveal themselves peacefully and attempt to encourage the characters to leave the situation in their hands. They will not engage in combat unless provoked, but will instead attempt to persuade outsiders to leave this matter to Yuir hands.

### Catching up to the Shardcaster

If characters catch the **shardcaster** (see appendix B) before he reaches the portal to the Feywilds, read or paraphrase the following.

You hear the creature before you see it. The snapping of wood and the chimes of crystal crashing against stone and bone echoes throughout the forest. Ahead you see a glitter in the foliage, the shine of green and black in the rocking ferns.

The shardcaster is a large humanoid, 9 feet tall and covered in crystal spikes. A cloud of shards surrounds it, clearing the path ahead like spiraling machete. It uses these shards as a shard volley if anyone engages it or gets in the path, but otherwise ignores the characters as it continues on the course. In combat, it will preferentially attack non-fey, avoiding harm to any elves or half elves if possible.

It communicates psychically within 60 feet, but understands spoken elven as well. It is solely motivated to return to Sildëyuir, which it can do through the nearest available passage: the arch at point D. It begs the first approaching character to aid in its passage.

Unimpeded, the shardcaster crosses into the Feywild at sunset. The Yuir scouts will not follow the shardcaster into the Feywild, or even into the dryad's portal at point D. They remain vigilant around the path, waiting to see if the shardcaster returns from the fey realm, or if intruders like the Thayans or the characters follow. If characters did not catch up to the Yuir during the Thayan or shardcaster confrontations, they'll fall under observation from these same scouts as they close in on the portal.

## Portal to the Feywilds

The trail leads to the remains of another ancient stone structure. Unlike the blasted menhir, this seems to be part of an ancient settlement, or a small enclave. Trickling water runs out of cracked stone down a set of stairs moving up against the side of a smooth cliff. Several of the steps are broken by protruding roots or eroded away completely. At the top, an ornate stone arch stands atop crumbling stone tiles. The evening sun casts a golden light across the ancient stone.

3 **dryads** guard this portal to the Feywild. They will use *entangle* to ensure that none pass through the arch. When they engage in combat they first cast *barkskin* and *shillelagh* before using *tree stride* to gain advantage in combat. They will do anything to prevent non-fey from passing through the portal. (The shardcaster, originating from Sildëyuir, counts as a native fey in their minds.) If the characters attack the dryads, a squad of four Yuir scouts and a Yuir warden will come to their aid in 3 combat rounds.

The shardcaster passed through the portal into the Feywild. To follow, you must pass through the side of the arch lit by the rising or setting sun. If the characters fail to use the portal and investigate it, a successful **DC 15 Intelligence (Arcana, History, or Investigation) check** uncovers hints such as the elven text on the arch saying "As twilight touches this, so shall the twilight path open" or to recall the use of such passages by creatures of the forest. Fey-touched characters, or characters who reason with the dryads rather than resorting to combat, may have this ritual explained to them as well.

## Part 2: Traversing the Feywild

If characters enter the Feywild, they may not notice the change immediately. The Feywild exists in perpetual twilight, and this is why it is reachable only at twilight as well. A successful **DC 15 Wisdom (Perception) or Intelligence (Investigation) check** reveals certain small differences in the ruin and the sudden chill to the air. Once in the Feywild, the ruins seem to have been constructed recently. The stone is lightweight and freshly cut in the shape of ruins, formed to look like a stage set of pastoral ruins.

Once through the portal, any non-fey make a **DC 10 Wisdom saving throw**. Characters failing this throw are disoriented by the passage and have disadvantage on any Intelligence or Wisdom checks for the duration of their time in the Feywilds. Consult the *Dungeon Master's Guide* to keep track of how much time passes while in the Feywild. The party can pick up the shardcaster's tracks again with a successful **DC 10 Wisdom (Survival) check** or by any magical means. As a reflection of the Yuirwood, and as part of the protection surrounding Sildëyuir, divination suffers the same penalty as in the waking world.

## Feywild Travel

After a few hours, the eternal twilight of this place becomes more and more unsettling. Plants and bugs shed light as you pass, and you feel like eyes are always watching you in the darkness beyond the large trees. It is only a matter of time before you encounter someone or something else in this strange land.

## Feywild Random Encounters

Since time in the Feywild is as much a matter of perception as reality, these encounters may be skipped without consequence. To add difficulty to the character's journey, roll 1d20 on the table below for every 4 hours walked.

The duskwood forest of the Feywild mirrors that of the Yuirwood; the twilight of the sky seeming to only deepen the darkness under the silver leaves.

## d20 Encounter

- 1-5 **Nilshai.** A nilshai seeks passage into Sildëyuir through Feywild. The area around the nilshai is blighted and dying, the twilight of the area deepening into total darkness for any without darkvision. A cold aura of 30 feet around the nilshai requires a **DC 13 Constitution saving throw** or causes characters entering the area to be slowed (as per the slow spell).
- 6-7 **Pixies.** A group of a dozen pixies (see appendix B) are more a curious nuisance than anything else. They are small and invisible, and will steal from the players as they travel through the Feywild. If annoyed or threatened, the pixies will most likely flee, but they may also use spells like *confusion*, *entangle*, *fly*, *polymorph*, or *sleep* to bedevil the players along the way. They haven't noticed the shardcaster, but then again, he's not carrying interesting things.
- 8-9 **Centaurs.** The party may encounter a small hunting band of 5 centaurs while travelling through the Feywild. They're pursuing "a corrupting force in their lands" that matches the description of the nilshai.
- 10-11 **Treant.** This **treant** (see appendix B) is a protector of the Feywild and thus it may stop the players from chopping wood or starting a fire, or protect them from some evil creature. The treant will interfere before any harm is done to the forest, and inform the party that they shouldn't hurt the Feywild. If the players persist, then they may end up in a deadly fight against this guardian that would otherwise make sure the characters' journey remains safe. The treant is aware of the shardcaster and hopes it can find its way back home unimpeded. It will point the characters in the correct direction, if they are friendly.
- 12-13 **Sprites.** These **sprites** (see appendix B) will attempt to use Heart Sight to judge the moral worth of the characters. Anyone who fails their judgement will be the target of their poisoned arrows.
- 14-15 **Faerie Dragons.** This Faerie dragon couple is more interested in playing tricks than fighting, but they will defend themselves and their home (see appendix B). If characters donate treasures in the form of sweets, baked goods, and baubles, the Faerie dragons may reveal themselves, but they aren't much help past their greed.
- 16-20 Nothing eventful happens

## Part 3: The Shattered Memory

The twilight deepens to night, and as the moon breaks from behind a small cloud, it illuminates a bald hilltop ahead. At the top of the hill, materializing as if the moonlight itself brought it into being, is what looks like a dense copse of trees in a perfect ring.

Observant characters (passive Perception above 12, or of fey ancestry) realize the copse forms the base of a living structure. The trees have grown so close together they form solid walls while their branches intertwine to form a roof. The entire creation is otherworldly and foreboding, even for the feywild.

A figure steps out from the trees alongside the path, placing herself between you and the hilltop copse. She is an elegant star elf clad in sable that vanishes into the night. A pair of ornate short swords glitter in her hands. "What business do uninvited mortals have in the realm of Sildëyuir?" she demands.

Malaeshiira is a star elf **assassin** (see appendix B), serving as guardian against the nilshai. Her short swords are *dancing swords*, and she carries a *potion of greater healing*. No one in the feywild survives by choosing battles they cannot win, so if the characters engage in lethal combat she will escape to rally star elf **veterans** (see appendix B) and **scouts** (reuse the Yuirwood scout template) for aid. She may rally a total of 5 veterans and scouts from the nearby woods using sending stones she carries on her person. Weigh the ratio of scouts-to-veterans based on threat level. The recommended default is 3 scouts, which stay at a distance to attack from the cover of trees, and 2 veterans, which fight by her side.

She has observed the passing of the shardcaster, and assures the characters not to worry, that it is returning home. She may be persuaded with a DC 16 Charisma (Persuasion) or DC 20 Charisma (Intimidation) to assist. If characters can persuade her to aid them either in finding out more about why it's acting so strangely, or in returning home, she will escort them to the fortress.

### *Nilshai Ambush*

A **nilshai** (see appendix B) following the shardcaster and the characters uses the conversation with Malaeshiira to attack. If characters engage the star elf in combat, the nilshai attacks after a few rounds. Otherwise, it focuses its attack on Malaeshiira.

Malaeshiira calls on the previously mentioned star elf veterans for aid if needed.





## The Fortress

The copse at the top of the hill is made of tall Ironwood trees, the gaps between the trees are small and preternaturally dark. The shardcaster's path leads through one of these gaps into the fortress. If Malaeshiira survived the nilshai attack, she leads the characters into the fortress on the promise to return them to their homes.

Entering into the fortress feels like stepping through a cold waterfall, but is otherwise unimpeded.

## Inside the Fortress

**RAISING THE STAKES: NILSHAI ATTACKERS**  
If the characters bested the nilshai outside the fortress without much difficulty, additional nilshai attacks, especially at the bridge or the portal, make for an exciting conclusion.

### Foyer

The fortress interior seems to be made of dark glass, lit at the corners and seams by rays of moonlight that shine from between black glass walls.

The shardcaster stands inside, and greets the characters with a psychic plea for help.

The shardcaster shows the characters psychic images of the tear in the weave, as well as visions of them and it being ripped apart dozens of different ways by the arcane maelstrom. If Malaeshiira is with the characters, read or paraphrase the following.

"You poor creature."

Malaeshiira looks helplessly around the glass fortress.

"Archives such as this have been the charge of shardcasters for millennia. The shardcaster may guard and protect the ancient secrets, but they are bound to their archives as well. When the nilshai destroyed this creature's home, it sought the next available node, but as you can see..." She gestures around the empty room.

### Bridge

The glass foyer opens to a vast nothingness, a 10-foot walkway extending for several hundred feet in a single direction. The drop to the left and right is bottomless. Characters knocked off the walkway for any reason can catch themselves with a **DC 15 Dexterity saving throw** to keep from falling into the empty void.

### Library

The glass bridge leads into what seems to be a glass decahedron, suspended in the void only by the connection to the bridge. Inside, towering glass walls house thousands of tiny holes, and additional holed-walls branch off from these into the interior space in a hive-like fashion. At the center, a small marble platform rises a few feet above the floor. A formless crystalline bust stands at the center of the room, staring upwards. Wide stairs lead down from either side of the bust into the Portal area (below).

*King's tears* (see appendix A), incredibly rare jewels found throughout Faerûn, hold the ancient knowledge of generations. Thousands of *king's tears* were once stored here, unmarked and indistinguishable without the library's *unseen servant*. Searching the room will take several hours, but will turn up a burned out old king's tear.

MARKUS SPISKE

The bust has a gem-sized depression in its forehead. When a *king's tear* was placed in the receptacle, the bust softly recited the contents of the gem in Elvish. The user could command the bust to pause, skip ahead, skip backwards, or locate specific portions of the information contained therein. The shardcaster can psychically convey this information to the characters, if asked, or characters may deduce it with a successful **DC 12 Intelligence (Investigation or Arcana) check**.

The burned out gem describes the conflict within the Ruar-tel-quessir (the Star Elves) over whether to abandon Sildëyuir to the nilshai and return to Toril, or stay and fight for their homeland even though the spellplague has exposed them to danger and incursion. Details early on skip and stutter, but it improves as the broadcast progresses. It concludes by discussing methods of entering through the Yuirwood and other areas, and characters hearing this may learn how to use a number of menhir circles within the Yuirwood.

### *The Portal*

The curving stairs enter the bottom half of the decahedron: a bowl shaped room where a glass copy of a menhir circle sits in the center of the room. In the center, a tear in reality swirls with stars, like looking into the night sky of dozens of worlds overlaid on each other.

Characters may enter the menhir circle to be sent back to Toril, but those who did not learn the secrets of the menhir from the library must make a **DC 20 Wisdom saving throw**. Failure causes 14 (4d6) psychic damage and cannot control *where* in Toril they are returned. Success halves the psychic damage, and returns them to point E on the Path of the Shardcaster map.

A character familiar with the menhir thanks to the *king's tear* makes this check at advantage.



## Appendix A: Magic Items

### Dancing Sword

Weapon (any sword), very rare (requires attunement)

You can use a bonus action to toss this magic sword into the air and speak the command word. When you do so, the sword begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The sword uses your attack roll and ability score modifier to damage rolls.

While the sword hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the sword to attack one creature within 5 feet of it.

After the hovering sword attacks for the fourth time, it flies up to 30 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. If the sword has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30 feet away from it.

### King's Tears

Wondrous item, legendary

King's tears are incredibly rare jewels with unbreakable hardness. Clear, teardrop shaped, and smooth, these gems are believed to contain the memories of long-dead necromancer kings. Whether the original legend is true or not, the Star Elves use their vast cache of gemstones to record images and store volumes of information in them. By placing a gem inside an enchanted listening device, the information can be retrieved.

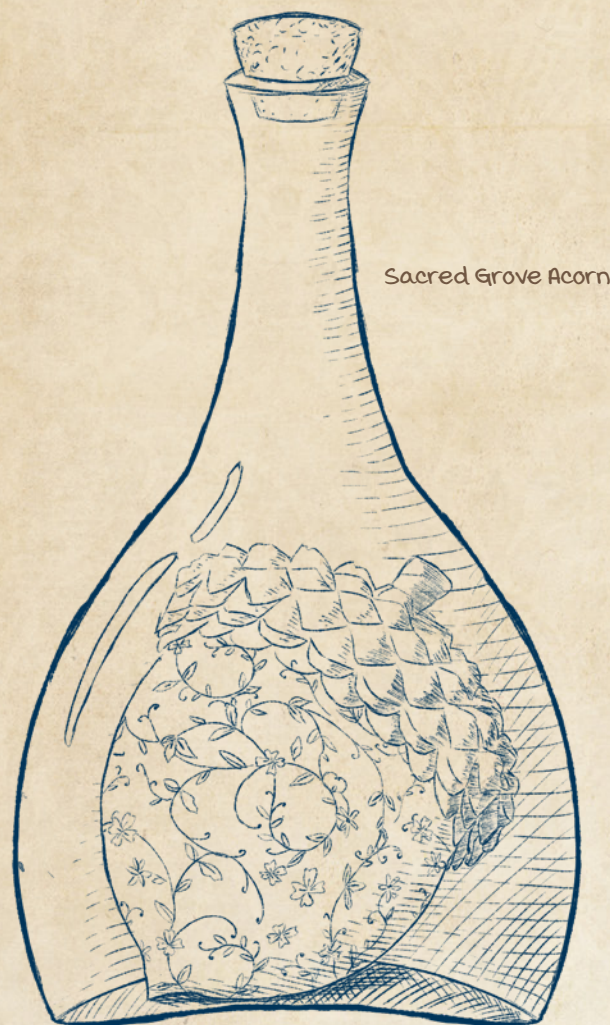
King's tears are incredibly valuable, worth 10,000 gp or more to the correct buyer. Nilshai especially covet them, in the hopes of learning more secrets of the Star Elves.

### Sacred Grove Acorn

Wondrous item, very rare

This large acorn is covered in delicate carvings of leaves and vines and has been carefully preserved in a glass vial. The first time the acorn touches dirt it explodes with life, covering everything around it in verdant flora.

Over the next minute the acorn erupts into a massive tree, 120 feet tall, and with a trunk 10 feet in diameter. During the following hour, a grove of trees springs from the ground in a 100-foot radius around the towering tree and all manner of flora along with them. Small dancing lights illuminate the bows of these trees both night and day, providing dim light to those under the trees. This area is now considered a forest biome even if it was not before. Additionally, undead and fiends are unable to enter the area and can not possess, charm, or frighten creatures within it. Any creature possessed, charmed, or frightened by such a creature is no longer affected upon entering.



## Appendix B: Creatures

### Assassin

#### Assassin

Medium humanoid (any), any non-good alignment

**Armor Class** 15 (studded leather)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

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

**Saving Throws** Dex +6, Int +4

**Skills** Acrobatics +6, Deception +3, Perception +3, Stealth +9

**Damage Resistances** poison

**Senses** passive Perception 13

**Languages** Thieves' cant plus any two languages

**Challenge** 8 (3,900 XP)

**Assassinate.** During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

**Sneak Attack.** Once per turn, the assassin deals an extra 14 (4d6) 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 assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

#### Actions

**Multiattack.** The assassin makes two shortsword attacks.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

**Light Crossbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

## Mage

### Mage

Medium humanoid (any), any alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

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

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four languages

**Challenge** 6 (2,300 XP)

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

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

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

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, fly*

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

5th level (1 slot): *cone of cold*

#### Actions

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

## Nilshai

Nilshai are malevolent alien sorcerers bent on gathering arcane secrets from Sildëyuir. They travel through the Ethereal Plane, and thanks to the new planar arrangement of the Feywild, into Sildëyuir and the Yuirwood.

A nilshai appears to be a horrid creature with three clawed legs, a ropy body, and three long whiplike tentacles that divide at the end into stubby, strong fingers. Its head is a bulbous case atop a segmented trunk, crowned by three stalked eyes. Its three membranous wings fold tightly against its torso when not in use. Its hide is a slick, mottled blue and black, soft and slimy over iron-hard flesh.

## Nilshai

Medium aberration, lawful evil

**Armor Class** 15 (natural armor)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft., fly 40 ft

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

**Skills** Arcana +7, Perception +6

**Damage Resistances.** acid, fire, lightning; 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 120 ft., passive Perception 16

**Languages** telepathy 60 ft.

**Challenge** 10 (5,900 XP)

**Ethereal Jaunt.** As a bonus action, the nilshai can magically shift from The Material Plane to the Ethereal Plane, or vice versa.

**Spellcasting.** The nilshai is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The nilshai has the following sorcerer spells prepared:

Cantrips (at will): *light*, *mage hand*, *resistance*

1st level (4 slots): *color spray*, *mage armor*, *detect magic*, *silent image*

2nd level (3 slots): *mirror image*, *ray of enfeeblement*, *mind spike*

3rd level (3 slots): *dispel magic*, *lightning bolt*, *vampiric touch*

4th level (1 slot): *dimension door*

### Actions

**Multiattack.** The nilshai makes up to three tentacle attacks or three touch attacks per round.

**Tentacle Attack (Physical Form Only).** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

**Withering Touch.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 14 (3d6 + 4) necrotic damage.

## Red Wizard

### Red Wizard

Medium humanoid (human), lawful evil

**Armor Class** 11

**Hit Points** 40 (9d8)

**Speed** 30 ft.

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

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, Insight +4, Stealth +4

**Senses** passive Perception 11

**Languages** Common, Thayan

**Challenge** 6 (2,300 XP)

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

Cantrips (at will): *chill touch*, *prestidigitation*, *ray of frost*  
1st level (4 slots): *cause fear*, *false life*, *mage armor*, *magic missile*

2nd level (3 slots): *hold person*, *darkness*, *ray of enfeeblement*

3rd level (3 slots): *animate dead*, *dispel magic*

4th level (2 slots): *blight*

### Actions

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

### Reactions

**Grim Harvest.** Once per turn when the red wizard kills one or more creatures with a spell of 1st level or higher, the red wizard regains hit points equal to twice the spell's level, or three times its level if the spell belongs to the school of necromancy. It doesn't gain this benefit for killing constructs or undead.

## Redwood Crawler

### Redwood Crawler

Huge beast, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 93 (11d12 + 22)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	1 (-5)	7 (-2)	3 (-4)

**Senses** blindsight 60 ft., passive Perception 8

**Languages** —

**Challenge** 4 (1,100 XP)

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 19 (3d12) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

### Reactions

**Curl Up.** When the crawler takes damage, it can curl up into a defensive posture, gaining a +3 bonus to its AC until the start of its next turn. When the crawler uncurls at the start of its turn, a creature of its choice within 5 feet of it must make a DC 14 Dexterity saving throw. On a failed save, the target is knocked prone.

## Scout

### Scout

Medium humanoid (any race), any alignment

**Armor Class** 13 (leather armor)

**Hit Points** 152 (16d10 + 64)

**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, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



Redwood Crawler

SHIAH "CINDER" IRGANGLADEN

# The Shardcaster

Shardcasters were built to guard the glass citadels of the star elves. They typically use their psionic abilities to surprise intruders, then attack mercilessly.

## The Shardcaster

Large construct, neutral

**Armor Class** 16 (natural armor)

**Hit Points** 152 (16d10 + 64)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	14 (+2)	16 (+3)	12 (+1)

**Damage Vulnerabilities** thunder

**Damage Immunities** poison, psychic; piercing and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** telepathy 60 ft.

**Challenge** 13 (10,000 XP)

**Constructed Nature.** A shardcaster doesn't require air, food, drink, or sleep.

**Empowered Strike.** Up to three times per day, the shardcaster may channel psychic energy through a melee attack, causing an additional 1d10 damage to the target and forcing it to succeed on a DC 14 Constitution saving throw or fall prone.

**Immutable Form.** The shardcaster is immune to any spell or effect that would alter its form.

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

At will: *light, mage hand, minor illusion*  
3/day each: *levitate, major image, misty step*,  
1/day each: *meld into stone, mind spike*

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

**Magic Weapons.** The shardcaster's weapon attacks are magical in nature.

### Actions

**Multiattack.** The shardcaster makes two melee attacks.

**Slam.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

**Tentacle.** *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

**Shard Volley.** *Ranged Weapon Attack:* +6 to hit, range 60/120. *Hit:* 12 (2d6 + 5) slashing damage.

### IDENTIFYING A SHARDCASTER

A character may identify a shardcaster with a successful **DC 10 Intelligence (Arcana) check**, and learn the following based on degree of success:

#### Result Information gained

- 10 The creature is a shardcaster, constructed of star elf magic. Shardcasters guard star elf citadels.
- 15 Shardcasters get their name from the ability to hurl shards of glass from their forms, and deflect damage from piercing and slashing weapons.
- 20+ They may draw on nearby crystal to extend tentacles or to mend themselves.  
Shardcasters are vulnerable to sonic attacks.



The Shardcaster

## Veteran

### Veteran

Medium humanoid (any), any alignment

**Armor Class** 17 (splint)

**Hit Points** 58 (9d8 +19)

**Speed** 30 ft.

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

**Skills** Athletics +5, Perception +2

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

### Actions

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

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

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

**Heavy Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

## Yuir Scout

### Yuir Scout

Medium humanoid (wood elf), any alignment

**Armor Class** 14 (leather)

**Hit Points** 52 (8d8 +16)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	11 (+0)	13 (+1)	8 (-1)

**Saving Throws** Dexterity +4, Constitution +4

**Skills** Perception +3, Survival +3, Stealth +4

**Senses** Darkvision: 60ft

**Languages** Common and Elven

**Challenge** 2 (450 XP)

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Mask of the Wild.** The scout can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

**Tracker.** The scout has advantage on survival checks to track a foe.

**Wanderer.** During a short rest the scout can find food and fresh water, provided that the land has such things.

### Actions

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

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

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



# Yuir Warden

## Yuir Warden

Male Wood Elf, any alignment

**Armor Class** 15 (studded leather)

**Hit Points** 90 (12d8 +36)

**Speed** 35ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	13 (+1)	19 (+4)	14 (+2)

**Saving Throws** Wisdom +7, Constitution +6

**Skills** Animal Handling +7, Medicine +7, Nature +4, Perception +7, Survival +7

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common and Elven

**Challenge** 7 (2900 XP)

**Fey Ancestry.** The warden has advantage on saving throws against being charmed, and magic can't put you to sleep.

**Mask of the Wild.** The warden can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

**Spellcasting.** The warden is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16,

to hit with spell attacks +8). It knows the following druid spells:

Cantrips (at will): *druidcraft, mending, produce flame, resistance, shillelagh*

1st level (4 slots): *entangle, longstrider*

2nd level (3 slots): *Melf's acid arrow, spike growth*

3rd level (3 slots): *conjure animals, dispel magic, sleet storm, speak with plants, plant growth*

4th level (3 slots): *grasping vine, ice storm* 5th level (2 slots): *awaken, cone of cold, geas*

6th level (1 slots): *conjure fey*

### Actions

**Animal Friend.** As an action, the warden can charm a small or smaller animal to follow some simple orders. The creature must succeed on a DC 16 Wisdom saving throw or the warden can give a simple order with 5 or less words. The order cannot force the creature to harm itself. This charm effect lasts for one day. The warden can charm a number of creatures equal to its Wisdom modifier.

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

