



FEAST OF THE MOON



Feast of the Moon



Festivals galore line the streets, parks, and courtyards of Thentia. It is the Feast of the Moon, and all are gathered to remember loved ones and friends that have departed this world, and to pay homage to their ancestors. At a celebration in the Brambles, followers of Kelemvor host a stage where revelers tell tales of heroic deeds of their lineage. When one tall tale gets out of hand, the city itself may pay the price.

A Two -Hour Adventure for Tier 1 Characters. Optimized for APL 3.

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Adventure Primer

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action.

Background

It is the Feast of the Moon, also commonly called Moonfest, and on this final night of the month of Uktar, festivities galore are being hosted throughout the city of Thentia.

In a small square in the Brambles, a bonfire rages as people climb a short set of stairs to stand upon a makeshift stage and tell stories of their ancestors. For tonight of all nights is one for remembrance, and for recalling tales of gallantry and heroics of one's family. As one narrator tells a tall tale of his forefather, the falsehood of his story reaches across the thin veil of life and death, and brings the wrath of the undead upon the Brambles.

Heralds of Faerun. This group of historians and heraldists are authorities on courtly courtesy, inheritance, precedence, genealogy, correct armature, and general history on the continent of Faerun. While the organization's beginnings focused on nobility, it grew to encompass recording many great deeds and events throughout history. In Feast of the Moon, the Herald of Faerun that attends the festivities in Thentia, Josphine Culrith, is considered to be the regional Herald for the northern Moonsea area. While many of the larger cities of the area have a Herald that lives within their walls, the organization is only now considering Thentia for a Herald station.

Episodes

The adventure's story is spread over three **story episodes** that take approximately 2 hours to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits, that are introduced anywhere in the adventure.

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Episode 1: Moonlit Stories.** The characters gather with a crowd to partake in the Festival of the Moon. As one festival goer tells a tall tale, however, things turn dangerous for the city.
- **Episode 2: Herald of Faerun.** Rushing through the city, the adventurers arrive at a burning inn. Inside

is a Herald of Faerun, who they have been sent to find. This is **Story Objective A**.

- **Episode 3: A Story Set Straight.** Armed with a better idea of the truth, the characters return to the square in the Brambles to set the story straight and stop the angry undead. This is **Story Objective B**.

Note that Episodes 1 and 3 heavily involve character roleplaying and backstory. It is recommended to inform your players in advance (prior to the game session, or at start of game play) that they should give some thought as to what deeds their ancestors have done so they may share them during the Feast of the Moon.

Bonus Objectives

However, this adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Aesperus' Tricks.** On their way to find the Herald of Faerun, the characters are set upon by undead intent on stopping them. This bonus objective is found in **Appendix 3**.
- **Bonus Objective B: What? WHAT?!** Though in a hurry to stop the undead attacking the city, the adventurers are faced with stopping to help children in danger or leave them to their fates. This bonus objective is found in **Appendix 4**.

Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes approximately two-to-four hours to play.

How Will You Play?

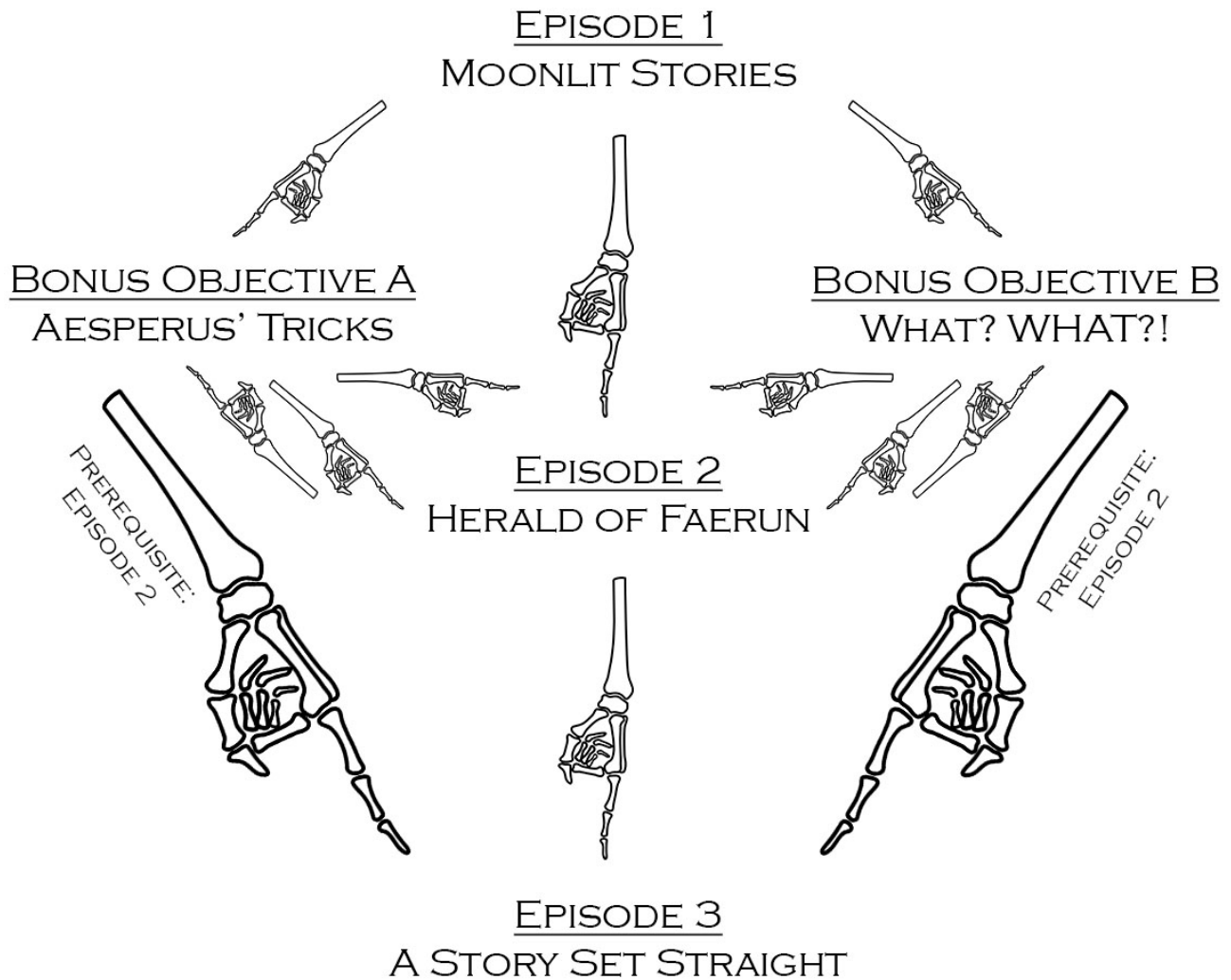
The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 **hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

Story Objectives Only. To complete both of the adventure's story objectives, the characters play Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. These objectives branch off Episode 2 and 3, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.

Episode Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Episode 1: Moonlit Stories (Call to Action)

Scene A. Time for a Tale

Estimated Duration: 45-50 minutes

This is a single scene that provides the adventurers with the overarching objective for the entire adventure. Additionally, the **Call to Action** should lay out the hooks that provide the characters with possible directions in which they can pursue their objective. After the players have made some initial decisions, it should be relatively easy for the DM to determine the episode sequence to follow.

- **Come for festivities, stay for the storytelling.** Characters may be in the area to celebrate the Feast of the Moon, and have stumbled upon or chosen to come to this particular square.
- **Relations in the Brambles.** One or more characters may have friends, family, or other acquaintances who live in the Brambles, and are here during the annual festival to visit with them.

Area Information

This area features:

Dimensions & Terrain. The courtyard is roughly 120 feet by 135 feet, and is the end of two streets that meet in the square. Various other alleys exit out of the courtyard, and the buildings on its edges are tall, at least two stories or more each. A large bonfire burns in the center of the square, and a makeshift stage has been set up for people to stand upon while sharing their family histories.

Lighting. The bonfire is large and illuminates the square brightly. In addition, several magical sconces light the lanes and alleys that lead away from the courtyard. In alleys and streets that are unlit, the full moon's brilliance provides dim light.

Other Features. A few food stands have been set up, serving various edibles, drinks, and alcohol to the partygoers. The stand owners call out their wares loudly in between stories, but are silent during performances.

Creatures/NPCs

Dozens of people mill around the courtyard. Many live in the Brambles, while some have chosen this square for their celebration of the Festival. They represent many races of the region, including humans, elves, dwarves, halflings, and others.

Objectives/Goals. The revelers are here to have a good time, but are also attending in order to listen to stories of family and ancestors, and share stories of their own lineage, all part of the Moonfest.

Tale Time

Allow each player's character to have a chance to stand up and tell a story about a heroic deed one of their ancestors accomplished. Depending on the group size, you may have to limit how long each player tells their tale.

If a player does not wish to actually relate a story, but they want their character to do so, they may make a Charisma (Performance) check vs. the crowd's Wisdom (Insight) check. You may wish to bypass this roll if the player is active in telling the story.

In either case, if a character tells a fantastic story, and the crowd seems pleased, grant that character Inspiration.

If a character is telling a made-up story, or embellishing heavily on actual events, have them make a Charisma (Deception) check, and record the result, it will come into play later. If the character gets a 10 or less on their check, the crowd snickers and doesn't buy into the tale, but appreciates the performer's attempt.

Call to Action

This section summarizes both story objectives and presents them as an overall objective of the adventure. Some examples include:

- The objective of this adventure is to seek out the crypt and discover who or what is setting the undead against the city.
- The objective of this adventure is to infiltrate the King's court and convince him to stop his war against the thieves' guild.
- The objective of this adventure is to locate the orc warlord on the field of battle and kill him once and for all as he retreats to the mountains.

Scene B. A Story Goes Awry

Estimated Duration: 10-15 minutes

After the characters have a chance to tell their stories, a well-dressed high elf takes the stage. Andorellan Enralei introduces himself and begins to tell a tale.

- Andorellan tells the story of his father, Illithor, and how the elf stopped the machinations of a terrible lich, Aesperus.
- Gasps and mutters can be heard from the crowd, and several making warding signs against evil. If a citizen is questioned, or on a successful DC 13 Intelligence (History) check, a character can find out that Aesperus was once a ruler of Thentia, he was deposed around 1050 DR. Sometime thereafter, he was transformed into a lich, and has plagued Thentia on and off for centuries.
- Illithor was part of a band of adventurers who chose to seek out and destroy Aesperus when they learned of the lich's plots against Thentia. This was well over 100 years ago, and citizens of the city have no recollection of this event.
- Illithor's group of adventurers was made up of one person for each PC, so the total number will depend on the make up of the players for this game. Attuk Greyson will always be among the adventurers represented. The others may include Gimble Blithely, Soren Willowbank, Harnor Hornbranch, Apaugh, Gale Winnow, and Granger "Ugly Mug" Bradshaw.
- Andorellan tells of a journey to find an object that would help his father and his friends to defeat the lich. Then they delved into a treacherous dungeon labyrinth to face Aesperus himself. Before the lich's throne, they did battle, a horde of the undead rising up to fend them off.
- Andorellan states that Attuk Greyson had the object of power, an amulet of great magic, but he was overcome with fear, and tried to flee, leaving his friends for dead. For his treachery, Illithor struck him down, taking the amulet and facing off against the lich one-on-one.
- Illithor's other companions fell as they sought to defend the elf during his battle, but finally Aesperus was reached, and without a thought for himself, Illithor shattered the amulet within range of the lich, draining his powers. With a final blow, Illithor struck the lich down.
- Alone, he was unable to find the lich's phylactery, and so could not stop Aesperus permanently.

As Andorellan tells the tale, the bonfire behind him slowly grows darker, the flames losing their brilliance, though not their height. When he finishes, the fire goes out, and then erupts again in black and green flames. Embers and sparks land on the nearby buildings, cause them to set ablaze with black and green fire. From the bonfire itself, a monstrous form with a draconic head strides forth, brandishing a terrible sword of fire, and shouts, "LIAR!"

Legions of undead follow the figure from the flames. Though some look like skeletons, zombies, and other undead, all seem somewhat transparent and shadowy. They begin terrorizing the people gathered, who scream and attempt to flee the square. The dragon-headed specter chases after Andorellan, who is shrieking and attempting to hide. The elf manages to slip the notice of the ghost, and disappears into the crowd.

Characters can attempt to battle the undead, and you may run it as a combat encounter, or have them explain their attacks, responding with descriptions such as, "Your sword swings through the body of the skeleton, which appears to evaporate, only to reform a moment later." They may also try to put out the black flames which are slowly consuming the buildings. Water seems to have no effect, however, nor do other means that characters may come up with.

Soon, in a puff of silver light, a tall, brawny half-elf wrapped in brilliant silver robes appears in the square. He eyes the black bonfire and the numerous undead and nods, "I thought I smelled something wrong." Waving his staff around the square, he attempts to quell the flames, which die down momentarily, only to flare up again.

The mage, Vayu Ashvin, eyes one of the player characters and shouts, "You, there! I have need of your aid!" Vayu asks the character what happened. Once informed, he states, "I see. Well, this is a mystery that must be solved, or the Brambles may well suffer the consequences...indeed the whole of Thentia may burn if we cannot get these flames put out. Quickly, seek out the Herald of Faerun that is visiting Thentia. She may have the truth of the matter, and on this night, truth may be our only weapon against these creatures."

Episode 2: Herald of Faerun (Story Objective A)

Estimated Duration: 15 minutes

Scene A. Save the Herald

The undead have spread throughout the city, bringing the black and green flames with them. When the adventurers arrive at the small inn where the Herald is staying, they find it engulfed in fire, and hear shouts for help coming from inside.

Story Objective A

Find the Herald of Faerun and learn the truth of Andorellan's tale.

Area Information

This area features:

Dimensions & Terrain. The Lanternbright Inn stands two stories tall, and is 45 feet by 60 feet. Much of the inn is on fire, especially the ground floor, though the roof is quickly succumbing to the flames. The fire will soon take those who are trapped on the second floor.

Lighting. The fire is black and green, and casts little illumination, not even providing dim light. Lamps inside the Lanternbright provide dim illumination.

- Looking around, the characters will not find the Herald of Faerun outside the inn, though some coughing bystanders can attest to having seen her inside, heading for the second floor, when the blaze started.
- Characters who simply rush into the burning building's first floor will suffer from the intense heat. Every round while on the first floor, they must succeed on a DC 13 Constitution saving throw or take 2d6 fire damage, half as much on a successful saving throw.
- Reward creativity for characters attempting to get into the second floor. Rooms engulfed in flame are marked on the map for the encounter, as is the Herald's location.
- The Herald was attempting to save a woman and her small child, when she was overcome by the heat and smoke. She is unconscious, and the woman and her daughter are yelling for helping while trying to drag her to the window.
- Once free of the burning building, the Herald will regain consciousness after a few minutes, though magical healing or the successful use of a medicine kit can wake her immediately.

- The Herald of Faerun is a human woman in her mid-30's. Her name is Josephine Culrith, and this was her first event as a Herald.
- The Heralds of Faerun are a group of historians and heraldists who have become the foremost experts on courtly courtesy, inheritance, coat of arms, and general histories of families.

Josephine carries a *bag of holding*, inside of which are many tomes of Thentia's history. Muttering a quick spell, she is able to find the tome and page that a specific subject is recorded in.

- Of the story told by Andorellan, very little is found. However, she does find a few entries, most of which are about the adventurers who went to face the lich, Aesperus, and never returned. One, an entry of the utmost importance, is the testament taken by another Herald, Dominic Thurlston, who recorded the words of Illithor Enralei after he returned alone from the lich's lair.
- While some details are missing, the entry paints a very different picture of the events, ones which left Illithor in deep despair and guilt. It was not Attuk Greyson who was to weaken the lich, but Illithor, and the elf failed. Dominic's notes show that he felt Illithor was hiding something more, but could not get the elf to reveal the truth, only that he had confessed his failure to his only son, Andorellan.
- Josephine tells the group that tonight, of all nights, the veil between the world of the living and that of the dead is at its thinnest. Andorellan's lie must have awoken the wrath of a powerful spirit. They must find the elf and help him retell the true story to appease the spirit, or the undead will burn Thentia from the face of the world.

Episode 3: A Story Set Straight (Story Objective B)

Estimated Duration: 45 minutes

Scene A. The Tale Retold

Returning to the Brambles, the characters must locate Andorellan and help him re-enact the story of his father.

Story Objective B

Locate Andorellan and re-enact the true tale.

Area Information

This area features:

Lighting. The black and green flames of the bonfire and the burning buildings do not provide illumination, though several torches and magical orbs provide light throughout the square.

Vayu Ashvin continues to hold the undead and baleful flames at bay, though it obvious he cannot do so for much longer.

Andorellan hides in a nearby building. The hulking undead moves from building to building, wrecking things as he goes, searching for the elf. The characters must either find Andorellan and convince him or force him to re-enact his tale, or make a plea from the square for him to come out of hiding and help them. This can be roleplayed, or resolved with character Charisma (Persuasion or Intimidation) checks versus Andorellan's Wisdom (Insight) checks.

Once Andorellan moves to the stage, the undead stop attacking the city, and many begin filling the seats and open areas of the square. The dragon-faced warrior sits on a bench near the stage.

Each character takes on the persona of one of Illithor's companions, while Andorellan plays the part of his father, Illithor.

- The scene begins when the group enters the lich's throne room. Allow the players to explain what their characters do as they move in to do combat with the lich. Skeletons and zombies rise up to stop them (those in attendance will move to play these parts).
- Illithor holds the amulet, not Attuk. It was his responsibility to sneak in and get it close enough to the lich for the amulet to absorb the creature's powers, weakening Aesperus long enough for them to defeat him.

- As the combat unfolds, more undead appear, becoming an unstoppable wave against the would-be heroes, but Illithor manages to get close to the lich. Once there, Aesperus turns his baleful gaze on the rogue, destroying Illithor's resolve. The elf holds up the amulet to Aesperus, not in defiance, but in supplication, offering his servitude to the lich if he will allow Illithor to live. Aesperus laughs, and raises his wand to destroy the elf.
- Attuk, who has just witnessed the rest of his companions fall, yells in defiance, and jumps between the lich and the elf, struck down by Aesperus' magic. On his way, he had snatched the amulet from Illithor, and with his dying breath, uttered the words to sap the lich's strength. (This information may be supplied by Andorellan, as part of his revealing of the truth.)
- Nearby, one companion still remained (up to the players and what they have described so far), swarmed by undead and about to fall, but they make the shot that takes out the lich. With that last valiant effort, the undead disappear or fall to dust, leaving the elf alone with only his guilt.

During the show, the crowd, especially the dragon-headed warrior, will cheer or boo depending on how the battle is going. If a character does something especially entertaining, grant them Inspiration as the crowd's cheers bolster them. The players should be reminded that they know everyone but Illithor perished in the attack on the lich, so describing their heroic deaths is more likely to appease the spirits.

After the re-enactment, the undead in the square begin to fade away, leaving only the dragon-faced fighter.

Treasure & Rewards

The dragon-headed spirit approaches the character who represented Attuk during the story. He removes what becomes apparent is a dragon-faced helmet, revealing a handsome, if battle-scarred human man. He bows low to the character, then sets his helmet at the character's feet. The spirit of Attuk fades away, but the helmet remains.

- **Dread Helm.** The black steel of this helm and visor are worked to resemble the face of a snarling dragon.

Wrap-Up: Concluding the Adventure

With the undead gone, the fires snuff themselves out. The city is damaged, but it will be fixed, and though some people were injured, there were no fatalities.

Andorellan is dejected, though has a strange sense of relief. He has been telling the lie of his father's for so long, it had become truth for him. Now, however, he hopes to make his own stories that his children may share one day.

Vayu Ashvin can explain that this last year, a shockwave of magic tore across the region. It was so strong, it cracked the walls of the city, and even damaged the Eyes of Thaurugan that watch over the city. He hazards a guess that the magic, which originated in the Shadowfell, may have weakened the veil between this life and the afterlife more than originally thought. In combination with celestial alignments that thin the veil already, Andorellan's lie was all it took for someone on the other side to break through and demand the truth.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive **1 advancement checkpoint** and **1 treasure checkpoint** for each **story** objective that they complete, as follows:

- **Story Objective A:** Locate the Herald of Faerun and learn the truth.
- **Story Objective B:** Locate Andorellan and re-enact the true tale.

The characters receive **1 advancement checkpoint** and **1 treasure checkpoint** for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Defeat the undead.
- **Bonus Objective B:** Rescue the children.

Player Rewards

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

Magic Item Unlock

Characters completing the adventure unlock:

Dread Helm. The black steel of this helm and visor are worked to resemble the face of a snarling dragon. This item can be found in **Appendix 5**.

Dungeon Master Rewards

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

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

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Andorellan Enralei (AN-dohr-EL-an ehn-RAHL-ay).** At first glance, Andorellan appears to be a well-dressed elf of high blood, his long dark hair well groomed, his skin clean and healthy. On closer look, however, one may notice that his clothing seems pricey, though is probably second-hand or a cheap knock-off.

Personality: *Andorellan is polite, though can quickly turn haughty if questioned or insulted.*

Ideal: *The reputation of his family name is of the utmost importance to the elf, particularly when it can benefit him financially.*

Bond: *Andorellan seeks to earn a place for his name in history.*

Flaw: *The elf's pride often blinds him to danger.*

- **Vayu Ashvin (VIE-yoo ASH-ven).** The Silver Mage is a hulking specimen of a half-elf, often to the point of being intimidating simply by his looks.

Personality: *While he appears imposing, Vayu is quick with a smile or a joke, and seeks to alleviate the tension in any situation.*

Ideal: *Vayu seeks knowledge, and is especially interested in unknown history and magic.*

Bond: *The half-elf calls Thentia home, and has done much to protect it, and will continue to do so.*

Flaw: *Vayu often leans too heavily on his magic, relying on it to carry him through any situation. So far, it has not failed him...*

Appendix 2: Creature Statistics

Ghoul

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Invisible Stalker

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 18

Languages Auran, understands Common but can't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Actions

Multiattack. The stalker makes two slam attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poison

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 1) piercing damage.

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

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

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft. passive Perception 10

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

Challenge 1 (200 XP)

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

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

Actions

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

Appendix 3: Aesperus' Tricks (Bonus Objective A.)

Estimated Duration: 60 minutes

The events in the Brambles have caught the attention of Aesperus. The lich sees an opportunity in the sudden appearance of all these undead, but he needs time to force them to bend to his will. To buy that time, he uses illusions to confuse the characters, then takes control of nearby undead to stop the heroes from sending the spirits back where they belong.

As the adventurers move through the city, Aesperus' magic drapes the streets in illusion, misleading them. A successful DC 14 group Wisdom (Insight) check allows the characters to realize something is weird, though they do not see through the illusion; the magic is powerful stuff. The group must make 3 successful Wisdom (Survival) checks to navigate through the strange streets the don't seem to match up with their memories. Reward players who use creative tactics by allowing skill checks at advantage, or automatic successes.

Once the characters have overcome the strange magic, they find themselves on a darkened street, with only the wisps of spirits floating by, black flames sprouting in their wake. It is at this point that Aesperus reaches out with his magic again, for one last attempt to stop the adventurers.

Area Information

This area features:

Dimensions & Terrain. The street where Aesperus imposes control on the spirits and forces

them to ambush the adventurers is 10 ft. wide, and has a section that is 35 ft. long where the attack takes place.

Lighting. No torches or magical lamps illuminate this stretch of road, though the moonlight provides dim light.

Creatures/NPCs

Freed from the illusion at the midway point of this street, some of the ethereal spirits that are haunting Thentia become solid. A **ghoul**, a **specter**, and three **skeletons** surround the party. They attack the characters immediately and fight to the death. At the end of the second round, another ghoul and three more skeletons join the fight.

Adjusting the Encounter

Very Weak: Remove all ghouls and specters. Each wave of skeletons has five instead of the number listed above.

Weak: Remove the ghouls, add two skeletons to each wave.

Strong: Add one ghoul to the first wave, and three skeletons to the second wave.

Very Strong: Add one ghoul and two skeletons to each wave.

Defeating his minions thwarts Aesperus' plans, as he does not have enough time to put them into motion before they can return to the square in the Brambles and put an end to the undead invasion.

Appendix 4: What? WHAT?! (Bonus Objective B.)

Estimated Duration: 60 minutes

Thentia houses many mages. Though they tend to keep their magic in check, tonight's events caused a rather...erroneous outcome of one magician's performance.

During a magic show for the neighborhood children, the undead began swarming the city. To protect them, the performer, a wizard named Felix Cowdrey, ushered the children into his home, confident the wards upon his domicile would protect them, then turned his attention on helping others in the area against the undead. Unfortunately, the house decided not to risk being burned by the otherworldly black fire, so it got up and ran away.

As the adventurers are heading down a wide street, they notice a house with thick, blocky stone legs trudging down the street. From its windows several children are crying for help.

Area Information

This area features:

Dimensions & Terrain. The building is 25 ft. wide, so it cannot trek down alleys or small streets. Most of the main streets of Thentia are wide enough, though vendors and stages have been set up along the way. People are fleeing the undead...and the walking house...and can make for difficult terrain. The house does not seem to care about smashing and scattering stages and carts of goods, further hampering movement in the area.

The bottom of the house is 20 ft. off the ground, and is two stories tall. It has several windows, a front and back door, and a second story balcony.

Lighting. The streets the house can travel down are well lit with magical globes.

Creatures/NPCs

The house is making its way out of town at a speed of 30 ft. It cannot dash, nor does it have any other actions. Characters who wish to attack it can do so (AC 20, 350 hit points). It should become obvious that destroying the house will take too long, as the adventurers have other places to be. Six children are inside and can move throughout the house freely. If they attempt to open a window wide enough to get out, the house shuts the window. The house keeps the doors shut tight.

A character can force a door or window open with a successful DC 13 Strength (Athletics) check, or beating the door down (AC 14, 18 hit points) or breaking the window (AC 12, 10 hit points). They cannot be opened by picking a lock, as it is the house keeping them shut, not a lock.

Award creativity for the characters attempting to save the children. Many of the buildings along the house's path are two-stories or more, so jumping from them to the house should be easy enough.

Once inside, an **invisible stalker** will attempt to remove a character that has done harm to the house. It does not use its slam attack, but will attempt to grapple an offending adventurer, carry them to the nearest door, and drop them to the hard ground below (2d6 bludgeoning damage if dropped from the ground floor, 3d6 bludgeoning if dropped from the second floor).

After the adventurers rescue the children, the house will continue its flight from the city. The Wardens will find it in a couple of days, several miles north of the city walls.

Appendix 5: Dread Helm

Characters completing this adventure's objective unlock this magic item.

Dread Helm

Wondrous item, common

This fearsome steel helm makes your eyes glow red while you wear it. This item is found in *Xanathar's Guide to Everything*.

The black steel of this helm and visor are worked to resemble the face of a snarling dragon.

Appendix 6: Dungeon Master Tips

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

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

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.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide

documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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

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