

PRETTY LITTLE LICHES: THE THREE FACES OF NIGHT SILVER EXPANSION!

As the *Pretty Little Liches* adventures reach new best-selling benchmarks, expansions for the adventure will be released as a thank you to everyone who has supported the series. These supplements are designed to inspire you and provide additional content to expand the individual *Pretty Little Liches* adventures or campaign.

This supplement is a reward for *The Three Faces of Night* [PLL-3] becoming a silver best-seller! What follows is a mini-adventure which may act as a prologue to *The Three Faces of Night*, should the DM wish to use it.



IN THE SHADOW OF THE MOON

INTRODUCTION

In the Shadow of the Moon is a mini-adventure designed for D&D 5th Edition that should take 2-4 hours to complete, with multiple opportunities to expand the adventure. It is optimized for four characters at the third tier (levels 11-16), each of whom has at least one magic item. It introduces concepts from the *The Three Faces of Night* adventure and can be inserted into a campaign anytime before running that adventure.

TIPS FOR THE DM

As with any supplement, *In the Shadow of the Moon* should be adapted to work for your group and is designed to be stripped for parts. Build your own adventure from the background information. Steal an adventure hook or make your own. Replace the Church of Selûne and/or the Cult of Shar with a faction from your own campaign. I strongly advise that you use this supplement however you can get the most out of it. I look forward to hearing the unique ways you use this content!

Text to be read aloud to the players appears in boxes. Feel free to tinker with and paraphrase this text to fit your roleplaying needs, but try to keep the original messages clear, as they may contain important information.

BACKGROUND SUMMARY

Every year the Church of Selûne (Seh-LOON) puts on The Lunar Masquerade: a grand feast and ball to celebrate the night during which the full moon shines the brightest. At the height of the Masquerade, an angelic messenger of Selûne descends from Mount Celestia (Ceh-LEST-iah) to deliver the Goddesses' blessing. The Masquerade is the only time of the year where the Great Phases, the three highest-ranked members of the Church, spend time together under one roof.

Although assassins and adversaries are expected every year and security is hired appropriately, this year is different. Laiwin (LAY-win) Brightfire, one of the Great Phases, lost his entire family in a terrible accident and was lost to grief and despondency. Laiwin's prayers to Selûne went unanswered, but the dark goddess Shar heard Laiwin's plaintive calls and answered them. Laiwin has turned against the Church of Selûne and has plotted with the Cult of Shar to use the Lunar Masquerade as an opportunity to assassinate the other two Great Phases.

Now a team of well-trained assassins have infiltrated the Lunar Masquerade with Laiwin's help. Can the heroes discover the hidden assassins, unfurl Laiwin's dark plot, and save the Church of Selûne from utter destruction?

WONDROUS CELEBRATION

ADVENTURE HOOKS

GRIM SUSPICIONS

The party is approached by Amrauch Illythrill (drow veteran, they/them, lawful good), a retired paladin who works for the Church of Selûne, the Goddess of the Moon. Amrauch (AM-rock) has been asked by the Great Phases to find security for the Lunar Masquerade, as the paladins within the church are required to lay down their arms for the celebration. The characters are asked to go undercover and keep an eye out for anything suspicious while keeping the Great Phases safe from harm. Amrauch knows that if the Great Phases are killed by supplicants blessed by Shar that the priests could not be brought back to life with traditional resurrection magic. Amrauch offers each character 5,000 gp and a *superior healing potion* from the Church's vaults for their services.

DIVINE INSPIRATION

A character or party connected to a lawful deity, patron, or entity sends the party a vision. In this vision, the party sees each of the Great Phases of Selûne dying a ghastly death during a grand and opulent ball. This vision is accompanied by instructions (and an invitation!) to attend the Lunar Masquerade and protect the high priest of Selûne, as the collapse of the Church would send chaos throughout the land. The characters are warned that if the Great Phases are killed by supplicants blessed by Shar that the priests could not be brought back to life with traditional resurrection magic.

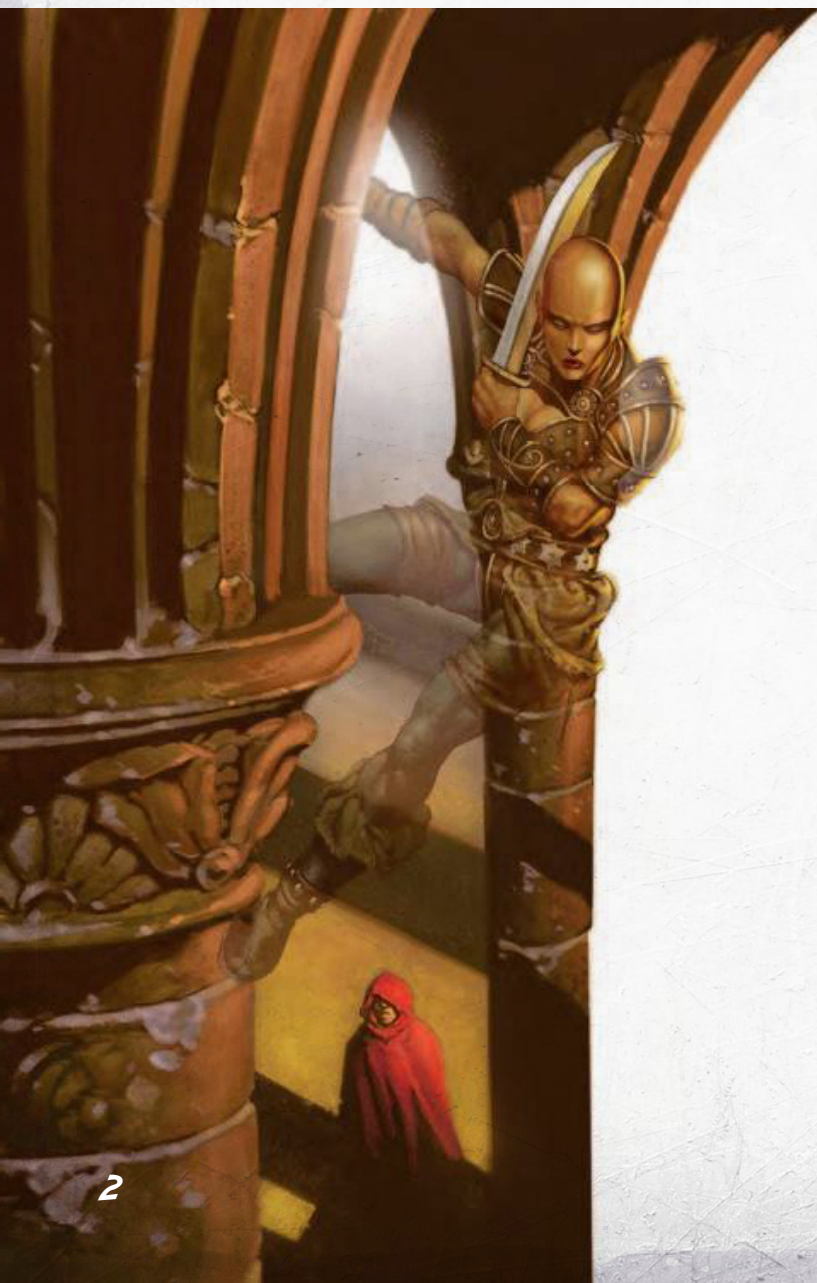
GETTING READY

The Lunar Masquerade should take place whenever is most convenient. If you want this to be a shorter adventure, then don't require the camera linger on the characters' preparations for the ball. Instead, ask each character to describe their emergence from the carriage as it draws up to the Masquerade and read or paraphrase the following to set the scene:

The murmur of a multitude of indistinct conversations rises and falls in the grand cathedral. The bright light of the full moon washes through the open ceiling and across the beautiful decorations and the crowd of regally-dressed and masked attendees. Well-dressed servers move amidst the crowd offering platters of food and drinks. The three Great Phases of Selûne mingle in the crowd, wearing their religious stoles and crescent masks that glow with a soft moonlight.

Once the setting is established, ask the characters questions to frame their arrival. What are they wearing? How do they feel about all the pomp and circumstance? What mask have they chosen to conceal their face?

When it is appropriate to do so, proceed to the Ballroom Dancing or Hedge Maze Garden sections. These two scenes can be run in either order or concurrently, depending on the choices of the party and how the DM chooses to run the adventure. Once the party has completed both of those sections, proceed to the Receiving the Messenger section for the climactic finale of the adventure.



If the characters *would* like to experience the process of preparing for the Masquerade, then ask them to fill in the blanks. Who is the tailor they visit? How much money do they spend on an outfit? Do they research the religious aspects of the Masquerade before attending? Flesh out these preparations as much or as little as is fun for your table, and do not be afraid to smash cut to the party's arrival once conversation about the preparations begins to peter out. If your party comes up with a plan to infiltrate the party as servants or something else, honor that attempt and ask for appropriate skill checks only when necessary.

RUNNING A MASQUERADE BALL IN D&D

Although 5th Edition D&D is a fun and flexible system, it does not always lend itself to certain scenes and situations. Elaborate balls are just one such occasion that can be tricky to run for the DM and require more improvisation than a typical adventure. Populate the Lunar Masquerade with other important NPCs from your setting and campaign, provide opportunities for roleplaying where appropriate, and seed conversation with gossip and rumors that foreshadow the party's upcoming adventures. It may be instinctive to rush the characters from one scene to another and follow the action, but don't be afraid to give scenes room to breathe. Allow the characters to adapt their plans as the events of the masquerade proceed and be fans of the characters. Give them opportunities to shine and create opportunities for their unusual plans to work.

BALLROOM DANCING

When it is appropriate to do so, read or paraphrase the following:

One of the Great Phases taps her glass and announces: "*As the moon rises towards its apex, we come together in the grand ballroom to perform and dance beneath our Mistress's shining face.*" The Great Phase takes a noblewoman by the hand and strides into the ballroom. A troop of merry minstrels begins to play a jaunty tune and partygoers rush to find partners for the dance.

GREAT PHASE

The Great Phase relevant to this section is the Priest of the Waning Moon Ailaske (ail-ASK-ay) Brightmorn (sun elf **priest**, lawful good, she/her), which is known to the characters regardless of the adventure hook that brought them to the Lunar Masquerade. She is dancing with her partner Kiral (KEER-all) Brightmorn (half-elf **noble**, chaotic good, she/her).

THE THREAT

Two high-ranking cultists of Shar have infiltrated the party dressed as nobles and wearing wooly hoods with sheep masks to disguise their faces & features. These assassins are assigned to discreetly kill Ailaske & Kiral with poisoned blades during the ebb and flow of the annual ballroom dancing. The assassins have given their names to Shar and instead go by Smile (tiefling **assassin**, lawful evil, he/him) and Shimmer (**drow shadowblade**, lawful evil, she/her). If the party does not take action then the pair dance towards Ailaske & Kiral over the course of 10 minutes, subtly piercing them with thin daggers laced with *midnight tears* (as described in the Poisons section of Chapter 8 in the *Dungeon Master's Guide*), dance away over an additional 10 minutes, and then quietly leave the Lunar Masquerade. Their expertise means that their attacks go unfelt by Ailaske & Kiral. Unless the pair are treated with a DC 17 Wisdom (Medicine) check, are the target of *protection from poison*, or similar magic, both women die at the stroke of midnight (see Receiving the Messenger).

PROVIDING SECURITY

There are many ways that the characters can detect the assassins and save Ailaske & Kiral. As the players make the intentions of their characters known, use their skills to give them more information about the scene or to affect the story. The following skill checks provide guidance for a handful of the ways this can occur:

- A successful DC 12 Charisma (Performance) or DC 16 Dexterity (Stealth) check blends a character into the crowd with unobtrusive dancing. A would-be dancer without a partner has disadvantage on this check
- A successful DC 24 Wisdom (Perception or Insight) check notices Smile & Shimmer dancing closer and closer to Ailaske & Kiral, though a check which fails by 4 or more may notice additional NPCs in the crowd acting suspiciously.
 - One such suspicious NPC may be a dragon-masked dancer with a bulky coat on or a weasel-masked minstrel eyeing Ailaske suspiciously.
- A successful DC 16 Charisma (Persuasion or Intimidation) check convinces Kiral that Ailaske is in greater danger on the dance floor than outside it. The couple spends the rest of the dancing hour outside the throng of dancers.
- A successful DC 14 Intelligence (Investigation) check reveals that multiple windows in the rear of the ballroom were forced open to admit uninvited entrants. A check which succeeds by 5 or more reveals that the footprints of two of those entrants never left the ballroom.
- A successful DC 14 Strength (Athletics) or Dexterity (Stealth) climbs one of the pillars of the ballroom in order to gain a better vantage point. From here a character can grant another character advantage on their next check by providing aerial support, given the characters can communicate discreetly via the message cantrip or similar magic.

HEDGE MAZE GARDEN

When it is appropriate to do so, read or paraphrase the following:

One of the Great Phases raises their glass and announces: *"As the moon rises towards its apex, we wander the hedge maze in contemplation beneath our Mistress's shining face."* The Great Phase puts their glass down without drinking and opens the doors to the outdoor garden before striding into the hedge maze beyond. A handful of other celebrants also move towards the now-open garden.

GREAT PHASE

The Great Phase relevant to this section is the Priest of the Waxing Moon Alex Gravesworn (half-orc **priest**, lawful good, they/them), who is known to the characters regardless of the adventure hook that brought them to the Lunar Masquerade. Alex meanders into the hedge maze to wander the reaches of the garden and contemplate the mysteries of the night sky.

THE THREAT

The assassins who await Alex within the hedge maze are high-ranking cultists of Shar who wear featureless porcelain masks to disguise their faces. These assassins are assigned to kill Alex while they wander the maze and hide their body within the hedges. The assassins have given their names to Shar and instead go by Tear (human **assassin**, lawful evil, they/them) and Triumph (deep gnome **shadow dancer**, lawful evil, he/him). If the party does not take action then the assassins find Alex in 10 minutes, surprise and kill Alex, spend 1 minute carefully hiding the body, and then quietly leave the Lunar Masquerade. During this time, Alex only has the time to release a pained groan, which can be heard with a successful DC 18 Wisdom (Perception) check.

PROVIDING SECURITY

There are many ways that the characters can detect the assassins and save Alex. As the players make the intentions of their characters known, use their skills to give them more information about the scene or to affect the story. The following skill checks provide guidance for a handful of the ways this can occur:

- A successful DC 15 Wisdom (Survival) check allows a character to track Alex into the maze. A check which succeeds by 5 or more also notes two other individuals following the Great Phase.
- A successful DC 18 Wisdom (Perception) check may notice unnatural shadows flickering from the maze that indicate the direction of Tear & Triumph.
- A successful DC 16 Strength (Athletics) check climbs the vine-choked trestles against the cathedral walls to see the entire hedge maze outstretched below them as well as all the individuals within it.
- A successful DC 18 Intelligence (Religion) check discovers that the statues of Selûne within the garden have been carved such that her normally benevolent smile is tinged with cruelty. This undoubtedly points to the presence of agents of Shar within the hedge maze.
- A successful DC 14 Intelligence (Nature) check allows one to press carefully and quietly between the hedges of the maze in order to more quickly navigate it or go to a particular destination within the maze.



RECEIVING THE MESSENGER

Once the party has completed both the Ballroom Dancing and Hedge Maze Garden sections and has had adequate time to roleplay or investigate other facets of the Lunar Masquerade, read or paraphrase the following:

The third Great Phase raises his glass and announces: *"As the moon rises towards its apex, we receive a message of love beneath our Mistress's shining face."* The Great Phase opens their arms towards the cathedral's open ceiling as an angelic silhouette appears, backlit by the moon. The Great Phase continues: *"But our distant so-called Goddess has proven her disdain for us this year. Selûne carries no love for us and her messenger this year carries only hate!"* The angelic figure begins twisting and writhing, approaching rapidly before crashing into the cathedral.

CHAOS & CONFUSION

Describe the ensuing destruction from the angel crashing into the cathedral. Masonry cracks and falls, glass windows shatter, and the partygoers scream and flee in all directions. If Ailaske & Kiral were poisoned in the Ballroom Dancing scene and not treated, they collapse and die from the poison now as well. Provide the characters with cinematic opportunities to protect friendly NPCs in the chaos and help them escape safely. Once they have done so or when you otherwise feel is appropriate, read or paraphrase the following:

An unearthly scream of grief and pain reverberates from the ruined cathedral and the twisted form of the angel emerges. It holds its sword aloft, which bursts into lavender flame, before lowering it and releasing another anguished scream. Standing beneath the warped angel is the Great Phase whose twisted prayer set this in motion, a crooked smile on his face as he prepares his own weapons.

GREAT PHASE

This Great Phase, who has betrayed the Church, is the Priest of the Full Moon Laiwin Brightfire (aarakocra **war priest**, lawful evil, he/him). This past year, Laiwin (LAY-win) lost his entire family in a terrible accident and was lost to grief and despondency. Laiwin's prayers to Selûne went unanswered, but the dark goddess Shar heard Laiwin's plaintive calls and answered them. Laiwin has turned against the Church of Selûne and has plotted with the Cult of Shar to use the Lunar Masquerade as an opportunity to assassinate the other two Great Phases. He is responsible for the inside knowledge known by the assassins and he is responsible for corrupting the angelic messenger, which it directs to destroy and kill as many churchgoers as possible. Laiwin cannot undo what has been done to the angelic messenger and does not intend to. He fights until he is killed or incapacitated, focusing on healing the angel using cure wounds and casting spells to target as many members of the party as possible such as *spirit guardians* or *flame strike*. His goal, and that of the corrupt angel, is to find and kill the living Great Phases (and the party, if the characters get in the way).

CORRUPTED MESSENGER

The warped angelic figure rising from the ruins is Meleriel (MELL-ear-ee-el), the normally peaceful messenger to the Lunar Masquerade. Meleriel's mind and body has been warped to feral wrath by the power of Shar, channeled by Laiwin. It uses the **solar** statistics from the Monster Manual with the following modifications:

- Its alignment is now chaotic evil.
- Its wings were broken in the fall, its fly speed is reduced to 60 feet.
- Add *harm* to its Innate Spellcasting, which is can cast 3/day.
- It gains a new legendary action: **Quick Casting (Costs 2 Actions)**. The solar casts one spell using its Innate Spellcasting.

CONCLUSION

This adventure allows the characters to stop the Church of Selûne from destruction and save its most prominent leaders: the Great Phases. However, If you want to extend the concepts presented in this adventure to cast a longer shadow over your campaign, the following notes provide some guidance and ideas for what might come next and how this adventure leads to *The Three Faces of Night*.

EXTENDING THE ADVENTURE SELUNE'S MOON

During the course of this adventure, it is possible for one or more of the Great Phases to be killed, especially Laiwin, who the characters may kill or capture to be turned over to the Church for his crimes. If your party is interested in the Church of Selûne, there are several possibilities for future adventures. The Church may ask the party to take part in Laiwin's trial or to defend a caravan transporting Laiwin between bastions of the Church from agents of Shar or the Inheritors of the Lavender Rune (see *The Three Faces of Night* for more details on this group). The Church may also hire the party to seek out a temporary replacement for Laiwin or another Great Phase: Ernsten Fogglemop, an ancient gnomish priest of Selûne who retired to the peak of the dangerous Mount Incanus. Mount Incanus is inhabited by ghosts and spirits of a lost gnomish theocratic empire which worshipped the dark between the stars.

CELESTIAL ASHES

When the corrupted messenger is killed, it dissolves into a shimmering pile of glowing ashes. The party may receive a vision or message from Selûne herself, requesting that the characters travel to the Upper Plane of Mount Celestia to return the angel's ashes to her. She warns that the journey is a trial unlike anything they have faced before, but that she will offer a powerful blessing upon those who brave the journey to her domain and return to her the remains of her tragically fallen servant.

PRETTY LITTLE LICHES

Whether this adventure is run before or after the events of PLL-0: *An Artifact and A Villain*, it provides an excellent introduction to the factions which appear in PLL-3: *The Three Faces of Night*. Once the party begins hunting down the titular liches, they may use the events of this adventure to inform their approach to the Twilight Peaks or followers of Shar that populate it.