



STORM OF THE BLOOD MOON



Lycanthropes have infested the Cormanthor Woods surrounding the village of Redcraft, barely kept at bay by our brave adventurers. A kidnapping has spurred the village into action, but deep in the woods what one expects to find isn't always what one finds...

A 4-Hour Adventure for five-8th Level Characters

Part Two of the Blood Moon Chronicles

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INTRODUCTION

Welcome to *Adventure Name*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Storyline Name*™ storyline season.

Insert two to three sentence paragraph describing physical location of adventure.

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

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

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

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

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

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

ADVENTURE PRIMER

"Loss and possession, death and life are one. There falls no shadow where there shines no sun." - Hilaire Belloc

ADVENTURE BACKGROUND

The village of Redcraft has been experiencing trouble in the woods surrounding their small establishment. Whenever villagers dare wander into the forest they are attacked by "monsters" described as human-like animals. As if the "monsters" in the woods weren't enough of a problem for Redcraft, many villagers have gone missing from their homesteads over the last few months. One in particular, Ellie Oakburst, the young daughter of the local smith, Oris Oakburst, just went missing. Her upbeat attitude and golden smile have been a beacon of happiness for Redcraft, and with her now gone, they sink further into fear. Rastol Shan has heard of the attacks and the disappearance of Ellie and has asked for daring adventurers to investigate.

Devouts of Malar, the god of the hunt and lycanthropy, are confirmed to have a presence in the village of Redcraft. Tensions are rising on both sides and it won't be long before these two sides come to clash.

LOCATION AND NPC SUMMARY

Redcraft. Small village where the adventure takes place.

Ellie Oakburst. Young halfling daughter of Oris Oakburst. She has already been kidnapped by the time the adventure begins.

Oris Oakburst. The local halfling blacksmith. Father of Ellie Oakburst.

Rastol Shan. Head of the Cloaks of Mulmaster. Spooky and mysterious.

Boric. The local town hoodlum. If he got himself into trouble no one would be surprised.

Jezzebelle. Originally from Waterdeep, this bar maid moved her in her early twenties to get away from the drama and danger of the big city.

Missus Gallum. She has lived in Redcraft her entire life and intends on keeping it that way. Very kind and attentive.

Randolf Borrel. Standoffish, gruff, and smelly at times, Randolph means well but it doesn't always come off that way.

ADVENTURE OVERVIEW

The adventure is broken down into 3 parts:

Part 1. The villagers of Redcraft are huddled inside the local tavern, The Ziegenbart, for safety from the creatures that come in the night. When suddenly arguments erupt, people yell angrily. Randolph Borrel, the local ranger, explains from atop a table that the adventuring party (or a group of hunters if a player has not played CCC-ZIEGE-01) that went into the woods were ambushed by werewolves when they stumbled upon an altar of Malar. The town must send a force in to drive these monsters out of the Redcraft woods before the werewolves discover their fallen brethren and come back to Redcraft for revenge.

Randolf requests a small group to go with him to defeat the lycanthropes and destroy their hovel wherever it may be. As the party readys to leave the tavern the door the door crashes open revealing a villager tackled by a werewolf. The werewolf looks up at the tavern full of villagers and attacks.

Part 2. After an ambush by the werewolves, a handful of villagers lay dead. Randolph instructs the remaining villagers to grab the bodies and burn them to make sure they don't turn. Randolph leads the group into the dark woods.

The adventurers walk through the woods coming to a clearing that heads into a gorge. The path seems well travelled and is still-wet with blood on the ground. Along the path, a string snaps, set off an alarm that triggers an ambush. A scream echoes as a werewolf drags off a young girl. The party has arrived at the temple of Malar.

Part 3. The smell of decay assaults the party's senses as they enter the temple. As the characters make their way through the temple of Malar, they are confronted with lycanthropes, the undead, and traps. A great fire burns behind the shrine, in the center of the temple, illuminating the skull shaped altar, making the eyes appear to follow the players as they move within the room.

If the party is able to defeat the lycanthropes in the temple, they will have rid Redcraft of the werewolf infestation. Upon their return the villagers will

shower the characters with gifts, and peace will once again return to the region.

ADVENTURE HOOKS

Fairy Tales. Residents of Mulmaster and the surrounding communities have heard rumors of strange beasts in the woods as of late. A curious mind might just want to find out what terrors lurks in the forests.

Friends of Redcraft. Characters who have participated in CCC-ZIEGE-01 will want to end the lycanthrope infestation in the village of Redcraft once and for all.

PART I. TAVERN BRAWL

Estimated Duration: 60 minutes

The party is seated at a table in the far corner of The Ziegenbart, the local tavern and inn of Redcraft. The tavern is packed and noisy, the mood of the partons is tense. Shouts and yells break out as they echo across the room, townsfolk argue amongst one another, something is amiss. The party is able to discern that news of a group of hunters have discovered a plot in which werewolf have been hiding in the woods plotting to enslave the villagers of Redcraft in an attempt to appease Malar, the god of evil lycanthropy. These lycanthropes call themselves the Cult of the Blood Moon and follow a mysterious hooded figure, who has plans to convert the entire village to lycanthropes!

GENERAL FEATURES

The Ziegenbart is a low lit rustic tavern. Old, weathered furniture decorates the main room with a handful of rooms for rent on the second floor.

Terrain. Wood, worn well from years of use.

Weather. Dreary and overcast

Light. Moonlight occasionally filters through the windows which reflect small, glowing candle flames from the inside.

Smells and Sounds. Cooked meats, ale, baking bread, sweat, earth, scraping of chairs, mumbling.

Soon after returning from the woods Randolph, a ranger living outside of Redcraft, relays the news to the rest of the village. Each villager has their own opinions of how to take on this problem; "We go to Mulmaster for help!", "There isn't time!!", "I say we slaughter the beasts before they slaughter us!" In the discordant cacophony of voices hardly any of the villagers' opinions are heard. Fed up with the arguing, Oris Oakburst, a stout dwarf and , the local smith, smashes his hammer through a beer glass, the startling sound silences the tavern's patrons.

Read or paraphrase the following:

As the sounds of the patron's voices subside, Oris Oakburst stands, looking over the frightened villagers. "My daughter is in the hands of these monsters. My Ellie, my only living family, is being held by these beasts. We don't have time to send for help from Mulmaster. It is up to us to act, and our time is now, before these animals can organize and slaughter us all!"

Shouts of agreement ring out, followed quickly by the shouts of dissent. Randolph looks at Oris and nods approvingly, as he raises his hand to silence the crowd. "Well spoken, Oris, you're right. Our time to act is now." He pulls a silvered dagger out of its sheath and stabs it into the table in front of him, drawing the eyes of all watching. "I will go into the forest. These beasts attacked me, they attack your friends and neighbors, they kill our livestock, and they steal our children... We must fight back! Are we so spineless, so helpless that we can't take care of a few mangy beasts by ourselves? Who is with me?" Shouts of agreement erupt from the villagers, this time, no one disagrees. .Randolf's eyes gaze over the crowd. His eyes do not meet those of his fellow villagers as they deflect his gaze.. Finally, his eyes turn to you. "What about you lot? Care for a little hunting expedition?"

Assuming the party agrees, they are met with a cheer from the patrons so loud as to rattle the windows.. Anyone with a **Passive Perception of 15** hears a shrill and piercing scream over the cheers. The scream appears to be getting louder, as if getting closer. Without warning, a thunderous thud, slams the tavern door, as the door splinters, the body of a villager falling through the threshold! From the darkness, a black form is barely visible, before the form pounces on the villager. Even in the dim light of the tavern, the dark form is revealed to be a werewolf, immediately sinking its fangs into the fallen villager. The werewolf looks up, its maw dripping fresh blood, its deep red eyes sparkle with delight from the kill. In crowd two more bodies drop. An older woman and the tavern waitress suddenly transform into werewolves! With a howl and a snarl, two additional werewolves launch themselves from outside the tavern, over the dead villager and into into the crowd, making it a **five werewolf** tavern brawl!

Tips for this encounter: All werewolf are shifted into their hybrid form prior to the start of combat unless otherwise stated.

Adjusting the Encounter

Here are some suggestions for adjusting this encounter. These adjustments are not cumulative:

- **Very weak party:** Replace two werewolves with two wererats
- **Weak party:** Replace one werewolf with one wererat
- **Strong party:** Add one werewolf
- **Very strong party:** Add one weretiger

where he tracked the mysterious cult leader (CCC-Ziege-01).

The werewolf wish to infect all humanoids living in Redcraft (townsfolk and the party), as such they have chosen to attack The Ziegenbart, the one place the villagers have congregated for safety. The Ziegenbart is filled beyond capacity, making combat incredibly difficult. Each time a player makes an attack they must make a **Dexterity Check**. On a result of 12 or lower, their attacks miss the werewolf and kill a terrorized villager attempting to escape the fray. For every villager killed remove 100gp from the reward at the end of this adventure. As the werewolf die, make sure to note how they shift back to their human forms. The two werewolf patrons are easily identified as Missus Gollan and Jezebel (from CCC-Ziege-01, who were interrogated about their run-ins with the lycanthropes).

TREASURE

The bodies of the lycanthropes have a total of 150gp between them in scattered silver, copper, and a few gold pieces.

In the aftermath of the battle, Randolph approaches the party, his bow in his hand with a silvered arrow knocked. He tells the party there is no more time for debate and they must leave tonight to find the creatures' base and destroy them. He tells the players to follow him to his hut where he will refill his satchel with more silvered ammunition. Randolph offers 10 pieces of silvered ammunition to a player that has a bow or crossbow on them. He also hands each character one (1) wolfsbane root (stolen from the deceased Missus Gollan's garden), explaining that this is a sure fire way to cure lycanthropy. He tells the party to use it wisely, as it will lose its potency 24 hours after it has been harvested. Randolph then leads the group into the dark woods, to

PART II. HIDE AND SEEK

Estimated Duration: 30 minutes

Randolf is easily able to track the beasts. The creatures seem to have made no effort to cover their tracks blood and gore are scattered about the sides of the trail. It takes the group about four hours to reach Randolph's hunting spot, the site of his first encounter with the beasts. From there the trail continues another two hours leading the party to a clearing where two rocky cliffs on either side, create a tunneled path heading into the earth. As the party approaches any character that succeeds on a **DC 14 Intelligence (Investigation)** or has a **passive Perception of 14 or higher** finds a trip wire across the entrance of the path. As trips (or disarms) the wire, a cloaked figure steps out of the woods.

GENERAL FEATURES

The forest is deep, dark, and full of terrors. Every noise causes the unsuspecting adventurers to jump. The howl of the wind seems to trick the mind into imagining bloody beasts just beyond the edge of the shadows.

Terrain. Uneven, damp leaves, damp dirt.

Weather. Dreary, overcast, low howling of wind.

Light. Occasionally moonlight peeks through the branches, but otherwise it is dark.

Smells and Sounds. The snapping of twigs underfoot and the smell of damp earth.

Read or paraphrase the following:

From out of the shadows appears a figure, stepping into the path with its hands raised disarmingly. "Wait, stop! Please listen, you're about to step into a trap!" The figure crouches down, and reaches into its cloak, pulling forth what can barely be discerned as thieves tools. The figure proceeds to uncover and disarm a well-camouflaged wire trap before tanding to face you again.

You hear the hooded figure whispers: "I am a ranger of these woods. Be careful fore there are unearthly creatures here." As the figure begins to turn back and head into the woods, a wolf companion suddenly appearing at his heels.

Unbeknownst to the party the hooded figure is Maz Dormur, high priest of the Blood Moon. He tries to figure out how much information the party knows

before disarming the trip wire for them. From the bushes a wolf appears and moves to Maz's side. Maz tells the party the wolf is his animal companion. Maz speaks a few quiet words to the wolf (who is really a werewolf spy) before stating he must go and wishing the players luck on their delve into the tunnel. If the players refuse to let Maz leave he will send his wolf away as a distraction, allowing him to make a **Stealth check** against the groups' **Passive Perception** to escape.

As the party enters the narrow tunnel, winding around a bend in the path, they turn to meet **two minotaur skeletons, one wereboar, and two cult fanatics**. Anyone with a **Passive Perception of 12** or higher hears them talking amongst themselves and the party has a chance to ambush the creatures. Regardless of if they hear the creatures around the corner or not, one of the cult fanatics is holding a dagger to the throat of a blonde halfling- Ellie Oakburst, the daughter of Oris Oakburst! The cult fanatic not holding Ellie hostage jeers at the party as they step into view (or enter combat), and asks them if they'd like to make a trade; one of the party members for Ellie. Charisma checks made to threaten the cult fanatics only succeed in escalating the situation, causing the creatures to initiate combat. Attempting to persuade the creatures or agreeing to the trade results in one of the cult fanatics casting *hold person* on the "traded" character. The creatures then attempt to slowly retreat back into the tunnel. If the party attempts to rescue their "traded" party member or initiates combat, the cult fanatic holding the "traded" character drops concentration and attempts to cast *inflict wounds* before engaging in combat.

Tips for this encounter: All werefolk are shifted into their hybrid form prior to the start of combat unless otherwise stated.

Adjusting the Encounter

Here are some suggestions for adjusting this encounter. These adjustments are not cumulative:

- **Very weak party:** Remove one minotaur skeleton
- **Weak party:** All werefolk spend the first round of combat using their *shapeshifter* ability.

- **Strong party:** Add one weretiger
- **Very strong party:** Add one werebear

If a player attempts to grapple or pull Ellie away from the cult fanatic, have them make a **contested Strength Check** against the cult fanatic. If the Character succeeds, they pull Ellie away from the cult fanatic, who then uses his next action to disengage and attempts to retreat into the tunnel. If the cult fanatic gets 60 feet into the tunnel, he escapes and warns the Blood Moon High Priest, Maz Dormur, and the other werefolk inside of the Temple of the Blood Moon.

If Ellie has not been secured by the party, on initiative count 20, at the start of the third round of combat, the cult fanatic slits the throat of Ellie Oakbursts, causing her to drop to 0 hit points and begin to make death saving throws. Whether the party saves Ellie Oakburst or not, Randolph insists on staying with her. He tells the party that he must return Ellie to Redcraft. He offers the party a **Potion of Greater Healing**, and wishes them luck as he heads back into the forest with her.

Ahead, players face a narrow tunnel leading further underground. After about thirty feet the tunnel begins to slope downward. As the party travels 100 feet along the tunnel, they come to a carved doorway in the cave: a gaping maw illuminated by two torches, one on either side of the doorway, the symbol of Malar is drawn in blood, scrawling over the walls to the left and right of the entryway. They have arrived at the Temple of the Blood Moon.

TREASURE

One of the cult fanatics is carrying 50gp, while the other one carries a **Potion of Greater Healing**.

PART III. INTO THE TEMPLE

Estimated Duration: 120 minutes

The Temple of the Blood Moon is a repurposed kobold lair, abandoned long before the Cult moved in. In addition to the temple proper, the Cult has converted some of the connecting rooms it into their hideout, where they keep captives deep in the temple dungeons to be used in sacrifice to Malar. Many of the original tunnels have been collapsed. Those that remain have been widened to allow passage of medium sized creatures.

GENERAL FEATURES

The underground Temple of the Blood Moon has the following features:

Terrain. The expansive temple is made completely of stone walls with dirt ground underfoot. There are various piles of rocks and stalagmites hanging from the ceiling and floor. Unless otherwise noted, the ceiling is 20 feet tall.

Light. Every fifteen feet there is a lit torch in a wall sconce. Larger caverns often feature roaring fire pits. Lighting in the Temple is dim.

Smells and Sounds. Occasionally the howl of werewolf drift down the tunnels of the Temple often accompanied by the sound of beating drums that echo off the walls. There is an overpowering smell of rotting flesh, refuse, and unwashed bodies. Every few hundred feet symbols of Malar are painted onto the walls with small piles of sacrificed animals underneath.

Small Tunnels. Only small sized creatures are able to fit through the small tunnels that remain from the Temple's original inhabitants.

AREA A. TEMPLE ENTRANCE

Read or paraphrase the following:

A grand statue of Malar is located in the center of this chamber. Carved of stone, and draped with animal pelts, the statue holds a bowl in its outstretched hands. Behind it, an iron gate, bars the way into the temple. The walls of this chamber are painted in blood. The crude drawings depict werewolf alongside Malar hunting, killing, and maiming humanoids of all sorts. In four equidistant points, four great moons are carved into the stone overhead.

This room is the main entryway into the temple of Malar. In order for the party to move forward a blood sacrifice must be made. Blood must be splashed onto all four moons in order for the gate to open. Alternatively, if the bowl in Malar's hand is filled (about a gallon of any liquid) his arms will

lower, opening the gate. A **DC 16 Intelligence (Investigation)** check reveals smudges of blood on the moons, and dried residue in the bowl. The gate has an AC 12 and 60 hit points with resistance to all non-magical damage types. If the characters try to muscle their way in, the commotion alerts all werewolf inside the temple.

AREA B. DRINKING PIT

Read or paraphrase the following:

A bonfire in the northeast corner of the room lights up this cavern, **two cult fanatics, a minotaur skeleton, and a wererat** drink and dance in its light. Scattered about the rest of the room are bedrolls, half eaten meals, and rotting carcasses of their past victims, ranging from humans to dwarves to animals.

The creatures are consumed in their revelry. If the party attacks them, the creatures are surprised. Adventurers could also attempt to sneak around the perimeter of the cavern by succeeding in a **DC 15 Dexterity (Stealth) Check**. If more than half of the party succeeds on their checks, they're able to make it through the cavern undetected. If the party does not succeed, or if combat is initiated on the second round one of the cult fanatics uses the disengage action to warn The Blood Moon High Priest Maz Dormur in the Priest's Chamber (Area I).

AREA C. GARBAGE HEAP

Read or paraphrase the following:

This wide chamber features piles of decaying human bodies, gore and discarded rubbish scattered on the ground. A clear pathway leads to a rickety wooden staircase, leading up to a larger cavern beyond.

Investigating or prodding the bodies trigger **three poltergeists** that attack the party. Once the poltergeists are dealt with, digging through the bodies players find 100gp worth of trinkets and jewelry.

AREA D. MAIN HALL

Read or paraphrase the following:

A rough hewn staircase leads into the larger part of the Temple. To the right are a row of wooden cells, occupied by starving animals, currently being patrolled by two werewolves.

These cells are patrolled by **two werewolves**. The werewolves are bored and aren't paying much attention to their watch. If the characters avoid the fight in the previous room, they have potential to surprise them. Inside the cages are three wolves, two goats, and the rotting carcass of a dwarf. Searching the dwarf the party finds two gold rings braided into the dwarf's beard worth 10gp each.

AREA E. SIDE CAVERN

Read or paraphrase the following:

Off of the main cavern is a small side chamber with low ceiling. Inside the chamber are barrels of wine, rotting sacks of bread and wheat, and a cart with a broken wheel.

The ceiling to this room is 6ft, some character may need to crouch enter. Inside the cart, rotting hay serves as the hiding spot for **four ghasts**. A charred longbow with symbol of the ild rune carved into its handle, is discarded beneath the cart. Surprisingly the longbow is still usable, but no longer hold traces of magic (mundane longbow).

AREA F. ALTAR ROOM

Read or paraphrase the following:

This room appears to be the main altar to Malar. The floor of this room is covered in furs which lead to a rock formation covered in fresh pelts, blood, and what appears to be the carcass of a human. The rib cage has been broken open and a stone tablet has been set into its chest. Gold pieces (75gp) and some small animal bones lay atop the sacrificial tablet.

A great bonfire is built between the altar and the cave wall, illuminating the entire area in an eerie flickering glow. The walls of this cave are painted in blood, depicting a battle between the werefolk and giants, humanoids, and other creatures too poorly drawn to discern.

A group of Cult members appear to be bowed in prayer in front of the altar. As you quietly move to enter the chamber, their heads snap up toward you. Scowls line their horrid visages!

This area is guarded by **two cult fanatics, two werewolves, and one weretiger**. If a brave soul wishes to stick their hand into the gaping hole of the sacrifice, they could recover the **75gp**.

AREA G. TRAPPED HALLWAY

This 50 foot long hallway is lined with long strips of flesh hanging from the walls. Each of them flag-like, painted and cut with the symbol of Malar, a bloody werewolf paw. This hallway is trapped: blades are hidden in the walls, and swing out when a creature steps on the wrong tile. Characters succeeding in a **DC 16 Investigation check** may notice a well worn path about two feet wide on the right side of the hallway, hugging the wall. If they walk here, they will not trigger the trap. If they fail, all characters in the hallway must make a **DC 16 Dexterity Saving Throw**. On a fail, the great blades swing out, dealing 10 (2d10) slashing damage and 3 (1d6) poison damage. The blades are triggered every 10 feet.

AREA H. CHANGING ROOM

Scattered throughout this room are five, 15 ft tall, posts hammered into the ground. Chained by the throat to each of these posts is a humanoid awaiting transformation. Three of the posts currently have cowering prisoners, villagers of Redcraft, who call out for help as the group approaches. The other two posts have a **wererat** and **weretiger**. All five are actually Cult members, and this display is nothing more than a trap laid for groups of nosey adventurers. A **DC 16 Perception Check** reveals the collars on the wererat and weretiger are not actually

locked. When the party approaches the “villagers” the three begin to cackle then transform into **werewolves**, breaking their chains and attacking the party along with the wererat and weretiger.

AREA I. PRIEST'S CHAMBER

A stone carved staircase leads down further into the depths of the earth, stone walls lined still with burning torches. While proceeding down the spiralling staircase, the characters notice an increase in temperature along with the light will growing dimmer. As the party reaches the bottom of the staircase they realize they have entered the heart of the Temple of the Blood Moon, and the home of its protector, Maz Dormur.

Read or paraphrase the following:

As you climb deeper into the bowels of the temple, you come to what must be the heart of the complex. The ground in this room is littered with the skins of animals, covering the stone below below your feet. Great tapestries painted in blood line the walls; dismembered wolves paw of Malar are outlined in detail. At the end of the chamber sits an altar, jutting out of the sea of skins. Around the altar, scattered bones and rotting carcasses make getting close to it difficult. You notice black candles set atop rib cages, dripping wax down each bone. The eerie light illuminates ornate carvings etched onto each of the jutting ribs. At the center of this macabre scene lays the skull of a dog-like creature, a single bloody handprint left atop it. Crouched in prayer in front of the altar is a familiar cloaked humanoid. As you enter the chamber, he speaks: “I see you chose to ignore my warning. What happens next rest solely on your heads.” The figure pulls down his hood revealing a human in his late 30s. Long, dark hair billows around his shoulders and a great scar runs across his face.

ROLEPLAYING MAZ DORMUR

Maz is the head priest of the Temple of the Blood Moon. He tells the adventurers to “leave or to face your deaths, as the people of Redcraft will soon face theirs.” Maz was once a prominent ranger, known for adventuring with his beloved blink dog companion. Maz’s spiral into madness and despair, started after his blink dog was slain by a stone giant. In the

pits of his madness, Maz heard whispers of the god Malar telling him to raze Redcraft to the ground. Malar promised Maz the return of his blink dog companion if Maz accomplished this task. Maz then built the temple and began infecting locals with the lycanthropy curse, bringing more and more werewolf to his side.

Maz is a charming, albeit creepy, individual. His good looks and wide smile are unable to hide the darkness in his eyes or blood caked under his fingernails. Once, he may have been redeemable, but now he is intent on killing all who stand in his, or Malar’s, path.

Maz entertains the party with clipped, quippy conversation. If questioned about his intentions for Redcraft he explains that Malar revels in lycanthropy and bloodlust: “what better way to give offering to Malar than by slaughtering an entire village of unsuspecting commonfolk?” Maz slyly sidesteps more pressing questions, often replying with a question of his own while chuckling at any visible frustration. If any character attempts to remove the dog skull from the altar, Maz immediately shifts into a werewolf and attacks. After a few minutes of conversation Maz will tell the party “it is time that I depart, as I still have work left to do.” If the party attempts to leave he will let them get halfway up the stairs before shapeshifting and charging. If they attack him, he roars into battle, summoning a **weretiger, two cult fanatics, and two ghosts** who come running down the stairs to join the fray! Maz shifts prior to combat and makes use of his **Ring of the Ram** during combat.

Tips for this encounter: All werewolf are shifted into their hybrid form prior to the start of combat unless otherwise stated.

Adjusting the Encounter

Here are some suggestions for adjusting this encounter. These adjustments are not cumulative:

- **Very weak party:** Replace the **weretiger** with a **werewolf**, remove **one cult fanatic** and **one ghost**
- **Weak party:** Replace the **weretiger** with a **werewolf**
- **Strong party:** Replace the **weretiger** with a **werebear**
- **Very strong party:** Replace the **weretiger** with a **werebear** and increase Maz’s hit points to 200.

TREASURE

Aside from Maz's **Ring of the Ram** the group will find 500 gp worth of gold and jewels scattered about the refuse around the altar.

CONCLUSION

Once Maz is slain, his followers quickly retreat, choosing to fight another day. When the party returns to Redcraft they are hailed as heroes. Randolph provides them with a quiver of silvered ammunition, should they run into any werefolk again on their travels.

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
Werewolf	700
Wererat	450
Werebear	1800
Wereboar	1100
Weretiger	1100

The adventures minimum and maximum XP awards are located on the Adventure Rewards document. Note that DDAL adventures award a maximum of the "target XP" award. Only epics may grant the "maximum" amount.

The **minimum** total award for each character participating in this adventure is 3500 **experience points**.

The **maximum** total award for each character participating in this adventure is 4500 **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
Temple Treasure	895

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*.

RING OF THE RAM

Rare, requires attunement

This ring has 3 Charges, and it regains 1d3 expended Charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its Charges to Attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its Attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the ring's Charges as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.

STORY AWARDS

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

Redcraftian Heroes. The city of Redcraft will be ever thankful for your services. You may spend 10 downtime days to travel here and have Oris Oakburst silver any of your weapons free of charge.

More information can be found in **Player Handout I**.

RENOWN

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

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. MONSTER/NPC STATISTICS

WEREBEAR

Medium humanoid (human, shapechanger), neutral good

Armor Class 13 (chain shirt), 14 (natural armor) in bear or hybrid form

Hit Points 135 (18d8+54)

Speed 30 ft. (40 ft., climb 40 ft. in bear or hybrid form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Senses Perception +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 17

Languages Common (can't speak in bear form)

Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. In bear form, the werebear makes two claw attacks. In humanoid form, it can attack like a bear or a humanoid.

Bite (Bear or Hybrid Form Only). *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage.

WEREBOAR

Medium humanoid (human, shapechanger), neutral evil

Armor Class 13 (chain shirt), 14 (natural armor) in boar or hybrid form

Hit Points 78 (12d8+24)

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

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

Senses Perception +2

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 12

Languages Common (can't speak in boar form)

Challenge 4 (1,100 XP)

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

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

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wereboar makes two attacks, only one of which can be with its tusks.

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

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

WERERAT

Medium humanoid (human, shapchanger), lawful evil

Armor Class 15 (chain shirt)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Senses Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

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

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

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

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

WEREWOLF

Medium humanoid (human, shapchanger), chaotic evil

Armor Class 14 (chain shirt), 15 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8+18)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Senses Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

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

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

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

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit:* 7 (2d4+2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6+2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

WERETIGER

Medium humanoid (human, shapechanger), neutral

Armor Class 15 (chain shirt)

Hit Points 120 (16d8+48)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Senses Perception +5, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 15

Languages Common (can't speak in tiger form)

Challenge 4 (1,100 XP)

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

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

Pounce (Tiger or Hybrid Form Only). If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Scimitar (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

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

CULT FANATIC

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

Armor Class 13 (leather armor)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages Common

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

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

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10+18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (+1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge If the skeleton moves at least 10 feet straight toward a target then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage.

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

POLTERGEIST

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50ft. (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, unrestrained, unconscious

Sense darkvision 60ft., passive Perception 10

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

Challenge 2 (450 XP)

Invisibility The poltergeist is invisible.

Incorporeal Movement. The poltergeist 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 poltergeist has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Forceful Slam. *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit:* 10 (3d6) force damage.

Telekinetic Thrust. The poltergeist targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 5 (2d4) bludgeoning damage on a hit.

GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Sense darkvision 60ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turning Defiance. The ghastr and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8+3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minutes. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

HIGH PRIEST OF THE BLOOD MOON, MAZ DORMUR

Medium humanoid (human, shapechanger), neutral evil

Armor Class 13 (chain shirt), 14 (natural armor) in goat or hybrid form

Hit Points 120

Speed 30 ft. (40 ft., in goat form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	10 (+0)	14 (+1)	8 (-1)

Senses Perception +2

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 12

Languages Common (can't speak in goat form)

Challenge 4 (1,100 XP)

Shapechanger. Maz can use his action to polymorph into a goat-humanoid hybrid or into a goat, or back into his true form, which is humanoid. His statistics, other than his size and AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

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

Relentless (Recharges after a Short or Long Rest).

If the werewolf takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 instead.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks, only one of which can be with its tusks.

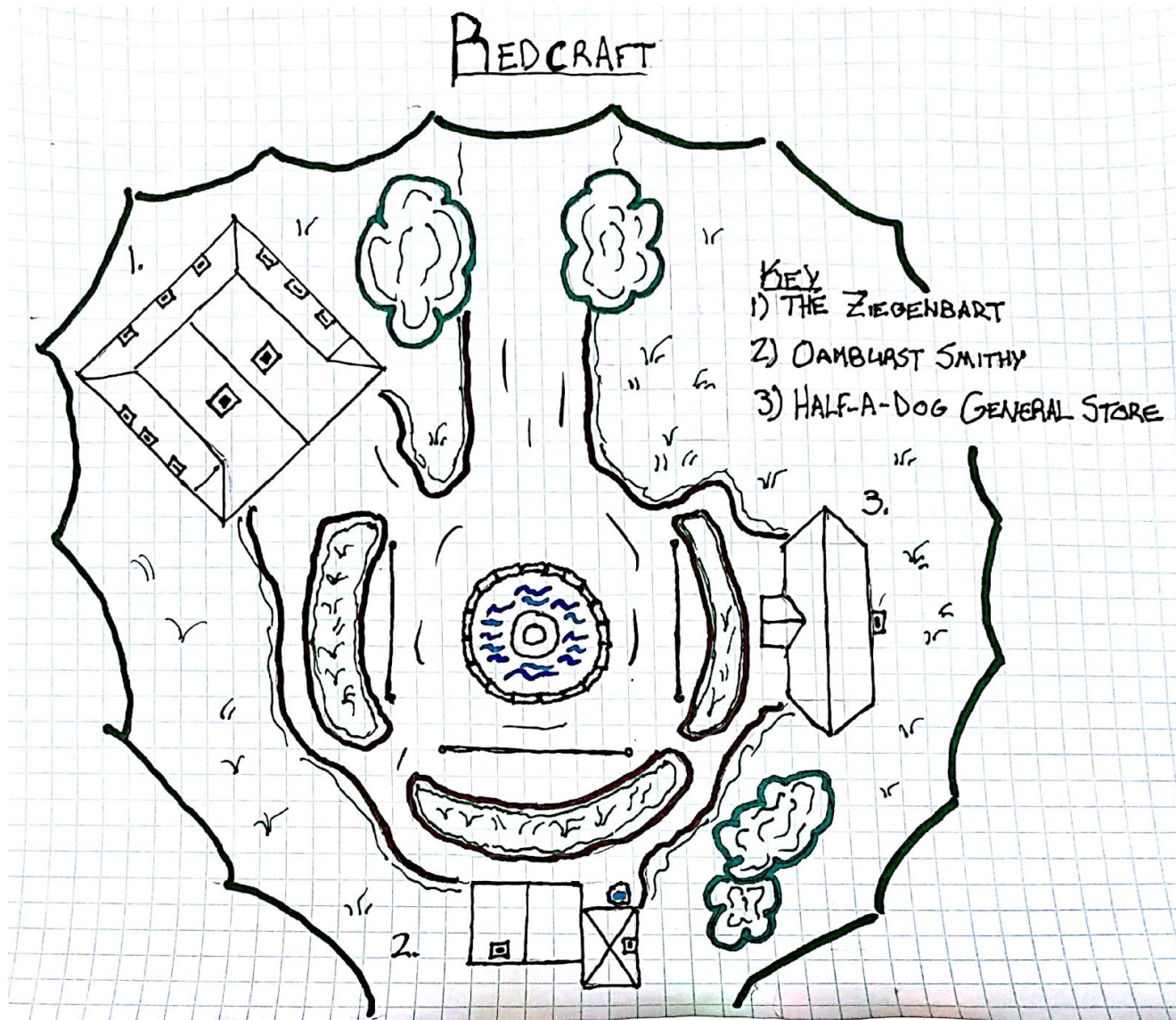
Maul (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

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

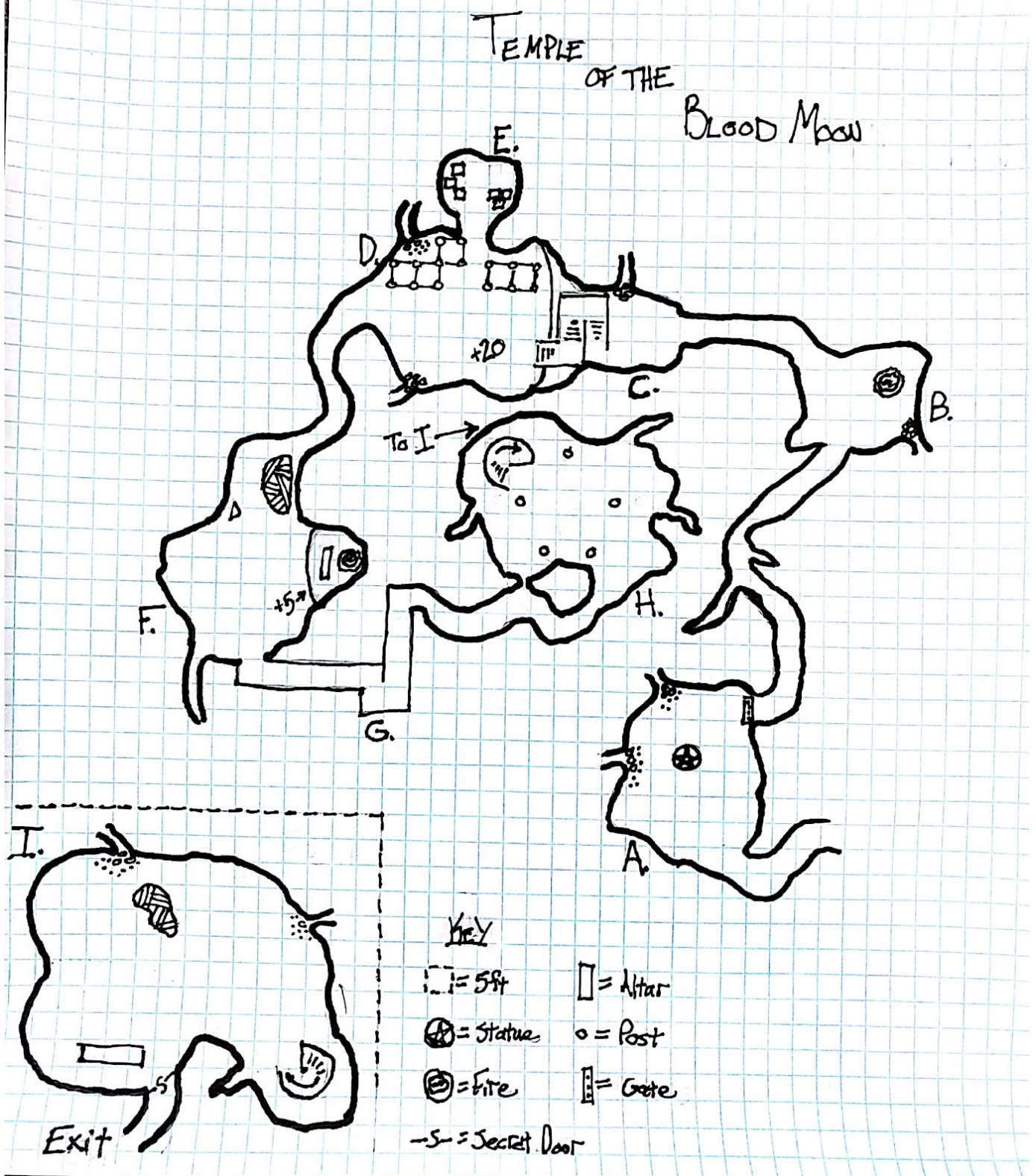
Ring of the Ram. This ring has 3 Charges, and it regains 1d3 expended Charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its Charges to Attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its Attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the ring's Charges as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.

APPENDIX. MAP



APPENDIX. MAP



PLAYER HANDOUT I. 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

Redcraftian Heroes. The city of Redcraft will be ever thankful for your services. You may spend 10 downtime days to travel here and have Oris Oakburst silver any of your weapons free of charge.

PLAYER HANDOUT II. MAGIC ITEM

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

RING OF THE RAM

Rare, requires attunement

This ring has 3 Charges, and it regains 1d3 expended Charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its Charges to Attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its Attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the ring's Charges as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.