

PRETTY LITTLE LICHES: THE THREE FACES OF NIGHT COPPER 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 copper best-seller! What follows is a setting guide for the Twilight Peaks (the location in which this adventure takes place) and six additional random encounters, should the DM wish to use them!

TWILIGHT PEAKS

*Primal Darkness, hear my cry
The ones I love have gone to die
I beseech for balm to ease my pain
Wash my memory with your rain.*

*I swear upon the Dark Between
In your shadows, move unseen
To your eternal goals I bend
And those who wrong me meet their end.*

*O Mistress Night, O Starless Void,
My bitterness by you employed.
Use me to your heart's delight
And we will bring an Endless Night!*

– Prayer to Shar

The Twilight Peaks are an unusual mountain range of glassy obsidian that has thrust up through the earth many hundreds of years ago. Depending on who you speak to, everyone has a different story of the eerie mountains' emergence: the aftermath of a battle between gods, the consequence of a wicked sorcerer's greed, the corrupted love of a young couple by an evil king, the ongoing work of a network of chaotic mages... And the appearance of the black shroud that encircled the mountains only made these tales grow stranger and more varied.

Naturally, the appearance of the roiling dark around the Twilight Peaks has wrought great changes on the landscape & its inhabitants. Duergar, hungry for the diamonds nestled at the mountains' heart, have emerged aboveground and created several mining outposts from which they delve for treasure. Monstrous dwellers of the dark and cold places of the world have been drawn to the mountain range. So to have evil mages answered the dark whispers of the black stones, who make the pilgrimage seeking necromantic power. Many powerful undead overlords battle for power and territory amongst the mirrored peaks: the skull lords Virmillion Threespeak & Adrian Snowblind, the oni lich Ratakor & the death knight Revelia Gloomblight, the eladrin vampire queen Elisara Duskrose.

The dark magic that emanates from the Twilight Peaks (and the Castle of the Blue and the Black in particular) continues to affect all those who enter the mountains. Some find themselves overwhelmed with grief, others have visions of their lost loves, and others still become filled with an inconsolable sense of hopelessness and loss. Just as the color is leached from those who walk the dangerous trails, so too is their vitality and hope. These shambling, nihilistic husks are easily recruited to the Cult of Shar or killed to swell the ranks of an undead overlord's undead forces.

NEW TWILIGHT PEAKS RANDOM ENCOUNTERS

When the party traverses the Twilight Peaks, they are imperiled by both its undead inhabitants and the dangers of the shadowy landscape itself. Check for a random encounter after every 30 minutes that the adventurers spend travelling across the Twilight Peaks by rolling a d20. On a roll of 15 or higher, an encounter occurs. Roll on the Twilight Peaks Random Encounters table or choose an appropriate encounter. Some of these random encounters hint at larger stories which are not part of this adventure. DMs are free to use these tidbits of worldbuilding as hooks for other adventures, remove them entirely, or incorporate them any way they feel is appropriate.

NEW TWILIGHT PEAKS RANDOM ENCOUNTERS

d6 Encounter

1 Graveyard Reflections

2 Violet Garden

3 Obsidian Cliffs

4 Raven Queen's Behest

5 Altar of Selûne

6 Ashen Miners

GRAVEYARD REFLECTIONS

The glittering dark mist which shrouds the Twilight Peaks parts around you, revealing a row of obsidian tombstones polished to a mirror finish. Each is engraved with the name of somebody you've lost.

Ask each player to describe one of their character's loved ones who has passed away. This can be family, friend, partner, lover, rival, or anybody else whose passing deeply affected their character. The dark magic of the graveyard feeds on their melancholy moment of reflection, but it brings clarity to the characters. Each character gains inspiration.



VIOLET GARDEN

The path ahead is overgrown with thick purple mushrooms whose reflect the pallid light of the swirling clouds above. Lounging on the soft, loamy ground and contemplating the sky above is a beautiful figure clad in adventuring gear.

The characters have wandered into a grove of deadly fungi. The beautiful figure (which should be described in more detail specific to your group: is it a muscular half-orc woman? A slender tiefling with inquisitive eyes? A tabaxi with a lustrous pelt? You decide!) is a *major illusion* crafted by the **violet orchid** which resides in this grove (it has already cast *greater invisibility* on itself). The orchid is attempted to lure prey in range of itself and the other 12 **violet fungi** which inhabit the scene. When spoken to, the illusory figure does not speak, but uses its body language to encourage approaching characters to join them and look at the sky. The plants attack until they are reduced to less than half their hit points, then they make a slow retreat.

VIOLET ORCHID

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 165 (22d10 + 44)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	1 (-5)	14 (+2)	1 (-5)

Condition Immunities blinded, deafened, frightened

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12

Languages –

Challenge 9 (5,000 XP)

False Appearance. While the orchid remains motionless, it is indistinguishable from a large flower.

Innate Spellcasting. The orchid's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *minor illusion*, *silent image*

3/day: *major image*, *greater invisibility*

1/day: *hallucinatory terrain*

ACTIONS

Multiattack. The orchid makes eight Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +6 to hit, reach 30 ft., one target. *Hit:* 9 (2d8) necrotic damage.



OBSIDIAN CLIFFS

The crooked path of obsidian reaches its end at an unthinkable chasm. Jagged, piercing shards of obsidian erupt from the mountainside below and the cliff face extends in both directions as far as the eye can see. A cloud of roiling blackness which sparkles with pinpoints of starlight twists within the chasm.

The party has reached the Starlight Scar, a canyon within the Twilight Peaks. Be flexible with the characters as they brainstorm clever or interesting ways to traverse this canyon by creating makeshift transport, flying, or finding ways to get to the bottom of the chasm or its opposite side. This roiling dark cloud within the Starlight Scar has the properties of an *antimagic field*.

RAVEN QUEEN'S BEHEST

A voice echoes out of the mist "State your name and purpose, by order of the Raven Queen. Should you be servants of the unliving, we must be your end." The silhouettes of armed and armored figures flit amongst the shadows around you.

These four shadar-kai **knights** are led by Lufyn Shadowsong (**shadow dancer**, neutral, they/them). They are ardent servants of the Raven Queen who lurk through the shadowy mountains to pick off undead creatures, who they view as abominations undoing the natural order of life and death. To an agreeable party, Lufyn will offer information on the history of the Twilight Peaks, some information on the undead overlords who claim it, and the warmth of a nighttime fire. However, Lufyn cannot be convinced to put their squadron in danger by assaulting the Castle of the Blue and the Black, which they view as a brave but strategically foolhardy plan. If any member of the party is a revenant or otherwise obviously undead, they attack relentlessly unless it becomes necessary to make a strategic escape. This trope stalks the group waiting for an opportunity to kill undead members of the party; they set an ambush during the party's next rest or random encounter.

ALTAR OF SELÛNE

Jutting from an outcropping of obsidian mountainside ahead is a crumbled altar of marble. It emits occasional weak bursts of warm light and is carved to depict an entourage of seven knights floating around a pair of sparkling eyes inlaid with silver.

A character who succeeds on a DC 16 Intelligence (Religion) check can discern that this broken altar was once devoted to Selûne. This altar's magic power has been eroded by the eternal night that cloaks the Twilight Peaks, but it was once used as a waypoint by caravans of the Temple of Selûne through the mountain range. If a character devotes at least ten minutes to repairing the altar through multiple castings of *mending* or similar restorative magic, the altar's healing powers return. Once the altar is restored, a creature who touches the altar gains the benefit of a long rest. This benefit can be granted to a creature only once per year.



THE THREE FACES OF NIGHT – COPPER EXPANSION!

ASHEN MINERS

The hard, unyielding obsidian beneath you has transitioned to shining black gravel over the course of your travels and now to a soft, ebony sand. Suddenly, an ashen hand bursts from the ground. A horde of short, stout skeletons in tattered clothing rapidly emerge from the sand, their cracked and broken bodies fused together with steaming lava that pools in their eye sockets like boiling rubies.

This group of 2d10 **duergar ashcrawlers** are dead miners who were killed by a cave-in and have been animated by the insidious necromantic energy of the Twilight Peaks. When searched, one of the duergar holds the deed to a nearby diamond mine signed by Imperator Drift'azar Gloomcloak and a simple map that guides one from the diamond mine to Fortress Boneshatter. A character who succeeds on a DC 15 Intelligence (History) check knows that the Gloomcloaks are a family of duergar nobles who have trade with several nearby settlements. A character who succeeds by 5 or more recalls legends that they are a family said to throw incredible banquets and possess a vault filled with powerful treasure that allows them to control and turn their legion of undead soldiers.

DUERGAR ASHCRAWLER

Medium undead, unaligned

Armor Class 16 (scale mail, shield)

Hit Points 130 (20d8 + 40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	6 (-2)	10 (+0)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities fire, poison

Condition Immunities exhausted, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages –

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the ashcrawler or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

ACTIONS

Multiattack. The ashcrawler makes two attacks with its pickaxe.

Pickaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Magma Breath (1/Day). The ashcrawler belches a gout of steaming magma in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save or half as much damage on a successful one.