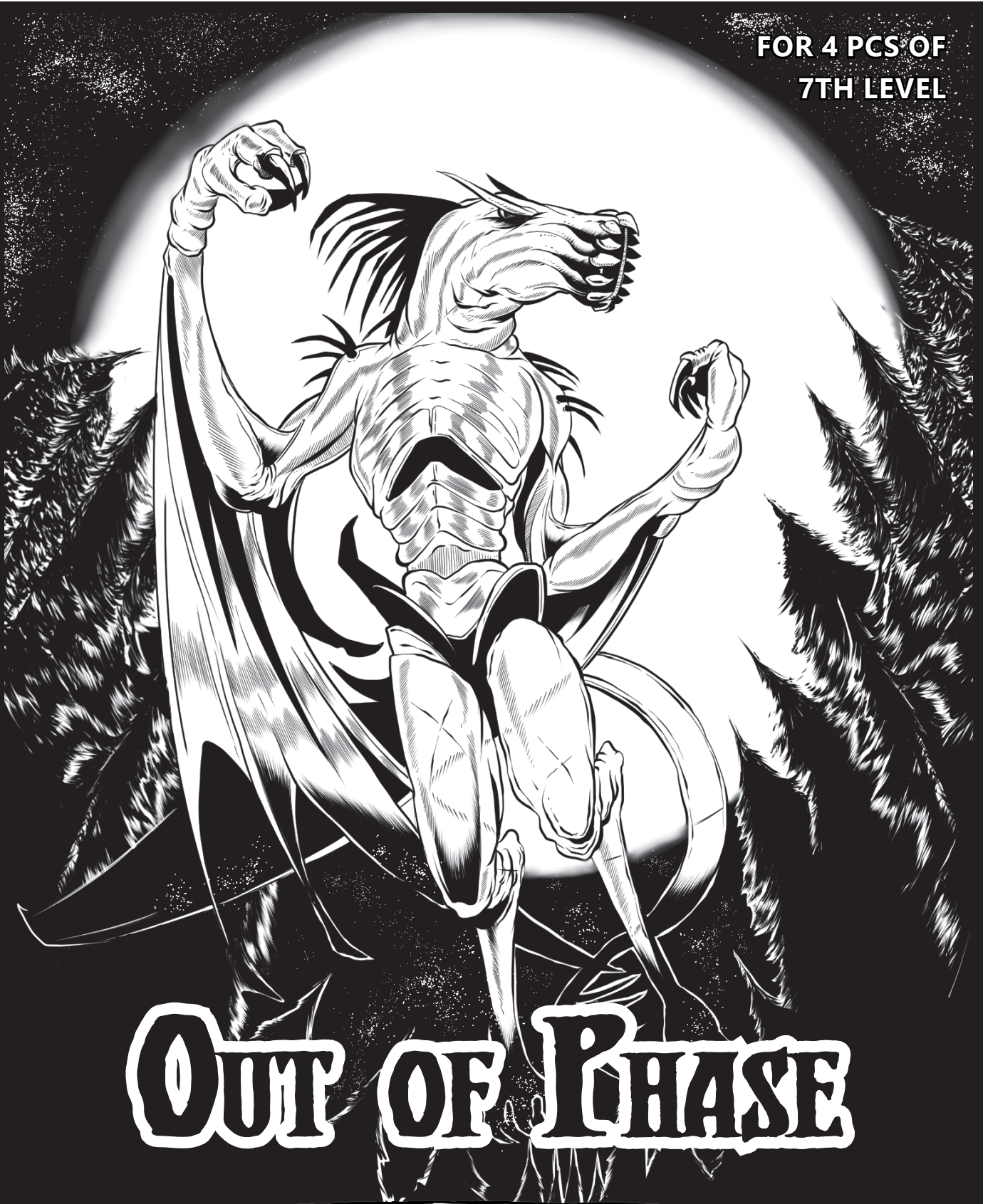


FOR 4 PCS OF
7TH LEVEL



OUT OF PHASE

A 5E WARLOCK ADVENTURE
BY CELESTE CONOWITCH

OUT OF PHASE

Adventure Background

A solar eclipse approaches, and a fiend plots to give the Moonlit King a foothold in Midgard. Recently, a meteorite fell in the hills near Lake Jingar in the Rothenian Plains. A collection of druids hailing from across the plains made a pilgrimage to the crash site to investigate the auspicious omen. Seeing an opportunity to curry favor with the Moonlit King, a lunar devil called Palus stalked the assembly and began to twist the minds of the fearful druids. Under the fiend's influence, the druids banded together to form a lunar circle intent on drawing in the moon's power. The circle erected a compound around the meteorite crash site and now unknowingly prepares a ritual that will tear open a gate to the deadly Shadow Realm.

Adventure Hooks

Here are some ways to involve PCs in this adventure:

- Several druids from across the Plains left to investigate the meteorite, and none have returned. One of the affected communities asks the PCs to locate their missing druid (see more information about these druids in *Playing the Druids* on page 5).

- A traveling merchant named Zara Suresh claims a powerful item was stolen from her private collection. She has sent messages to major settlements across the plains, asking capable adventurers to meet her in the hills by Lake Jingar for more details.
- Since the flaming rock fell from the sky, the hills in the region around Lake Jingar have begun to grow unnaturally darker, as if the sun's light doesn't fully reach the ground. Locals from the surrounding area are concerned and are in need of a group willing to investigate the cause.
- One of the wise hermits of the plains seeks out the PCs. The hermit reports ominous dreams of evil growing in the hills by Lake Jingar. The hermit warns that if the PCs do not stop it, the plains will come under attack. The hermit does not have any more specific information but pleads for the PCs to investigate the area.

Growing Dark

This adventure begins as the PCs arrive at the hills surrounding Lake Jingar. They encounter a spirited trader named Zara, who has a curious story to tell. After speaking with her, the PCs must head into unnatural darkness and locate the mysterious compound among the hills.

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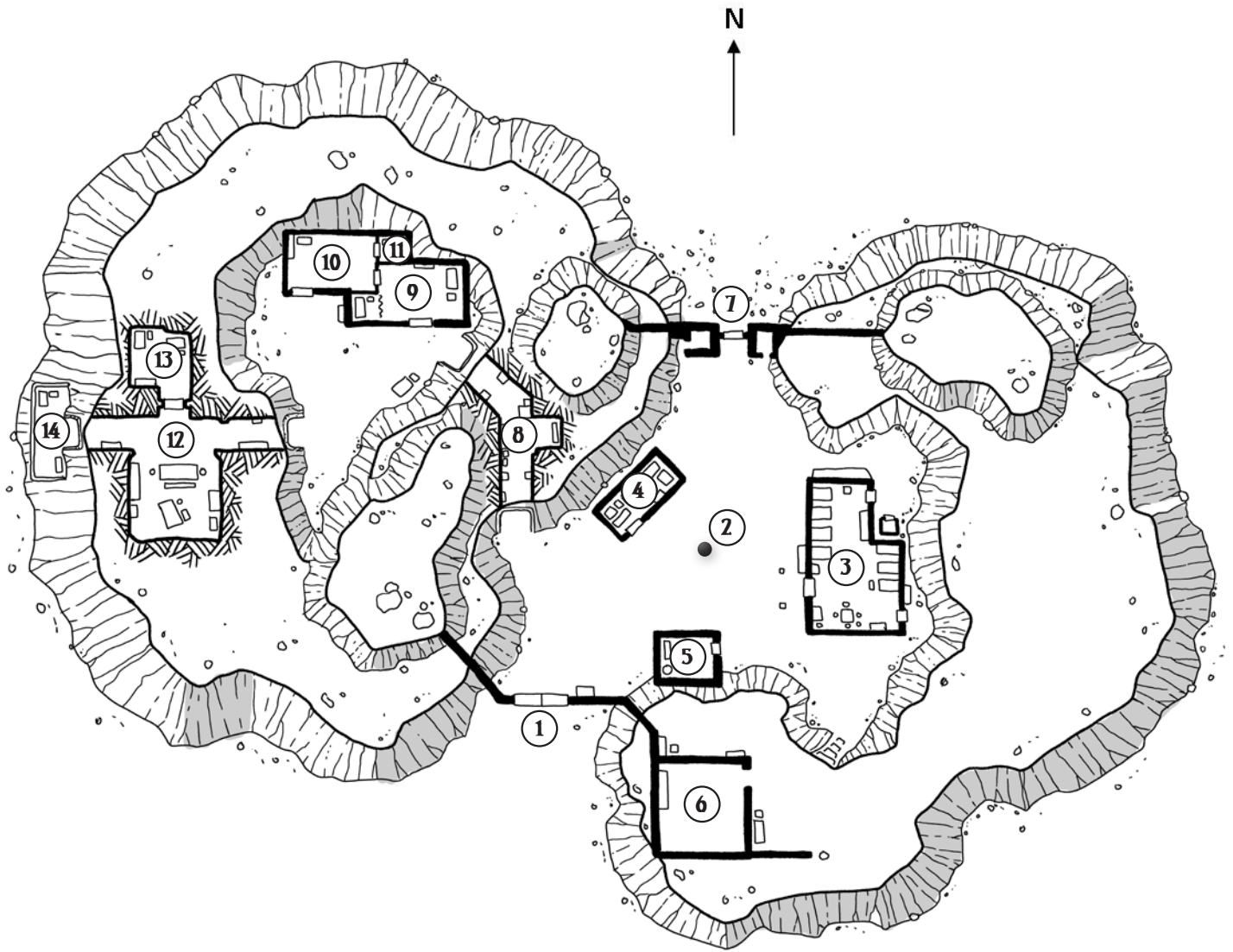
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MAPS: [CLICK HERE TO DOWNLOAD THIS MAP FOR YOUR VIRTUAL TABLE TOP.](#)

WHEN BEARS FLY

As the PCs near the hills, read or paraphrase the following:

Though there is no smell of smoke, the sky over the area around Lake Jingar is dark and hazy. A small encampment sits just outside this perimeter of darkness, consisting of two wooden trade wagons on either side of a circle of red tents.

This camp belongs to Zara Suresh, a human woman who brokers trades across the plains. Zara is a self-proclaimed 'acquisitions expert' and prides herself on being able to locate any item (for an appropriate fee, of course). Zara also keeps a personal collection of acquired curiosities, and one of these was stolen from her a couple of days ago.

Zara welcomes travelers into her camp, eager to hire anyone capable enough to solve her problem. Zara invites them to sit around her fire as she explains her plight:

"Two days ago, I awoke to the sound of something tearing apart one of the wagons. As I rushed out of my tent, I saw the thief making off with my mirror. I know this sounds odd, but...the thief was a massive, flying bear."

Zara is telling the truth. She witnessed a bear accompanied by a swarm of owls carry off her prized mirror. After the shock had passed, Zara discovered her mercenary guards were dead, their skin blistered by some kind of spell. She rallied the rest of her group as fast as she could, then pursued the flying thieves. Even after they lost sight of the bear, the caravan continued forward, hoping to find a clue to their quarry's destination. They eventually ran into this curtain of darkness and decided to put out the call for a better-armed group to investigate further.

Lyra Ironhide (see *Playing the Druids* on page 5) in the form of a bear and a swarm of conjured birds were the culprits. A **lunar devil** (*Tome of Beasts*, p. 110) was also present during the robbery, but it stayed hidden from Zara.

If asked further questions about her encounter, here is what Zara knows:

- The bear was massive, unlike any naturally occurring species in the plains. It did not have wings, but it was still able to fly. Both the bear and the birds seemed more intelligent than average animals.
- Zara does not know the full properties of the *phase mirror* (see page 11) stolen from her. However, she knows that it is a rare and ancient object that is used in rituals as an arcane focus. She spent a lot of money and effort liberating it from the ruins of a wizard's tower.
- Whatever the darkness effect is, it is getting worse. The terrain has continued to darken over the past few hours, and the radius seems to be expanding.
- Her hired guards died from some type of magical burn. They were covered in blisters, but no flame source was evident and no objects were damaged.

Zara answers all the questions she can before asking the PCs to recover her mirror. If her mirror is returned to her unharmed, she offers them 6,000 gp worth of gems and art objects. If the PCs seem hesitant, Zara also impresses that if they accept, she will owe them a favor. Zara has many connections across Midgard, and a favor from her is undoubtedly worth more than any sum of gold.

If the PCs accept the job, she is happy to offer them the hospitality of her camp.

ZARA'S CAMP

If the PCs decide to rest at Zara's camp before investigating further, Zara introduces them to her crew. Here is a list of her companions:

- A fiery male kobold named Thim Thom serves as Zara's appraiser. Thim Thom possesses an uncanny ability to appraise any object correctly. He has served Zara loyally since she first offered him a job, freeing him from a hard and dull life in Zobeck's mines.
- An elven sorcerer named Tessadora serves as Zara's arcane specialist. Tessadora is a brooding woman, but she has an incredible talent for predicting if trouble is nearby. Tessadora is very distracted by the shadows beyond camp and doesn't actively engage with newcomers.
- A gigantic man named Olin handles the heavy lifting around camp (and strikes a highly intimidating figure). He is so large it is hard to identify if he is the largest human in existence or the tiniest giant. Olin also has a slight tinge of blue to his otherwise pale skin. If asked directly about his heritage, Olin cracks jokes and diverts the conversation to other topics.
- Zara's 7-year-old son, Amir, also travels with the band. He is a bright boy with a penchant for liberating small treasures from people's pockets.
- Zara has hired a Rothenian centaur named Androos to guide the group as they travel around the plains. Androos stands apart from the others, but he is approachable. He knows a great deal about the terrain and politics of the Rothenian Plains.

Zara and her crew are accustomed to a nomadic lifestyle; they are well supplied and can offer the PCs any standard equipment the PCs might need.

After the theft, the band is down to only two wagons, which are now reserved for equipment. They can offer extra bedrolls or tents if the PCs wish to rest before seeking out the mirror.

TRAVEL TO THE COMPOUND

The hills surrounding the compound are not difficult to traverse, but finding the exact location of the compound may prove a challenge.

For every half hour the PCs spend searching the hills, they must make a DC 15 Wisdom (Survival) check. On a success, they locate the compound. On a failure, they must search for another half hour. After two hours have passed, the PCs automatically locate the compound.

If you would like to increase the difficulty of the search, roll a d20 and consult the Dark Hills Encounters table every 10 minutes they travel.

DARK HILLS ENCOUNTERS

d20 Location and Tactics	
1-14	No encounter occurs.
15	The PCs are ambushed. A group of five bandits and one bandit captain spring from a concealed trench and attack the PCs. PCs with a passive Perception of 15 or higher are not surprised by the attack.
16	Loud shrieks echo around the PCs as five swarms of bats descend upon them. The creatures are confused and hostile due to the unnatural shift in the atmosphere. A successful DC 12 Wisdom (Animal Handling) check diverts the ire of the swarms.
17	The PCs encounter a pair of centaurs , also searching the landscape. The centaurs ask if the PCs have learned anything about what is causing the darkness. The centaurs are not interested in sharing their names or anything they have discovered in their search. If the PCs act hostile toward them, they flee.
18	The PCs spot a hilltop swarming with hundreds of fireflies. If they push through the surging swarm, they find a <i>stone of good luck</i> lying in the tall grass.
19	The PCs hear a pained cry and snarling just over the next hill. If they investigate, they see three dire wolves circling in on a wounded deer . If the PCs attract any attention, the deer escapes, and the hungry wolves turn to attack the PCs.
20	A will-o-wisp appears one hilltop over. It attempts to lead the PCs to a hidden cave carved into a hillside. If they step inside, they are attacked by the ten shadows that dwell within.

Compound of the Moon

The Compound of the Moon surrounds the crashed meteor site. The druids have taken advantage of the natural cliffs and crater ridges, using their magic to shape the formations

into an ideal structure. Most of the compound is open to the sky, allowing the druids to continually bathe in the moonlight that fuels their power.

APPROACHING THE COMPOUND

The hills bottom out here, creating a small valley. A structure formed of raised black stone sits at the center of the valley. The growing atmosphere of darkness hangs most heavily over the structure, which appears to be faintly glowing.

The druids crafted their compound here so they could spot any intruders coming from a healthy distance. They built a watchtower on the compound, and PCs that don't conceal their approach are spotted before they reach their destination.

SPOTTED

If the PCs are detected approaching the compound, the watching druid alerts Palus to the unwelcome visitors.

The **lunar devil** flies from the compound to attack the PCs. Due to the darkness, a successful DC 15 Wisdom (Perception) check is required to spot the devil before it descends. When Palus is reduced to half its hit points or fewer, it spends its next actions retreating to the compound at full speed.

If the devil successfully flees, it warns Lyra to start the ritual immediately, and the 1-hour timer begins (see Ritual Countdown on page 6).

Devil Tactics. When attacking the PCs, the devil employs cunning and deception. If it successfully sneaks up on the group, it cloaks itself with *greater invisibility* before attacking. The devil uses a *wall of ice* to separate the PCs from each other and swoops through the skies to rain down attacks from above.

PLAYING THE DRUIDS

The newly formed lunar circle of druids is deeply misguided by the devil's influence. These druids of different races and cultures all assembled at the meteorite crash site to investigate the strange omen. Most possessed the best of intentions, aiming to discover what they could before reporting back to each of their communities with news.

Palus manipulated their concern and persuaded them this crash is a sign that the natural balance of the cosmos is in peril. Palus listened to the fears of each druid and encouraged paranoid connections between troubling current events. Ultimately, Palus convinced them a new kind of druid was necessary to restore the cosmic balance. The devil offered the druids a way to harness the power of the moon and stars to become champions that guard against evils to come.

The devil then told the druids of a powerful object called the *phase mirror* and explained that one such mirror must be acquired to harness the real power of the cosmic web. The frightened druids eagerly listened and swore themselves to the devil's plot.

In addition to their leader Lyra, six druids form the lunar circle. Here is a list of the druids and from where around the Rothenian Plains they originally hail:

- Enosso, a male human from Misto Kolis
- Irinna, a female centaur of Clan Morav
- Murook, a female trollkin hermit
- Flick, a male ravenfolk from Vidim
- Anders, a male winterfolk halfling from Domovogrod
- Brigita, a female human from the Kariv Sergin family

Hardship is common amongst the factions of the plains, and each of these druids has allowed their people's misfortune to weigh heavily upon them. This empathy has made them all easy prey for the devil.

Each druid arrived at the meteorite site with their traveling equipment, which they still use. Each druid wears a piece of the meteorite around their neck, to serve as a grim reminder of the circle's purpose.

LYRA IRONHIDE

A bearfolk druid named **Lyra Ironhide** (see page 12) was unanimously elected the leader of this lunar circle. Lyra hails from the northern kingdom of Bjeornheim but has spent the past decade wandering Midgard, looking for purpose. She happened to be traveling through the Rothenian Plains when she saw the meteorite fall to Midgard. She, like the other druids, viewed the fall as a dark omen and went to investigate.

As Palus initially observed the group of druids, it determined that Lyra's strength and charisma made her the most suitable vehicle for its purposes. The devil concentrated its corruption most heavily on Lyra, whispering that it, like herself, was a creature of the moon, and they must work together to keep balance.

Lyra absorbed the fiend's lies and played a hearty role rallying the other druids behind its plan. With the devil's instruction, she led

the others to officially form the lunar circle, to build the compound, and to steal the *phase mirror*. She now prepares the circle to conduct the ritual of power, which is scheduled to conclude right as the eclipse occurs.

Lyra does not view her actions as evil, and she truly believes this ritual is necessary to protect the balance of the cosmos. She is sharp, well-spoken, and possesses a magnetic personality that draws others to her. Lyra gives frequent sermons on the natural world, the power of the stars, and the role druids must play in preserving the natural order of the cosmos.

RITUAL COUNTDOWN

The moment the characters enter the compound, the ritual of opening a gate to the Shadow Realm begins. In precisely 1 hour, the eclipse occurs, and the ritual is complete. The PCs have only that hour to stop the ritual, or they, and the entire compound, phase to the Shadow Realm.



Over the hour, the compound begins to change. As part of the preparations, Lyra has woven a series of magical constellations through the stone walls of the compound. The constellations glow gradually brighter as the *phase mirror* absorbs more energy. The change is gradual, but the intensity of the glow alerts the PCs to how much more time they have.

To stop the ritual, the PCs must either destroy the *phase mirror* or remove it from the compound grounds. One of these goals must be achieved before the hour is up or the PCs fail.

COMPOUND FEATURES

The compound is formed from roughhewn rock and features very few buildings. The dark sky above and the glowing patterns adorning the walls create a surreal atmosphere within the compound walls.

Ceilings. Where the compound is not open to the sky, the roofs are made of shaped stone and stand 10 feet tall.

Doors. Unless specified otherwise, doors of the compound are composed of thin wood with no locks.

Druids. The druids of Lyra's lunar circle use the statistics of a **druid**, except they have *moonbeam* prepared in place of *animal messenger*.

Lighting. Moonlight infuses the very rock of the compound; all areas are considered to be in dim light.

Moonlit Night. Regardless of whether it is day or night when the PCs enter the region, the compound is cast in moonlight, allowing the druids and the lunar devil to use certain traits and features.

COMPOUND LOCATIONS

The following locations correspond to the numbers on the map on page 3.

1. LUNAR GATES

Depictions of phases of the moon adorn opalescent gates set into the rock. There are no handles on this door.

These gates are the only visible entrance to the compound. The only way to open these gates is to touch them with the *moonbeam* spell (or other moon-related spell or feature, at your discretion). The druids rarely use these gates, but they employ them as an extra defense against outsiders. A successful DC 14 Intelligence (Arcana) check determines what magic is necessary to open the door. A druid or a creature with some association to the moon, such as a cleric who worships a deity of the moon, has advantage on this check.

If the PCs don't have the means to open the gates, the exterior rock walls of the compound are 20 feet high and scalable with a successful DC 14 Strength (Athletics) check.

2. COURTYARD

The ground is marred by a large crater. A small boulder rests at the center of the shattered depression. It glints silver in the dim light. Several roughhewn buildings surround the crash site.

This area is the compound's central courtyard. It is also the crash site of the meteorite that initially drew the druids here.

A successful DC 15 Intelligence (Nature) check determines the meteorite is composed of a type of rock not found on Midgard.

The buildings surrounding the crater are the barracks (Area 3), the owl roost (Area 4), and the outhouse (Area 5).

Treasure. The meteorite is composed of soft rock and is easy to break apart. A palm-sized chunk of the extraterrestrial rock is worth 50 gp to the right buyer. With 1 hour of work, the meteorite can be reduced to twenty palm-sized chunks.

3. BARRACKS

This large room contains cots and trunks. Thick pelts cover the walls and floor. An open skylight is cut into the ceiling, bathing everything in a dim glow.

There are currently two **druids** in this room. If the PCs were spotted on the way to the compound, these druids are awake and attack intruders immediately. Otherwise, the druids are asleep. Any noise causes them to awake and attack the PCs.

Treasure. If the PCs search the trunks, they find 200 gp worth of precious stones. They also find two *potions of animal friendship*.

4. OWL ROOST

Unlike the others, this small building is made of wood. It has several circular holes cut into its walls, and loud shrieks come from inside.

This building is a roost built for the nocturnal birds the druids have befriended. A successful DC 14 Intelligence (Nature) check correctly identifies the purpose of this building.

Three **giant owls** are currently roosting here. If the PCs open the door to the roost, the owls are startled. A successful DC 15 Wisdom (Animal Handling) check calms the owls. Otherwise, they attack.

Treasure. The birds who roost here have stashed a few shiny baubles in their nests. Searching the roost reveals 15 gp, a silver cuff (worth 25 gp), and two amethyst stones (worth 100 gp each).

5. outhouse

A ripe stench hangs around this building. A crescent moon is carved into its wooden door.

This building is the compound's outhouse. Inside is a deep hole filled with refuse.

6. Watch Tower

This cube-shaped building rests at the highest point of the compound walls. Large windows look out towards each cardinal direction.

This building is the watchtower the druids have constructed to increase security. A steep stone path leads up to it.

A **druid** is posted here at all times to keep an eye out for any trouble approaching the compound. The druids keep watch in six-hour shifts, relieving each other as needed. The area around the compound is flat in all directions, allowing the watcher to see a great distance around the compound.

A mounted telescope sits beside a well-padded chair in the center of this room. The telescope has been modified to spot a wide variety of threats.

Treasure. The telescope is fitted with a *gem of seeing* instead of a standard glass lens.

7. Back Gate

This gate can only be seen from inside the compound. On the outside, it is carved to look like part of the natural rock wall. The druids use this gate to leave the compound quickly.

Locating this gate from outside the compound is extremely difficult. A successful DC 17 Intelligence (Investigation) check reveals the presence of the gate. Dwarves and creatures with proficiency with mason's tools have advantage on this check.

8. Path of Contemplation

A soft blue glow dimly lights this long hallway. The glow comes from a pair of shut opalescent doors on the north end of the hall. A line of painted tiles leads from the southern entry to the doors.

This hallway is the path of contemplation, a meditative exercise for the druids to partake of before visiting the chapel. It doubles as a deadly trap to any who do not traverse it correctly.

The Trapped Path. To open the doors on the far side of the hallway, the PCs must walk on the correct tiles in the correct order. Once one PC has correctly walked the path, the double doors open. If a PC steps on the wrong tile, each creature in the room must make a DC 15 Constitution

saving throw, taking 11 (2d10) radiant damage on a failed save, or half as much damage on a successful one as it is wreathed in ghostly flames. The PCs must travel from tile to tile in the correct sequence to open the doors. If an incorrect tile is pressed, all tiles in the room cease to glow, the trap activates, and the path resets.

A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of abjuration magic around the tiles. Infused with moonlight, the magic of the tiles can't be dispelled until the darkness covering the compound disperses and sunlight shines on the hills again.

There are eight painted tiles in the hall. Each tile is painted to represent a different phase of the moon, and the tiles are not laid down in the correct order. The PCs must correctly identify what the tiles represent, then step on the tiles in the correct order. Each 5-foot tile is 1 inch tall and melded to the floor. Applying any pressure to a tile activates it, causing its paint to glow faintly. The tiles are laid out in a path down the center of the hallway as follows (the first tile is closest to the southern entry, and the last tile is closest to the sealed glowing doors in the northern wall):

1. A tile painted completely white, which represents the full moon.
2. A tile with only the southwestern corner painted white with the rest black, which represents a waning crescent moon.
3. A tile with the eastern half painted white with the rest black, which represents a first quarter moon.
4. A tile painted completely black, which represents a new moon.
5. A tile with the western half painted white with the rest black, which represents a last quarter moon.
6. A tile with the southwestern corner painted black with the rest white, which represents a waxing gibbous moon.
7. A tile with only the southeastern corner painted white with the rest black, which represents a waxing crescent moon.
8. A tile with the southeastern corner painted black with the rest white, which represents a waning gibbous moon.

The correct tile sequence is as follows:

4, 7, 3, 6, 1, 8, 5, 2

The PCs can walk around the hall without stepping on the tiles, but they must step on the tiles in the correct order to open the door in the northern wall. If they are struggling to figure out the puzzle, consider allowing a DC 12 Intelligence (Nature) check to give a hint that the tiles resemble different phases of the moon.

9. CHAPEL

Neat rows of wooden chairs are lined up in this room. They face a small stone podium, which holds a piece of shimmering rock.

This room serves as a chapel for the compound. The circle frequently meets here to hear Lyra give her sermons. The shimmering rock is a palm-sized chunk of the meteorite in Area 2.

A **druid** sweeps this room while its **dire wolf** companion watches. When the characters enter, the druid and the wolf are startled and attack immediately.

10. ALTAR ROOM

A bizarre statue sits in the corner of this room. The stone is carved into the likeness of a winged creature with many rows of circular pointed teeth. Dried flowers and unlit candles sit at the statue's feet.

This statue depicts the lunar devil that has been manipulating the minds of Lyra and the other druids. The flowers and candles are offerings.

11. STORAGE CLOSET

This closet holds cleaning supplies, candles, additional chairs, and other useful items.

12. RELIQUARY WORKSHOP

Seven alcoves are set into the room's stone walls, and each holds a golden orb adorned with symbols. A large worktable in the center of the room is covered with diagrams and metal scraps. Another set of opal doors leads out of this room to the west, and a wooden door sits in the northern wall.

This is Lyra's workshop where she builds magical orbs. These orbs represent the foundation of her teachings: that the patterns of the heavens shape an individual's power.

There are seven orbs here, and each grants a temporary gift to any creature that activates it. Energy diverted from the *phase mirror* powers these orbs. Once used three times, an orb's energy fades, and it becomes a nonmagical metal orb.

A creature that examines the diagrams on the table can make a DC 14 Intelligence (Nature) check. On a success, the creature successfully identifies the diagrams as star charts mapping eight different constellations—Lyra has not yet finished the eighth orb.

If a PC approaches an orb, read or paraphrase the following:

The orb whirs to life and begins to glow with a gentle light. Tiny holes arranged in patterns appear on its surface, sparkling like stars with the orb's inner light.

While touching the orb, a PC can use its action to activate the orb and gain a boon. These boons last for 24 hours. Once a PC has received a boon, that PC can't gain the benefit of any other orbs until 24 hours have passed. Each orb depicts one of the following constellations:

The Warrior. This constellation depicts a champion in combat. Activating this orb gives the PC a +1 bonus to attack and damage rolls made with melee weapons.

The Hunter. This constellation depicts a hunter stalking its prey. Activating this orb gives the PC a +1 bonus to attack and damage rolls made with ranged weapons.

The Mage. This constellation depicts a spellcaster launching an arcane attack. Activating this orb causes the PC's spells to deal additional damage. When the PC casts a spell that deals damage, the spell deals an extra 1d6 radiant damage.

The Rogue. This constellation depicts a rogue brandishing a twisted dagger. Activating this orb gives the PC the ability to cast the *invisibility* spell once before the boon ends. Casting this spell doesn't expend a spell slot, if the PC has spell slots.

The Diplomat. This constellation depicts an orator speaking before a crowd. Activating this orb gives the PC the ability to cast the *suggestion* spell (save DC 15) once before the boon ends. Casting this spell doesn't expend a spell slot, if the PC has spell slots.

The Beast. This constellation depicts a powerful beast charging across the sky. Activating this orb increases the PC's speed by 10 feet.

The Sage. This constellation depicts a scholar penning a tome. Activating this orb allows the PC to add its proficiency bonus to any Intelligence-based skill checks it makes before the boon ends.

13. LYRA'S CHAMBER

This quaint chamber holds a single cot and a desk piled high with parchment. A woven tapestry depicting the night sky hangs on one wall. A skylight is cut into the ceiling of this chamber.

This is Lyra's private chamber. The papers on the desk are a collection of sermons and lectures she is composing, among these is a key that explains the various effects of the orbs in Area 12. If the PCs spend at least 1 minute searching this room, they discover the compartment hidden behind the tapestry of stars. Otherwise, a successful DC 15 Wisdom (Perception) check notices the edge of the wall cavity behind the tapestry.

Secret Compartment. Lyra has hollowed out a cavity in the wall where she keeps her journal. The majority of the pages are filled with daily reports and mediocre poems, but one passage might be of interest to the PCs.

Sometimes I fear all of this is a grand deception. Palus is unlike any fiend I have ever encountered, but it is still a devil at day's end. However, I am so tired of wandering. It can't

all be a coincidence, can it? The very stars are falling from the sky, and I cannot deny that corruption is growing in the world. I must keep the faith; I must be strong for the rest. We shall carry this through, and we shall succeed.

14. MIRROR BALCONY

Three druids stand clustered around a giant mirror on this stone balcony. The mirror lies face up towards the sky. The mirror seems to pull all surrounding light into its surface. A towering bearfolk lifts her gaze, and her lips curl into a snarl as she bellows, "You are too late to stop us now. Perish, agents of chaos!"

This area is the balcony where the *phase mirror* has absorbed energy from the skies over the past few days. The two **druids** and **Lyra** (see page 12) attack the party. When in combat, Lyra prefers to take the form of a **polar bear**, though she takes the form of a **giant eagle** if the PCs decide to pursue Palus in the air (see Devil Moon). The druids do whatever they can to keep the PCs away from the mirror.

DEVIL MOON

When combat with the druids begins, Palus joins the effort to protect the mirror on initiative count 20 of the second round. The devil uses its turn to lift the giant mirror and keep it out of the PCs' reach. To keep the ritual active, the mirror must stay within 30 feet of the compound at all times (even vertically), forcing Palus to fly low above the rocky walls. The devil flies as quickly as it can to the courtyard in Area 2, leaving the druids to prevent any pursuit.

If the PCs pursue the devil without first defeating the druids, the circle follows close behind the PCs, doing everything they can to prevent damage to the mirror.

STOPPING THE RITUAL

The *phase mirror* (floor) in this adventure is tied to the Shadow Realm, and Lyra's lunar circle is tied to it. They are taking advantage of the thin veil between worlds created by the solar eclipse to transport themselves and the entire compound to the Shadow Realm—a feat normally outside the scope of the mirror's magic, but the power of the lunar devil and the solar eclipse have strengthened the mirror beyond its normal capabilities.

The PCs can stop the ritual by breaking the *phase mirror* or by taking it more than 30 feet away from the compound. The PCs have 1 hour from when they enter the compound to stop the ritual.

The mirror can be attacked and destroyed (AC 10; hp 50; vulnerability to bludgeoning damage; immunity to slashing, poison, and psychic damage). If the mirror is reduced to

half its hit points or fewer, it is considered 'broken,' and the ritual is effectively prevented. The broken mirror can be repaired with 1 hour of work by a creature with proficiency with tinker's tools. If the mirror is reduced to 0 hit points, it is destroyed with no hope of repair.

Conclusion

This section details the events that follow the final confrontation with the druids.

RITUAL PREVENTED

If the PCs succeed in destroying the mirror or removing it from the compound, the ritual is prevented. The haze of darkness around the compound disperses in time for the PCs to see the solar eclipse pass by harmlessly.

If Palus still lives, the devil disappears entirely, fleeing to its moonlit domain.

If any of the druids still live, they become despondent, believing the world is now truly doomed. They offer no further resistance to the PCs, though it will take medical care and patience to undo the brainwashing they have undergone under the devil's influence.

If the PCs return the undamaged mirror to Zara, she is delighted and pays them in full. If the mirror is damaged (but not destroyed), she isn't entirely pleased, but she follows through with payment. If the mirror is completely destroyed, Zara is furious. A successful DC 15 Charisma (Persuasion) check convinces Zara the PCs' actions were necessary, and she hands over 1,000gp for their efforts. Alternatively, if they offer Zara the telescope with the *gem of seeing* intact from Area 6 or a magical orb from Area 12, she forgives the destruction of the mirror and provides the full payment.

RITUAL SUCCESS

If the PCs do not stop the ritual in time, a gate to the Shadow Realm opens. For 24 hours, the entire compound becomes a bridge between the two planes. Dangerous creatures desperate to escape the Shadow Realm begin to pour into Midgard. The Moonlit King himself may even break free of his prison. The situation is dire, but the specifics are up to you.

FURTHER ADVENTURES

If the PCs wish to continue following the threads of this story and Palus still lives, you can allow them to track Palus to its lair. Or perhaps another druid of the lunar circle was not present during this series of events and attempts to start rebuilding the circle with another group. If the ritual was not prevented, the PCs have to pursue some of the darker fey denizens that broke into Midgard.

PHASE MIRROR

Wondrous item, rarity varies (requires attunement)

Unlike other magic items, multiple creatures can attune to the *phase mirror* by touching it as part of the same short rest. A creature remains attuned to the mirror as long as it is on the same plane of existence as the mirror or until it chooses to end its attunement to the mirror during a short rest. *Phase mirrors* look almost identical to standard mirrors, but their surfaces are slightly clouded. These mirrors are found in a variety of sizes, from handheld to massive disks. The larger the mirror, the more power it can take in, and consequently, the more creatures it can affect.

When it is created, a mirror is connected to a specific plane. The mirror draws in starlight and uses that energy to move between its current plane and its connected plane.

While holding or touching a fully charged mirror, an attuned creature can use an action to speak the command word and activate the mirror. When activated, the mirror transports all creatures attuned to it to the mirror's connected plane or back to the Material Plane at a destination of the activating creature's choice. This effect works like the *plane shift* spell, except it transports only attuned creatures, regardless of their distance from each other, and the destination must be on the Material Plane or the mirror's connected plane. If the mirror is broken, its magic ends, and each attuned creature is trapped in whatever plane it occupies when the mirror breaks.

Once activated, the mirror stays active for 24 hours and any attuned creature can use an action to transport all attuned creatures back and forth between the two planes. After these 24 hours have passed, the power drains from the mirror, and it can't be activated again until it is recharged. Each *phase mirror* has a different recharge time and limit to the number of creatures that can be attuned to it, depending on the mirror's size.

Handheld (Rare). This mirror fits easily in one hand. Only one creature can attune to it, and it must spend at least 24 total hours (approximately 3 days) exposed to moonlight or starlight before it can be activated.

Vanity (Very Rare). This mirror is about 2 feet wide. Up to four creatures can attune to it, and it must spend at least 40 total hours (approximately 5 days) exposed to moonlight or starlight before it can be activated.

Floor (Legendary). This mirror is about 5 feet wide. Up to seven creatures can attune to it, and it must spend at least 56 total hours (approximately 7 days) exposed to moonlight or starlight before it can be activated.

Phase mirrors connected to planes without moonlight or starlight can be recharged in whatever light is native to its connected plane, but it must still be recharged by moonlight or starlight on the Material Plane.

LUNAR DEVIL

Large fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., fly 60 ft. (hover), lightwalking 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	21 (+5)	20 (+5)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Str +8, Dex +8, Con +8, Wis +5

Skills Perception +5

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Celestial, Draconic, Elvish, Infernal, Sylvan, telepathy 120 ft.

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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



At will: fly, major image, planar binding

3/day: greater invisibility

1/day: wall of ice

Light Incorporeality. The devil is semi-incorporeal when standing in moonlight, and is immune to all nonmagical attacks in such conditions. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source, with the exception of force damage. Holy water can affect the devil as it does incorporeal undead.

Lightwalking. Once per round, the lunar devil magically teleports, along with any equipment it is wearing or carrying, from one beam of moonlight to another within 80 feet. This relocation uses half of its speed.

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

ACTIONS

Multiattack. The devil makes three attacks: one with its bite, one with its claws, and one with its tail. Alternatively, it can use Hurl Moonlight twice.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Hurl Moonlight. *Ranged Spell Attack:* +7 to hit, range 150 ft., one target. *Hit:* 19 (3d12) cold damage and the target must succeed on a DC 15 Constitution saving throw or become blinded for 4 rounds.

LYRA IRONHIDE

Medium humanoid (bearfolk), neutral

Armor Class 13 (natural armor) (16 with *barkskin*)

Hit Points 136 (21d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	11 (+0)	18 (+4)	14 (+2)

Saving Throws Con +5

Skills Animal Handling +7, Perception +7, Persuasion +5, Religion +3

Senses passive Perception 17

Languages Common, Druidic, Sylvan

Challenge 6 (2,300 XP)

Frenzy (1/Rest). As a bonus action, Lyra can trigger a berserk frenzy that lasts 1 minute. While in frenzy, she gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks and has advantage on

attack rolls. Attack rolls made against Lyra while she is frenzied have advantage.

Keen Smell. Lyra has advantage on Wisdom (Perception) checks that rely on smell.

Moon Touched. While she or her target is in moonlight, Lyra's weapon attacks are magical, and, when she hits with any weapon, the weapon deals an extra 2d8 radiant damage.

Spellcasting. Lyra Ironhide is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Lyra has the following druid spells prepared:

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

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

2nd level (3 slots): *barkskin*, *hold person*, *moonbeam*

3rd level (3 slots): *conjure animals*, *dispel magic*, *meld into stone*

4th level (2 slots): *blight*, *stone shape*

ACTIONS

Multiattack. Lyra makes two attacks: one with her bite and one with her quarterstaff.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage if used with two hands.

Change Shape (2/Day). Lyra magically polymorphs into a beast with a challenge rating of 2 or less and can remain in this form for up to 4 hours. Lyra reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form or falls to the ground (her choice). She can revert to her true form as a bonus action on her turn.

In a new form, Lyra retains her game statistics and ability to speak, but her AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and she gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that she lacks.

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

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