

# Steinhardt's guide to the ELDRITCH HUNT



## THE REMEDY

UNEARTH THE SECRETS HIDDEN UNDERNEATH THE SCORCHING MOON



# THE REMEDY

**AN ADVENTURE DESIGNED FOR 3-6 LEVEL 4 CHARACTERS,  
FOR USE WITH THE 5TH EDITION RULESET.**



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# THE REMEDY

The Remedy is a Fifth Edition adventure intended for **three to five characters of 3rd to 4th level** and optimized for **four characters with an average party level (APL) of 4**. An eldritch affliction has spread across Luyahrna, turning the once gleaming city into a nightmarish landscape. The scorching moon shines above, driving mad all who behold its splendor. Can the adventurers discover the cure for the cursed city before it's devoured by rot and corruption?

This adventure takes place in the Steinhardt's Guide to the Eldritch Hunt campaign setting. It utilizes Steinhardt's Madness System and scorching moon optional rules, which can be found on page 17. These rules are referenced throughout the adventure text.

## BACKSTORY

Since its founding, the city of Luyarnha has been a shining beacon of civilization, its rulers dedicated to fostering peace, prosperity, and equality for all. Through technological and cultural advances, the city has grown increasingly prosperous. The Radiant Church addresses the spiritual needs of citizens, while the benevolent nobility takes care of their material necessities. The Luyarnhan nobility generously supports the clergy, patronizes the arts and music, and donates their wealth to uplift the poor. It is said that the sun itself smiles on Luyarnha.

It takes only a closer look to see the cracks in that shining facade. There is a taint lying beneath the city's surface, a corruption that has rotted its soul. Luyarnhan nobles hide behind false kindness and charity, using the citizens as nothing more than pawns in their twisted machinations. Despite their name, the Radiant Church clergy works mainly in the shadows, experimenting with dark forces beyond their understanding. The city has rotted from the inside through their combined greed and lust for power.

A small sect of Radiant Church clerics recently smuggled the remains of an ancient eldritch creature into the city for experimentation, hiding it in the poor area known as the Ruby District. They discovered a way to augment their bodies, cure diseases, and even extend their lives by alchemically processing the creature's fluids and flesh. A handful of nobles unwittingly funded the secret research to access the sect's eldritch-augmented assassin, oblivious to the grotesque methods being used. And while the nobles

gleefully murdered rivals to enrich themselves further, the sect harvested the corpse, developed a tonic they claimed could cure any disease, and gave it to the church healers.

They did not realize the magnitude of the forces at play, nor did they know their assassin was weakening and would betray them. The eldritch being's remains began twisting the fabric of reality, causing the moon to appear on fire and emanating a maddening aura throughout the Ruby District. As the madness flowed through his mind and body, the augmented assassin killed sect members to take the husk's power all for himself.

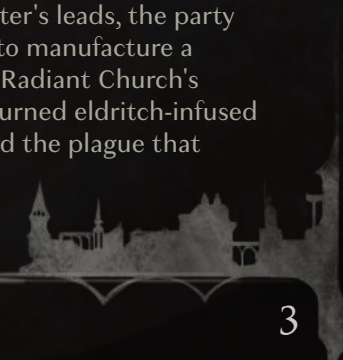
The resulting sickness spread like wildfire, transforming its victims into twisted creatures filled with rage and madness. In an attempt to impede the propagation of the scourge, the Ruby District, where the infection hit the hardest, was isolated. Citizens now cry for help and accuse the nobility of dabbling in dark arts as the church continues distributing their tonic, unwittingly spreading the madness further. The city's inner rot has finally seeped through the cracks as Luyarnha sinks further into darkness and despair.

## ADVENTURE SUMMARY

An eldritch curse engulfs the city of Luyarnha in madness while a sickness runs rampant, turning the residents into monstrous creatures. The nobles quarantined a city district to limit the spread, but a local church is unwittingly distributing a tonic meant to cure the sickness but is spreading the outbreak. The characters come to the city, learn of its fall into decay, and begin to feel the curse's influence in the form of random hallucinations. A strange halfling rogue named Maddon guides the party through the quarantine zone and to the manor of a local noble named Thomathin Rehwoldt.

Lord Rehwoldt wants to hire the characters to find the source of the plague and gives some insight into the Radiant Church. The characters interview an injured eldritch hunter named Borast that Thomathin hired initially. He points them towards the Radiant Church and an abandoned brewery that may hold answers.

After following up on the hunter's leads, the party discovers the brewery was used to manufacture a strange substance similar to the Radiant Church's tonic. They face a former cleric turned eldritch-infused horror and learn the truth behind the plague that infects the city.



## ADVENTURE HOOK

Lord Thomathin Rehwoldt is a prominent Luyarnhan noble and the main target of the Radiant Church's attempts to blame the curse on the aristocracy. While he was among the benefactors that funded the sect's research, he was unaware of the specifics. Lord Rehwoldt hired a professional to uncover the truth, but the hunter was injured and could not complete his mission. Thomathin decides to seek a more experienced group of adventurers and, after hearing of the characters' previous exploits, sends a discreet letter requesting their presence.

The characters are approached by a well-dressed messenger carrying a sealed letter from a Luyarnhan noble addressed to the party. The letter is written in an overly-ornate style, and the expensive-looking paper is closed with unadorned green wax.

*"Greetings, brave Heroes of Fate and Fortune!*

*I beseech the pleasure of thy company at my manse with the utmost of haste. Luyarnha and its people are suffering terrible circumstances that grow by the minute, and adventurous persons such as yourselves are needed to relieve us of the strange afflictions plaguing our city. In appreciation of your professional assistance—and discretion—in these sensitive matters, I pledge a reward of a thousand pieces of gold.*

*Entry to our great city is regulated due to our current troubles, so you must tell the guards your purpose for admission is as merchants looking to purchase "peculiarly large beds," and my agent will meet you. I look forward to speaking with you soon.*

*May the light forever shine upon thee,*

*T.R."*

## TRAVELING TO LUYARNHA

Once the characters make their way toward Luyarnha, they encounter terrified families and refugees fleeing the city. If the characters stop them and ask questions, the fleeing Luyarnhans share the following information before continuing on their way:

- Luyarnha was once a great city full of hope and prosperity, but sickness has spread among the population, and a large section is now under quarantine that they barely escaped.
- People are having strange visions, and society is literally tearing itself apart as infected victims transform into violent beasts.
- The Luyarnhan aristocracy is to blame! Their greed turned them to the dark arts and cursed the city.
- The Radiant Church is fighting the plague, and only their dedication is keeping it somewhat at bay.
- The curse has turned the moon red and scorching, driving mad any who gaze upon the flames.

The characters' journey brings them within sight of the city at night and under the effects of a scorching moon (see "Steinhardt's Madness System," page 18). Read aloud the following:

*Art by Ryan Bittner*





*The sky is filled with heavy clouds as the picturesque Luyarnha comes into sight. Even without the moonlight, the sprawling city sparkles with dancing lights. The beautiful arched bridges and gently curving towers are a testament to its history of art and wealth, while the gleaming metal machines are a monument to their advanced technology. Moonlight breaks through the clouds just as the towering gates loom ahead, and shadows dance across the walls as raging distant fires can now be seen. The city's beauty fades quickly with each step closer as the crumbling walls and decay come into sight. Even the moon takes on an orange hue as if reflecting the seemingly burning city below.*

**Moon Madness.** The first time a creature looks at the moon, it must make a DC 12 Wisdom saving throw. On a failure, their mind is filled with a brief vision of the moon engulfed in flames, and they gain disadvantage on their next saving throw made against a madness effect. Note which characters failed their saves, but don't inform them of the future disadvantage. You can pass along the vision to each character privately as a way to amplify the unsettling ambiance.

**State of Decay.** While the city's current state of disrepair is readily apparent, characters who look closer and succeed on a DC 15 Wisdom (Perception) check also notice the surrounding buildings bear recent scorch marks and an abnormal amount of raven feathers and clumps of fur litter the ground.

## CITY GATES

The Luyarnha city gates are heavily fortified and guarded as part of the Ruby District quarantine. Characters with a **passive Wisdom (Perception) score of 13 or higher** notice that most of the guards are oddly facing into the city rather than watching the road leading up to the gates.

*The winding road ends abruptly under the watchful gaze of imposing statues flanking the massive city gates. Uniformed guards stand vigilant along a newly built barricade, and a gaunt man in immaculate priestly robes stands off to one side, scribbling into a large book. His quill stops as he adjusts his thin-rimmed spectacles and blankly observes your approach. A broad-shouldered guard sporting an impressively well-maintained beard and a grim look in his eyes steps forward and calls out, "May the light smile upon you, travelers! These gates are closed, as you can see well enough. What business do you have here?"*

The **veteran** captain, **six guards**, and attendant **acolyte** are not in the mood for idle conversation. The captain demands that the characters provide their reason for entry or leave the area immediately. Mentioning the passphrase "peculiarly large beds" earns

a knowing nod from the captain and a suspicious look from the priest as the party is allowed to pass into the Ruby District. Otherwise, the characters can bluff their way past with a successful **DC 14 Charisma (Deception) check** or with a discreet **bribe of 10 gp** for the guards' "retirement fund."

If the characters attempt to show the letter they received, the acolyte becomes instantly intrigued, and the captain quickly motions for them to put it away once he sees the green wax. Whichever way the characters make their way past the gate guards, the acolyte makes a note of their arrival and goes to inform the Vicar at the Radiant Church.

### Maddon Gillet

**Information:** Maddon (chaotic-neutral halfling spy) is a pale-skinned young halfling with slicked-back dark brown hair and a crooked smile that he often uses to show off his gold-capped canine tooth. The rogue has worked for Lord Thomathin Rehwoldt for many years as a go-between for the noble and the city's more criminal elements. While his dark clothing helps him blend in with the shadows, his vanity and wealth are on full display in the form of gold trinkets that he often casually flashes.

The shady halfling has a policy of always looking out for himself first, but the current situation in the city has him concerned. To protect his business interests, he provides assistance to the characters wherever and whenever possible.

### Meeting Maddon

Once the characters pass through the gates and head into the city, read aloud the following:

*Just past the arched gateway lies an eerily silent cobblestone path leading further into the city. Despite the slight breeze, the scent of death and refuse is overpowering with each step forward, revealing rotting corpses lying in the shadows and gutters. A whispery voice slithers from the shadows, "May the light smile upon you, friends." You notice a darkly dressed halfling quietly leaning against a wall nearby. He flashes a crooked smile with a glint of gold and nods in greeting.*



As the party approaches Maddon (see "Maddon Gillet" sidebar), characters with a **passive Wisdom (Perception) score of 14 or higher** catch a flash of a massive eldritch eye with two pupils emerging from the wall next to the halfling before disappearing just as suddenly. Each character that saw the vision must succeed on a **DC 13 Wisdom saving throw** or gain one short-term madness effect (see "Steinhardt's Madness System," page 18). Maddon shoots a strange look at any mention of the eye and cautions the characters to keep such odd observations to themselves while in the city for their safety.

The halfling rogue introduces himself and explains he has been waiting to guide them to his employer. He does not reveal his benefactor's name and, if pressed, only says he is a "concerned citizen who is in dire need of assistance and too stubborn to vacate his residence even in the midst of a plague."

After introductions are made, and the party is ready to move onward into the Ruby District, read this aloud:

*A man dressed in the rags of once-fine clothing stumbles out of an alleyway with a red handkerchief held against his mouth. He places a shaky hand on a wall to steady himself just before his eyes roll back, and a stream of thick, black blood erupts from his mouth. With a shudder, he collapses to the ground, stone dead even before his skull cracks against the pavement.*

*Maddon recoils from the corpse and pulls his cloak tighter around himself. "We proceed from this point forward in the shadows," he says before motioning for you to follow. "The city is sick and there is far worse between us and where we are headed."*

## RUBY DISTRICT

This section of Luyarnha has been quarantined due to afflicted citizens being turned into bestial creatures. Garbage litters the streets, and only a handful of iron lamp posts are lit, leaving the moonlight and the occasional fire as the only light sources in the otherwise dark area. Like most buildings in the city, the homes here are designed with a complicated, asymmetrical shape made of stone or the eponymous dark ruby-colored wood panel siding supporting steep, multi-faceted tiled roofs.

The majority of the citizens in this district are already infected and roaming the streets. A few are holding out in their barricaded homes, unwilling to open their doors for any reason. Widespread looting has stripped the shops of anything of value, and abandoned food lies rotting in crates where merchants left them to escape the city. The characters begin their journey through the Ruby District at the Docks (area 1).



## Roleplaying Maddon

Maddon sticks to the shadows throughout the journey to Rehwoldt Manor (area 5) and only engages in combat if he sees the characters struggling, and his assistance would turn the tide of battle. He makes it clear to the party that he is not a warrior and has no shame in refraining from fighting. If Maddon becomes overwhelmed at any time, he yells for the characters to continue to the "staghead manor" before smashing a potion onto the ground and vanishing in a blinding flash of light and smoke.

### KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided map of the Ruby District.

#### 1. DOCKS

*The cry of seagulls passing overhead and the soft lapping of waves against the stones are the only sounds that can be heard on this stretch of docks. Your silent guide motions for caution as he slips cautiously from shadow to shadow.*

As the characters pass through the docks and into the district, they must succeed on a group **DC 14 Dexterity (Stealth) check** to avoid notice. On a success, they reach the Bakery (area 2) without incident. Otherwise, their approach is noticed, and two **fallen luyarnhians** join the group of **corvian dwellers** already there.

#### 2. BAKERY

*A brightly painted bakery sign hangs from a single chain that creaks loudly as it sways in the breeze.*

If the characters fail their group **Stealth** check while traveling here (see area 1), two **fallen luyarnhians** lurch from around the corner and scream "It's your fault!" and "They're corrupted!" at the party before rushing to attack them in a frenzy.

**Encounter: Ambush.** Two **corvian dwellers** are hiding on the rooftops and observing the party while preparing to ambush them as they enter the area. One of the **corvian dweller** is wounded with only 14 hit points remaining and has a *dagger of venom* with a bronze snake head pommel embedded in its side. The dagger's poison has already been used for the day and cannot be used again until dawn.

#### 3. BEGGARS

*A pair of sickly-looking beggars sit huddled under blankets around a small fire, roasting what appears to be a giant rat on a spit. The foul stench of charred fur and smoke fills the air.*

**Encounter: Sickly Beggars.** The two beggars are **fallen luyarnhians**, hiding their deformities beneath their blankets. They attack the first creature to come within 10 feet of them and flee towards the docks if reduced to half their hit points.

#### 4. SCORCHING LIGHT

*Shimmering multi-colored lights shine through a shattered window, casting dancing shadows across the ground.*

**Hazard: Illuminating Madness.** Creatures looking at the light must succeed on a **DC 13 Wisdom saving throw** or gain one short-term madness effect (see "Steinhardt's Madness System," page 18). The light does not appear to be coming from an obvious source, and it flickers out after a few moments. A creature affected by the light becomes immune to its effect for 1 hour.

#### 5. MANOR ENTRANCE

*Iron spikes adorn the tops of the thick stone walls that surround an ominous, almost fortress-like manor. A green crest bearing a stag's profile decorates the center of the heavy iron knocker on the front doors.*

After using the knocker and being observed through a tiny grated window, the party is greeted by Mrs. Ackerman, Lord Rehwoldt's majordomo and one of the few remaining servants after most fled the city. She is a well-dressed, older woman whose face appears permanently etched with a sour expression that perfectly matches her demeanor. After the characters state their business or after seeing Maddon, Mrs. Ackerman briskly introduces herself to the party and motions for them to enter the manor. She escorts them to a sitting room, and if Maddon is still with the party, he excuses himself to speak with Lord Thomathin privately.

## REHWOLDT MANOR

As one of the oldest and wealthiest aristocratic families in Luyarnha, the Rehwoldts built a sprawling estate that once housed multiple generations with ease. While the family dwindled in size over time, its wealth and esteem flourished. The aging Lord Thomathin is the sole remaining Rehwoldt. Although his family name dies with him, he was widely respected throughout the city until he was targeted by the Radiant Church.

Many of the manor's wings have been shuttered and closed for decades, with only a handful of servants assisting Lord Thomathin throughout the years. Nonetheless, the Rehwoldt wealth is on full display in the paintings, sculptures, and other art exhibited in the immaculately clean areas still in use.

### Lord Rehwoldt

**Information:** Lord Thomathin Rehwoldt (lawful-neutral human **noble**) is a narcissist that values reputation and power above all else. It does not matter to him how the plague affects the city, only that the church has blamed him. It's apparent that Thomathin is not necessarily a good person, but he is true to his word and keeps his promises to friends and rivals. He is honestly unaware of the research the sect was conducting and is eager to accuse the church simply out of retaliation for implicating him. Thomathin doesn't care who is blamed for the plague, that the beasts are infected citizens, or if the church is even truly guilty; repairing his reputation and power are all that matter to him.

## Meeting Lord Rehwoldt

Mrs. Ackerman escorts the characters to a comfortable sitting room to wait for Lord Rehwoldt. Bookshelves filled with obscure tomes fill the walls, and a freshly built fire crackles in the fireplace. Plush seats are available for the characters to sit and chat amongst themselves.

After the characters have a few moments to take in their surroundings, Lord Thomathin arrives with Maddon.

*The sitting room doors swing open as an impeccably dressed elderly gentleman strides through them, followed by the ever-silent Maddon. At a glance, it is clear this is a man accustomed to wealth and respect. Although his splotchy skin and advanced age suggest his health may be declining, his steel straight back and fiery eyes suggest otherwise. The gentleman takes in the room with just a glance before introducing himself, "Greetings, heroes. Thank you for responding to my letter. I am Lord Thomathin Rehwoldt, and we need your help."*

Lord Rehwoldt (see "Lord Rehwoldt" sidebar) explains the situation as detailed below and answers any additional questions the characters may have. A successful **DC 17 Wisdom (Insight)** check made during the course of this discussion reveals the noble to be honest but clearly malicious and lacking empathy.

He shares the following information with the party:

- As the plague swept the city, twisted creatures spread throughout the Ruby District.
- Lord Rehwoldt and the other noble families agreed that isolating the district was the best answer until a cure could be found. The Radiant Church has been distributing a tonic that seems to be helping, but he questions their sincerity in helping.
- Thomathin hired a hunter named Borast to discover the truth behind the plague, but he was injured and is now recovering at the manor. He wants the characters to pick up where Borast left off.
- Thomathin is particularly upset by the Radiant Church's allegations that he personally caused the plague by consorting with alchemists and the dark arts.
- Lord Rehwoldt does not care who the characters point to as the culprits as long as the evidence they uncover is strong enough to clear his own name. He offers an additional reward of 50 gp each if the characters can implicate the Radiant Church as the source of the sickness, regardless of their guilt or innocence.

Once the party agrees to assist Lord Rehwoldt, he gives them a 200 gp retainer fee and *two potions of healing*. He recommends they speak to the hired hunter Borast





to glean whatever information he knows before they begin their investigation. Thomathin then rings a silver bell that summons Mrs. Ackerman to escort them to their luxurious guest rooms. The party has the opportunity to rest and plan their next moves or to interview the hunter Borast.

### **Borast Deepreaver**

**Information:** Borast (neutral-good dwarf veteran) is an experienced monster hunter who specializes in eldritch creatures and supernatural events. He has leathery nutmeg skin, and his jet-black beard and hair are braided with silver wire. An eldritch creature's claw left three scars across his right cheek and eye. The gruff and suspicious dwarf prefers to work alone and is unhappy that Lord Rehwoldt hired the characters. However, he begrudgingly admits that his currently incapacitated state precludes him from completing the mission and helps the party in whatever way he can.

### **Borast the Hunter**

Once the characters seek out Borast, Mrs. Ackerman brings them to the hunter's room. Read aloud the following:

*Ackerman leads the way through the many halls of the manor until stopping at a set of heavy double doors. She hesitates with an almost imperceptible flash of fear crossing her face before catching herself. "He hasn't spoken much since we found him, but perhaps he might be willing to aid you," she says before gently knocking and slowly opening the door. The room beyond is well-lit by a crackling fire and candles in every corner. A large window looks across the city and sits just above a large four-poster bed. A middle-aged dwarf with a large bandage covering his left leg is lying on the bed and intently reading a leather-bound book. His eyes dart towards the crossbow resting on the nightstand before returning to squint at his unexpected guests.*

Mrs. Ackerman closes the door behind the characters after they enter the room. Borast (see "Borast Deepreaver" sidebar) sets aside his book and tries to stand. The movement loosens the bandage on his leg, exposing a black and festering wound torn through the flesh of his thigh. Any creature that sees the injury must succeed on a **DC 14 Wisdom saving throw** or gain one short-term madness effect (see "Steinhardt's Madness System," page 18) as flashes of blood, fire, and death fill their minds and momentarily overwhelm their senses. Borast quickly readjusts his bandage before introducing himself to the party.

The injured hunter answers any questions the characters may have and recounts the results of his investigation up to the point he was injured.

A successful **DC 17 Wisdom (Insight) check** made any time during the course of the conversation reveals he is being honest and fighting back immense pain. Borast's eyes are constantly drawn to the wound throughout the discussion. If the characters mention Lord Rehwoldt's suggestion of framing the Radiant Church, Borast is surprised as he was not privy to that plan, and a successful **DC 13 Wisdom (Insight) check** confirms he is honestly shocked.

Borast knows the following helpful information that he shares with the party:

- Lord Rehwoldt hired Borast to dispatch the beasts that began terrorizing the Ruby District, but they were too numerous by the time he arrived.
- The city guards were cowards who would rather hide behind their barricades than face the beasts.
- A few brave citizens and the Radiant Church clerics were fighting off the scourge, and Borast teamed up with them. As far as he knows, they were the only ones who dared stand against the beasts.
- His investigation into the outbreak led him to an abandoned brewery near the center of the Ruby District. An abnormal number of infected were gathered around the area, leading Borast to suspect there was a connection.
- Borast was injured while attempting to sneak into the brewery, where something ambushed him from the shadows and ripped through his leg. He barely made it back to Rehwoldt Manor alive.
- He highly recommends the characters seek out Radiant Church members and get some holy tonic (see "Holy Tonic," page 12) before heading to the brewery.

### **Borast's Wound**

Borast allows the characters to inspect his wound with a successful **DC 15 Charisma (Persuasion) check**. A character who is proficient in Medicine can make the check with advantage. A successful **DC 15 Wisdom (Medicine) check** reveals the wound to be septic and releasing a nauseating, corrupting miasma. On a failure, the character must succeed on a **DC 16 Wisdom saving throw** or gain a short-term madness effect (see "Steinhardt's Madness System," page 18) as they experience flashing visions of a burning moon.

## ABYSS WARDEN'S AXEBLADE

*Evolving weapon (longsword, battleaxe), uncommon*

Infused with otherworldly ichor, this dark blade is given to all Abyss Wardens, forged from the remains of the monsters they've slain. The elegant and virtuous design of the weapon hides its macabre origins, mirroring the Radiant Order it came from.

You can use a bonus action to transform this longsword into a battleaxe, and back into a longsword, sliding the pommel up and down on the blade. If you use this bonus action after taking the Attack action, you can slam the weapon down, emitting a wave of radiance. All creatures within 5 feet of you must succeed on a DC 13 Constitution saving throw or take 1d6 radiant damage.

Both forms of the weapon deal an extra 1d6 radiant damage on a hit. In addition, the longsword deals another 1d6 of radiant damage on a hit against aberrations of size Medium or smaller, and the battleaxe another 1d6 radiant damage against aberrations of size Large or bigger.



## Parting Gift

As the characters prepare to leave, Borast asks them to wait while he hobbles to reach under the bed's mattress. He pulls out an elaborately designed battleaxe that appears forged from a shadowy material and hands it to the party. Borast explains that an *abyss warden's axeblade* is the mark of a true eldritch hunter, and it should be used to cure this plague since he cannot wield it himself.

## Leaving the Manor

After talking with Borast and preparing to move forward, the characters are faced with the choice to speak with the clergy at the Radiant Church or head directly to the abandoned brewery. If they choose to visit the Radiant Church (see "The Radiant Church" below), they meet the Vicar and have a chance to peek behind the veil of lies and secrecy the church is hiding behind. If the party proceeds to attack head-on at the Abandoned Brewery (see page 12), they discover the horrifying truth behind the plague and come face to face with the corrupted eldritch monster that just wants to watch the world burn.

## Traveling the Ruby District

The orange-tinted full moon still hangs over the city no matter what time of day the characters leave the manor. Maddon (see "Roleplaying Maddon," page 7) guides the characters back through the Ruby District to whichever destination they choose. Each trip between destinations requires a successful **group DC 15 Dexterity (Stealth) checks** to sneak past the beasts. On a failure, 1d4+3 **fallen luyarnhians** ambush the party along the way.

## THE RADIANT CHURCH

After making their way through the Ruby District and to the elevator that takes them to the Radiant Church atop the terrace, read aloud the following:

*The eerie silence and rotting stench of the Ruby District suddenly give way to the sound of cranking machinery and a cloud of choking coal dust. A monstrosity of riveted iron plates and columns is embedded into a cliff face with a platform controlled by gears and weighted chains. Maddon steps quickly onto the platform and begins prepping the controls while motioning to join him.*

If the characters spend more than 1 minute debating about using the elevator, 1d2+1 **corvian dwellers** appear.

Art by Ryan Bittner



### The Vicar

**Information:** Vicar Henri Inonder (lawful-evil human priest) is outwardly a good and righteous man who works tirelessly to give succor to the poor and needy. His perfect smile, warm brown eyes, and perfectly groomed appearance hide a bottomless pit of greed and corruption. Henri sanctioned the secret sect that was harvesting the eldritch being's remains. His twin brother, Vargas Inonder, was transformed into the augmented assassin that devolved into madness. After the sect's destruction and himself being injured, Henri now works to conceal the truth behind accusations aimed at the aristocracy and Lord Thomathin in particular because of an old grudge between them. He feverishly works to find a cure before succumbing to the madness like his brother.

The Vicar is a master manipulator who is proficient in Deception and Persuasion. He hides his festering injury and resulting beast-like transformation behind an alter self spell while working to find a cure for himself. A successful **DC 25 Intelligence (Arcana) check** or *detect magic* spell indicates the Vicar is using magic to alter his appearance. If dispelled, it reveals that he is almost entirely mutated into one of the beast creatures.

After the characters enter the elevator, read aloud the following:

*The gates swing shut, and a blast of acrid smoke fills the air as the platform lurches upwards. The spectacular view of the city is spoiled only by the smell of oil and rust and the deafening clank of metal gears. Luckily the ride is short, and the gates open once more to reveal a broad courtyard filled with a line of sick and ragged people. They stand in long lines under the imposing edifice of a magnificent cathedral, waiting to reach the priests distributing medicine from glass vials at the front of each line. White-robed priests distribute chunks of bread or hold buckets of water and ladles as they walk the crowd, receiving tears of joy and whispered words of awe in return. A light shines in each person's eyes, either from fever or in the hope of their salvation.*

Characters with a **passive Wisdom (Perception) score of 13 or higher** or who spend a few moments looking at the church and surroundings and succeed on a **DC 13 Wisdom (Perception) check** begin noticing how everything here is more run-down than a wealthy church should be. They see how the once gleaming white walls have turned dingy gray and dull, the priests' expensive robes are looking the worse for wear, and the

gut-churning ambient mood is right below the thin veneer of false hope.

It's not long before the Vicar Henri Inonder arrives (see "Meeting the Vicar" below) with the acolyte the characters saw at the front gates right behind him. If the characters did not spend time looking around the church courtyard and headed towards the entrance, they are quickly cut off from entering by an acolyte until the Vicar makes his appearance.

### Meeting the Vicar

Vicar Henri Inonder (see "The Vicar" sidebar) greets the characters warmly and introduces himself while welcoming them to the Radiant Church. Seeing as they are not sick or injured, he inquires about their presence and offers assistance. While he makes it clear the clergy is busy tending to the sick, he gladly answers any questions they may have. A **successful DC 16 Wisdom (Perception) check** during the conversation gives the impression he is being forthright and honest with everything he says. This is because the Vicar is cautious with his word choice, twisting them into being the technical truth.

The Vicar shares the following information with carefully chosen words:

- Upon request, he provides a vial of *holy tonic* (see "Holy Tonic" below) to each character and describes the beneficial effects. He regrettably cannot give them more due to the massive number of patients they are treating.
- He raves about the tonic's healing properties and even mentions a young girl they recently rescued from the Ruby District who is being cured with the remedy as they speak. A **successful DC 17 Charisma (Persuasion) or Charisma (Intimidation) check** convinces the otherwise reluctant Vicar to allow the party to visit her (see "Infected Patient," below).
- He speaks highly of Borast the Hunter for his assistance in combating the plague and helping secure the elevator leading to the church.
- He blames the city's corruption on Thomathin Rehwoldt and the rest of the aristocracy. The Vicar accuses them of pursuing alchemical efforts in a bid for power, resulting in the monsters roaming the Ruby District. He claims the nobles are heretics and parasites that only take from the people, and their attempts to blame the church are cowardly. (While this is technically true, his anger seems excessive on a **successful DC 16 Wisdom (Insight) check**).

## Infected Patient

If the characters convince the Vicar to allow them access to the girl rescued from the Ruby District, he escorts them to a nearby chamber inside a hospice building next to the cathedral. Nurses are tending to the sick in simply adorned rooms that used to be sleeping cells for drunken monks.

The party finds the young female halfling lying unconscious and drenched in sweat as she grips the bedsheets in a tiny white-knuckled fist. The Vicar remains in the doorway to watch them, reminding them not to touch her to minimize the infection's risk.

The following valuable pieces of information can be discovered here:

- Casting a *detect thoughts* spell or similar mind-reading effect reveals she is repeating the phrase "blood turns to water" in her mind.
- Characters with a passive Wisdom (Perception) score of 15 or higher or who succeed on a **DC 15 Wisdom (Perception) check** notice she is clutching a scrap of paper in one hand. A successful **DC 18 Dexterity (Sleight-of-Hand) check** can remove it without the Vicar noticing. On a failure, he interrupts them and firmly asks them to leave as he said to not touch the patient. He blatantly ignores the paper and outright lies (noticeable as his only lie with a **DC 18 Wisdom (Insight) check**) if asked and quickly ushers them out of the room. The paper reads, "blood turns to water—abbotship," hinting at the connection between the Vicar and the alchemy used to make the holy tonic.

## HOLY TONIC

*Potion, uncommon*

The mostly-clear tonic in this vial is slightly milky and sparkles when light shines through. You regain 8d4+8 hit points when you drink this tonic and are cured of all diseases you currently suffer from. However, 48 hours after drinking it, you must succeed on a DC 18 Wisdom saving throw or gain one short-term madness effect (see "Steinhardt's Madness System," page 18).

## ABANDONED BREWERY

Once the characters make their way through the Ruby District and close in on the abandoned brewery that Borast mentioned, read aloud or paraphrase the following:

*Each step through the Ruby District is worse than the last, but eventually, the devastation becomes overwhelming. The very air feels on fire and is cooking the many corpses littering the streets. Some have burst open from the heat, releasing a putrid stench into the air. The few living souls that can be seen are woefully frail, with tattered clothing barely covering skin so dry that it audibly cracks with every movement they make. Their eyes are empty voids with any shred of consciousness long gone.*

*After what feels like hours of skulking through sullied streets to avoid the roaming beasts, the abandoned brewery comes into sight. A cluster of slumped-over beasts lay in the courtyard leading to the front door, and it's unclear if they're dead or alive. An ear-splitting screech gives away the flock of corrupted raven creatures on the roof. Maddon coughs quietly before nodding and disappearing into the shadows.*

## Entering the Brewery

The front door to the brewery stands partially open and is the most conspicuous means of entry. A careful search around the building reveals a single open window on the eastern side that can also be used. All other entry points are boarded up and would take time and make a lot of noise to open.

While most of the bodies in the courtyard are deceased, there are six **fallen luyarnhians** still alive and resting. Two **corvian dwellers** are perched on the rooftops, casually watching the entry.

There are several tactics the characters may employ to enter the building using either the front entrance or the side window:

**Sneak.** The party can choose to sneak around the courtyard and through the open window. This option requires all characters to succeed on a **DC 17 Dexterity (Stealth) check**, with a single failure resulting in both **fallen luyarnhians** being alerted and attacking. This allows the party to enter the brewery through the window (area 2).

**Distract and Sneak.** Any type of loud noise or distraction can be used to draw away the **fallen luyarnhians** from the courtyard, and a successful group **DC 15 Dexterity (Stealth) check** sneaks past the two corvian dwellers, with a failure resulting in them jumping down to fight. The characters can enter through the front door (area 1) or the window (area 2).



**Frontal Assault.** If the characters forgo stealth and decide to attack, they face off against all six **fallen luyarnhians** and both **corvian dwellers**. The characters can enter through either the front door (area 1) or the window (area 2).

## THE ABBOTSHIP BREWERY

Once used by monks from the Radiant Church to brew craft beers, the Abotship Brewery was abandoned over a decade ago after an unfortunate poisoning incident. This made it the perfect location for the secret sect to hide the eldritch being's remains and conduct their experiments. Those infected with madness are drawn to the presence of the eldritch husk. Vargos Inonder has been soaking in its emanations since the sect was wiped out, and he rarely leaves the brewery now and spends most of his time in the basement bathing in the blood and energy.

### General Features

These general features are prominent throughout the Abbotship Brewery unless otherwise noted in the adventure text.

**Ceilings, Floors, and Walls.** The decrepit building is crumbling, and much of the wood is weak and rotted. The plastered walls are cracked and covered in mold. Most of the open floor shows exposed gears used to operate the mill and mixing machines. Anyone falling into the gears takes 9 (2d8) bludgeoning damage per round as they are crushed between the cogs. A creature can spend an action to make a **DC 13 Strength (Athletics)** check to pull themselves or another out of the gears.

**Lights.** Besides the occasional moonbeam peaking through cracks, the brewery is dark and the descriptions provided assume the characters have a light source. The light coming from the area below the brewery (see area 5) can dimly be seen through the gears by someone close enough to look down that area.

**Tonic Liquid.** The liquid in the containers and being mixed here is highly toxic. A creature that ingests it must make a **DC15 Constitution saving throw**, taking

MAP 2:  
THE BREWERY



14 (4d6) poison damage and becoming poisoned for 24 hours on a failed save, or half as much damage and not being poisoned on a successful one.

## KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided map of the Brewery.

### 1. MAIN ENTRANCE

*A thick layer of dust lies over broken crates and old tools scattered across the floor. Bones lay strewn about after falling from an old bin tucked into one corner of the room.*

**Encounter: Entry Guards.** If the characters came through the front door after a frontal assault (see "Entering the Brewery" above), the two **fallen luyarnhians** hanging out here flee and attempt to escape through the Open Window (area 2). Otherwise, they are gnawing on the old bones in the corner.

### 2. OPEN WINDOW

*This window is the only one that hasn't been nailed shut in the entire building. The pale moonlight shining through shimmers across the floor and machinery.*

A successful **DC 10 Strength (Athletics)** check is needed to jump 5 feet from the open window to the platform. A failure results in falling into the machinery below (see "General Features").

### 3. THE MILL

*A spinning mechanism oscillates back and forth with a sickening crunking sound with each twist. There are waves of rancid odor coming from what looks like a clear fluid mixed with an off-white powder.*

The first time a creature comes within 5 feet of the mill, they must succeed on a **DC 16 Wisdom saving throw** or gain a short-term madness effect (see "Steinhardt's Madness System," page 18).

**Toxic Mixture.** A closer inspection of the mixture reveals the peculiar combination of ingredients creates a viscous water-like fluid that sparkles when light shines through. A character proficient with Alchemist's supplies or who succeeds on a **DC 15 Intelligence (History)** check determines the substance resembles the Radiant Church's holy tonic, but the smell and consistency are different.

### 4. STORAGE

*Several barrels and sacks sit neatly stacked against the wall here. They seem recently used.*

This storage area was used by the sect to produce the corrupted tonic vials. Sacks contain glass vials linked by complex alchemical contraptions, while barrels sit full of the partially finished liquid. Any creature inspecting the supplies must succeed on a **DC 15 Wisdom saving throw** or gain a short-term madness effect (see "Steinhardt's Madness System," page 18). Images of nails turning into twisted claws and bodies rupturing into gore fill their minds before fading into a blood-red haze.

### 5. LAIR ENTRANCE

The first time a creature comes within 10 feet of this area, read aloud the following:

*You see a faint glimmer of light through the gears below and hear a distant noise like the sound of rushing water.*

The first time a creature comes within 5 feet of this area and looks down through the gears, they experience the following:

*The distant noise grows louder but no longer sounds like water. Now it chitters and skitters across your ears, filling them with a cacophony of screeching noise. Then the darkness below starts to pulse as embers swell and spark, illuminating a chamber*



MAP 3:  
ELDRITCH LAIR



*beneath the cogs with a sinister light. A presence drapes itself over you, pulling you down towards the light. Calling out to come down below for just a moment before the pressure disappears and the light fades to a faint pulse.*

## Entering the Lair

To successfully navigate between the machine and reach the Eldritch Lair (area 6) below, each character must succeed on two subsequent **Strength (Athletics)** or **Dexterity (Acrobatics)** checks. The **DC for each check is 14 and 15**, respectively. A failure during the first check results in falling into the cogs and taking 9 (2d8) bludgeoning damage. The damage becomes 18 (4d8) bludgeoning damage for a failure on the second check. Each character must succeed on both checks to advance to the area below.

Once any character successfully climbs through the machinery, they find themselves in the area marked 6 on the Eldritch Lair map.

## 6. ELDRITCH LAIR

Once the first character enters this location, read aloud the following:

*As you make your way past the machinery, you find yourself engulfed in an abominable stench unlike any you've ever experienced. You've descended into a cavern-like chamber with rough rock walls smeared with blood, crushed bones, and decaying bodies scattered across the floor. What looked like a mass of embers from above was the flaming head of a large disfigured creature with ashen skin and a melted wax-covered face. Behind it hangs a crucifix attached to the walls with thick iron chains supporting the dripping husk of a nightmarish entity of flesh and blood. Just looking at the remains makes the world spin and dance. The burning figure stands below the bleeding husk, letting each crimson stream drop slowly down onto him.*

*The being turns its eyeless gaze upon you with a piercing stare you can almost physically feel. A melodious voice rings out and echoes across the cavern, "You've come so far," it says. "It is surprising you've not lost yourself yet to the intoxicating lust. No matter. It all ends the same." With those final words, the being draws weapons out of the shadows, and a maniacal laugh echoes through the chamber.*

If the characters have already met the Vicar (see "The Radiant Church," page 10) and succeed on a **DC 16 Wisdom (Perception)** check, they recognize the voice as sounding identical to the Vicar.

**Encounter: Vargas the Scorched.** Vargas is a **scorched adjudicator** (see Appendix) that has become drunk on the energy given off by the eldritch husk, which hangs from a crucifix at the spot designated as 6a on the provided map. Vargas taunts the characters during the

fight, explaining how he brought the true "remedy" for the city's sickness and corruption. He rants and extols the glory of bathing in the husk's energy and how it is a blessing from beyond that he shares with those willing to accept its grace. It will cull the herd and prepare those strong enough to survive to ascend and take their rightful place as gods.

At any time, the characters can choose to make a **DC 18 Intelligence (Religion)** check to determine Vargas's connection to the husk's energy. On a success, they deduce that damaging the husk (AC 14, damage threshold 10) could sever the link to the eldritch monster. If the husk is dealt 20 or more points of damage, Vargas loses access to his lair actions for 24 hours.

## Defeating Vargas

Once Vargas is defeated, the eldritch energy he had siphoned is released in a massive wave of power that washes over the characters. They each experience the same exact vision:

*You see the world from the point of view of a young man named Vargas. He's talking with high-ranking members of the Church, including his twin brother, the Vicar. His heart swells when Henri tells him how proud he is of Vargas for volunteering. Henri brings Vargas to a secret place, a special place. Many nobles come to shake Vargas' hand, including Thomathin Rehwoldt, right before the vision blacks out.*

*Vargas wakes up tied to a metallic chair, needles in his arms, painfully injected crimson fluids into his body, and who is screaming like that? It can't be him, can it? Oh, it hurts, it hurts, it hurts... everything fades to nothingness.*

*All that remains is a strong sense of duty and an unquenchable hunger. Everything fades again. The man commits murders—a lot of murders—and each kill leaves an intense feeling of satiation. But suddenly, there is a call from beyond. A distraction from his assigned duty. The eldritch is calling him, and Vargas's blood sings in response. The sweet fluids that drip from its body... Nothing else matters now; he is home.*

As the vision fades, the characters see that Vargas's body dissolved into a pile of blood and gore, leaving nothing behind. Being so close to the eldritch husk and its reality-altering power affects the characters even more, with Vargas no longer absorbing the energy. They feel the surrounding area distort and watch as eldritch eyes grow on the walls and other surreal experiences. For every 10 minutes spent in the Eldritch Lair after defeating Vargas, the characters must succeed on a **DC 13 Wisdom saving throw** or gain a short-term madness effect (see "Steinhardt's Madness System," page 18).

**Treasure.** If the characters search the surrounding lair and succeed on a **DC 16 Intelligence (Investigation) or Wisdom (Perception) check**, they discover a pair of *eyes of charming* and 50 gold.

## CONCLUSION

With the defeat of Vargas and gaining access to the eldritch husk, the characters have several options available to them. While the full impact of their decisions can cause ramifications outside the scope of this adventure, here are a few possible outcomes that could occur:

**Burning the Brewery.** Seeing as how both the church and nobility cannot be entrusted with the being's remains, burning the brewery down is an option that Maddon recommends if the characters do not come up with it on their own. This destroys the production of the tonics and ends the husk's influence on the moon for a brief time. However, it does not reverse the effects already caused by imbibing the elixirs; without the husk, an antidote is impossible to create.

**Siding with the Church.** If the characters hand the husk over to the church, the clerics retake possession and use their knowledge to try to craft an antidote that removes the madness effects. However, they choose to keep using the tonics as the miracle cure is what grants them their stature. They keep the husk for research, and the moon remains cursed. Thomathin is framed for the brewery operation and is forced to flee, swearing vengeance on the characters while he still draws breath.

**Siding with Thomathin.** The eager noble happily exposes the church for tinkering with the eldritch remains, and the clergy swiftly shifts the blame on the Vicar, declaring him a black sheep amongst their ranks. The populace believes their denials and continues to consume their tonics. Thomathin pays the promised rewards and takes the husk to be quarantined in a secret location with his alchemists, who can study it in hopes of devising a cure. While this slows the spread of the curse, the city still suffers.

**Going Rogue.** The characters push the Vicar over the edge if they confront him about his involvement, threaten to out him, or choose to side with anyone other than the church. He'll lose his humanity entirely and turn into a **scourge lycan**. If the party doesn't fight him immediately, he'll track them through town, intent on killing them.

The End.





# STEINHARDT'S MADNESS SYSTEM

Steinhardt's Guide to the Endless Hunt contains numerous aberrations that can assail creature's minds. The following rules and effect detail the myriad ways that characters' minds can be debased, debauched, or otherwise defiled.

## Madness Effects:

Madness can be short-term, long-term, or indefinite. More mundane effects, like the ones presented here, impose short-term madness, which lasts for just a few minutes. More horrific effects or cumulative effects can result in long-term or indefinite madness.

A creature's intellect can help it understand eldritch knowledge without breaking its mind. Characters can add their **Intelligence modifier** to saving throws they make against madness.

- When a creature becomes afflicted by madness, be it short-term, long-term or indefinite, the creature is stunned (see the condition) until the end of its next turn, and then the madness takes effect.
- A character afflicted with **short-term madness** is subjected to an effect from the Short-Term Madness table for 1d4 minutes.

- A character afflicted with **long-term madness** is subjected to an effect from the Long-Term Madness table for 1d4 × moons (or 1d4 × 7 days, if you aren't using eldritch moons in your world).

- A character afflicted with **indefinite madness** gains a new trait from the Indefinite Madness table that lasts until cured.

### GM Note:

*If you don't know when to apply long-term or indefinite madness, here is a rule of thumb to follow. Each time a character accumulates three forms of short-term madness in less than 48 hours, they gain a form of long-term madness. If a character gains three forms of long-term madness in less than 30 days, they gain a form of indefinite madness. Feel free to alter these numbers if you want to see more or less madness in your game.*

Art by Ryan Bittner



# SHORT-TERM MADNESS

When a character is afflicted with short-term madness, roll a d100 on the table below, then roll a d10 to determine the effect of that form of madness. All effects are for the duration of the madness unless specified otherwise.

D100	D10	SHORT-TERM MADNESS
1-10  Your mind is liberated from any sense of self you may possess	1-2	Without an ego, you are immune to the charmed condition.
	3-7	You mimic the mannerisms, behaviour, and speech patterns of the creature closest to you when you gained this madness.
	8-10	Desperate to find yourself again and believing anything, you automatically fail saving throws against being charmed.
11-20  Your mind is invaded by the sound of the cosmos	1-2	Painful sounds pale in comparison to the cacophony in your head; you are immune to thunder damage.
	3-7	Eldritch utterings scratch your brain; you hear the soft caress of whispers behind your back.
	8-10	The sound of the cosmos drowns out all other noise, closing you to the world. You are deafened and have disadvantage on saving throws made to maintain your concentration.
21-30  You have seen too much; your mind can't understand it, causing your sight to become erratic and unreliable	1-2	Your vision expands as if you are under the effect of the see invisibility spell.
	3-7	Spectral forms flitter at the corners of your eyes, vanishing when you turn your head.
	8-10	You are blinded, and you can't use any special senses you use to see, such as blindsight or tremorsense.
31-40  The madness inside you bursts forth as haunting screams	1-2	Your scream is so loud that it can cause damage. As a bonus action on each of your turns, you can scream at a creature you see within 30 feet of you. If the target can hear you, it must make a DC 13 Constitution saving throw, taking 1d12 thunder damage on a failure or half as much damage on a success.
	3-7	You can't talk properly; yelling is the only way you can communicate.
	8-10	Your screams are so overwhelming that any creature within 300 feet of you can hear you talk. You also can't form coherent sentences or utter the vocal components of spells.
41-50  Your posture crumples, as you try to make sense of the insanity before you	1-2	You become incredibly skittish. When you are the target of an attack or an effect that requires you to make a Dexterity saving throw, you can use your reaction to begin moving evasively, gaining a +1 bonus to your AC and advantage on Dexterity saving throws until the start of your next turn.
	3-7	You desperately look for a parental figure that can protect you. Once you find such a person, you latch on to them and refuse to leave their side, no matter what.
	8-10	You fall prone and can't stand, as your legs refuse to obey you, and you can't use any flying speed you possess.



<b>51-60</b>  You realize that your hands are blasphemous tools	1-2	These tools can break the minds of your foes. Once per turn when you hit a creature with a melee weapon attack, you can deal an additional 1d8 psychic damage to it.
	3-7	You refuse to use your hands for anything, keeping them hidden from view. If someone stares at them, it makes you extremely uncomfortable and defensive.
	8-10	You shouldn't touch anything. You drop anything you are holding, and can't hold items or grapple creatures.
<b>61-70</b>  Your body breaks down under the insanity.	1-2	You are immune to the poisoned condition.
	3-7	You start emitting a foul smell that is unpleasant even to you, and no amount of washing or magic can remove it.
	8-10	You are poisoned, even if you are immune to the condition.
<b>71-80</b>  The Eldritch Horrors are revealed to you, bathing you in fear.	1-2	Each creature within 30 feet of you must succeed on a DC 13 Wisdom saving throw or become frightened of you for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
	3-7	You become paranoid and fearful of any movement or sound.
	8-10	You become frightened of your allies. You must take the Dash action and move away from them by the quickest available route on each of your turns, unless there is nowhere to move. If you start your turn in a location where you can't see any of your allies, you can use your action to end the madness.
<b>81-90</b>  The madness breaks your mind.	1-2	You realize your mind has been holding back your body, and you can now act freely. You have an additional action on each of your turns. That action can be used only to take the Dash, Disengage, Hide, or Use an Object action.
	3-7	You burst into spontaneous fits of laughter randomly, even at the most inappropriate times.
	8-10	You are incapacitated. This effect ends early if you take damage equal to at least twice your level or if a greater restoration spell is cast on you.
<b>91-95</b>  The revelations from beyond afflict you.	1-2	Your body ignores all pain, only the Eldritch Truth matters; you are immune to the stunned condition.
	3-7	You speak to others of the Eldritch Truth in a way that seems limpid to you, but is perhaps not so clear to others. Your sentences are cryptic for the unascended mind.
	8-10	You are stunned. This effect ends early if you take damage equal to your level or if a greater restoration spell is cast on you.
<b>96-100</b>  The beast within you awakens and attempts to take control.	1-2	Your body releases its animalistic instincts, without the influence of your mind to restrain it. You are under the effect of the haste spell, although it doesn't require concentration. The spell ends when the madness does.
	3-7	Your speech is slurred, as if you're intoxicated, and you punctuate your sentences with animal noises.
	8-10	You fall unconscious, your mind fighting it's hardest to not let you become a beast. This effect ends early if you take damage equal to your level or if a greater restoration spell is cast on you.



# SCORCHING MOON

When the Scorching Moon is visible, the following effects apply to the world.

## Monsters

### GM Note:

*Monsters don't have a clear cut definition in the rules. As a GM, you can follow the rule of thumb that any non-humanoid creature is a monster. If a creature is a humanoid (or other potential player race), determine how self aware it is. If the answer is "not very", then count it as a monster too.*

- Monsters gain resistance to fire damage; if they already have this resistance, they become immune to fire damage instead.
- Their melee weapon attacks deal additional fire damage equal to their CR (minimum of 1).
- Beasts gain the following trait:

**Fire Charge:** *If the monster moves at least 20 feet straight toward a creature and then hits it with a melee attack on the same turn, that target must succeed on a Strength saving throw (DC = Trait DC + monster's Strength modifier) or be knocked prone and take fire damage equal to the Trait Damage (see table below).*

MONSTER CR	TRAIT DC	TRAIT DAMAGE
≤2	10	1d4
3-4	10	1d6
6-7	11	2d6
7-8	11	3d6
9-12	12	4d6
13-16	13	5d6
17-20	14	6d6
20+	15	7d6

## Travel

The world is engulfed in the flames of the Scorching Moon. Soot and searing heat fill the air. Illusory fires are visible everywhere, lighting the night in orange flames, in sharp contrast to the black sky. These illusions hide real fires that devour those who aren't careful.

Columns of fire erupt from the ground. For each hour that passes, roll a d6. On a roll of 1, a column appears under the party. Each member of the party must succeed on a DC 14 Dexterity saving throw or take fire damage equal to their level.

If a creature has encountered the Scorching Moon before, it can attempt a DC 14 Wisdom (Survival) check, avoiding the real flames and only passing through the illusory ones. If a creature travels at a slow pace (as per the travel rules), it gains advantage on these ability checks and saving throws, and can make the Wisdom (Survival) check even if it has never encountered the Scorching Moon before.

## Madness

The madness section of each moon refers to a Madness DC, which is indicated in the following table.

AVERAGE PARTY LEVEL	MADNESS DC
1-4	11
5-8	13
9-12	15
13-16	17
17-20	19
20+	21

The flames stoke the madness within. If a character takes fire damage equal to their level or higher in a single turn, they must succeed on a Wisdom saving throw against the Madness DC or gain one short-term madness.

## SHORT-TERM

Whenever a character gains a short-term madness under the Scorching Moon, their body catches fire and they take 1d4 fire damage at the start of each of their turns. Additionally, their melee attacks deal an additional 1d4 fire damage on a hit. The fire ends if the character or a creature within 5 feet of them uses an action to douse them, or after 1 minute.



## LONG-TERM

Whenever a character gains a long-term madness under the Scorching Moon, they feel the flames calling them, for as long as the Scorching Moon is out. Whenever they see an open flame larger than 1-foot in diameter (such as a bonfire but not a torch), they must make a Wisdom saving throw against the Madness DC or become charmed by the flame. While charmed in this way, the creature is incapacitated and has a speed of 0. The effect ends on a creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. If a creature's saving throw is successful or the effect ends for it, the creature is immune to being charmed by that flame for the next 24 hours.

## INDEFINITE

A character that gains an indefinite madness under the Scorching Moon has their soul seared. Roll a d100; on a result of 33 or lower, the character gains resistance to fire damage, on a result of 34 or higher, the character gains vulnerability to fire damage. This effect lasts until that madness is cured.

# MONSTERS

## Fallen Luyarnhian

*Medium monstrosity (any race), chaotic evil*

Armor Class 12  
Hit Points 33 (6d8 + 6)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	14 (+2)	12 (+1)	3 (-4)	11 (+0)	5 (-3)

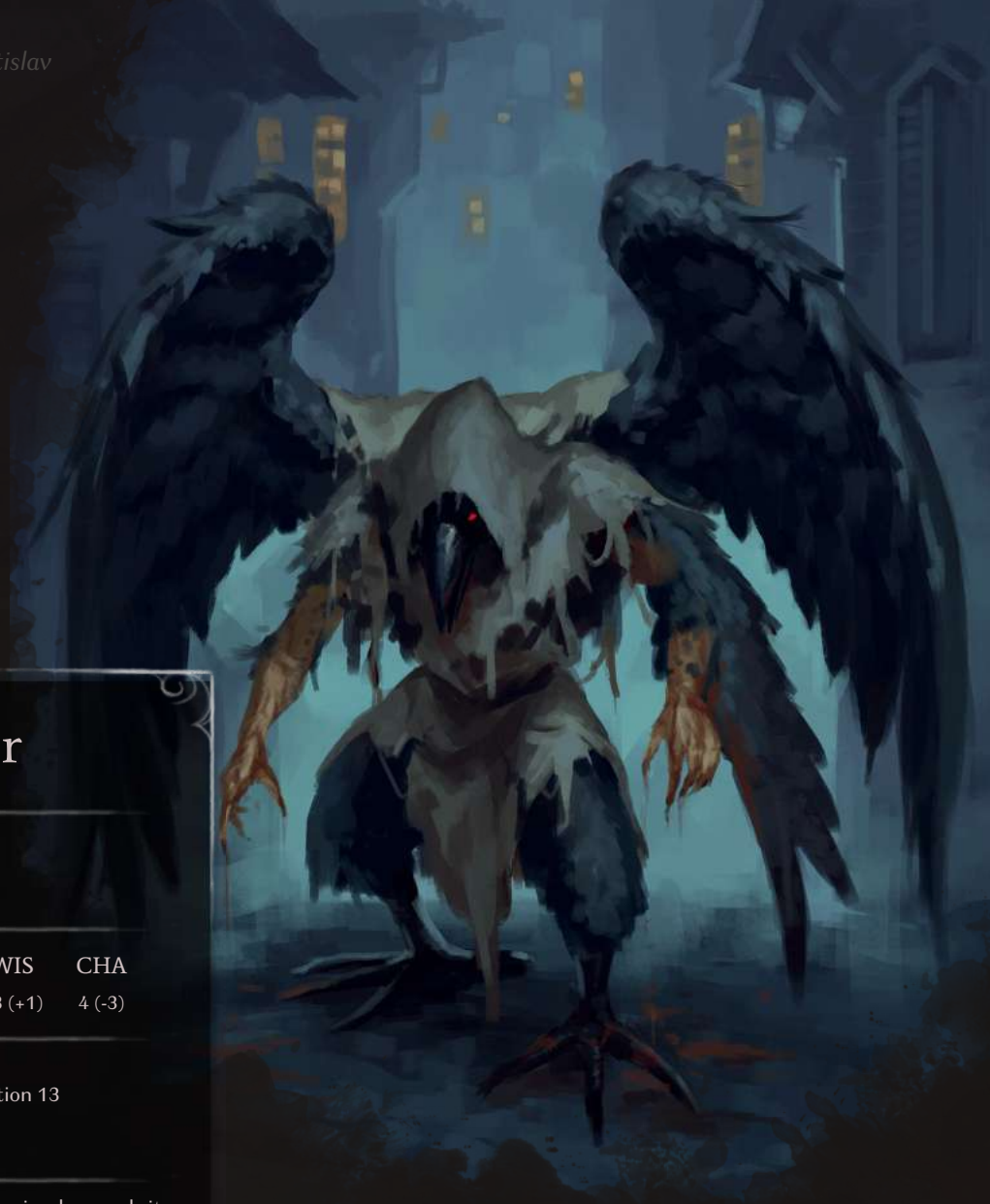
Skills Athletics +4  
Senses passive Perception 10  
Languages Common (can't speak coherent sentences)  
Challenge 1/2 (100 XP)

**Keen Hearing and Smell.** The fallen has advantage on Wisdom (Perception) checks that rely on hearing or smell.  
**Pack Tactics.** The fallen has advantage on an attack roll against a creature if at least one of the fallen's allies is within 5 feet of the creature and the ally isn't incapacitated.  
**Visceral Strike.** The fallen deals an additional 4 (1d8) piercing damage when determining the extra damage for a critical hit it scores with a melee attack.

## ACTIONS

**Claw.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.





## Corvian Dweller

*Medium monstrosity, chaotic evil*

Armor Class 13 (natural armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	3 (-4)	13 (+1)	4 (-3)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 1 (200 XP)

**Mimicry.** The corvian dweller can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 11 Wisdom (Insight) check.

### ACTIONS

**Multiattack.** The corvian dweller makes two attacks: one with its beak and one with its talons.

**Beak.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

**Talons.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

### REACTIONS

**Wing Flutter.** If the corvian dweller's speed isn't 0, and it is targeted by a melee attack, it flaps its wings in defense. It moves back 5 feet, causing the attack to miss if the corvian dweller leaves its range. This movement doesn't trigger opportunity attacks.

#### GM Note:

*Remember that the statistics of the monsters are altered by the scorched moon: giving them the following properties:*

- Resistance to fire damage
- Their melee weapon attacks deal additional fire damage equal to their CR (minimum of 1).
- Scourge Lycans gain the **Fire Charge** trait.



# Scourge Lycan

*Medium beast, chaotic evil*

Armor Class 14 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	7 (-2)	11 (+0)	10 (+0)

Skills Perception +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft., passive Perception 14

Languages -

Challenge 3 (700 XP)

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

## ACTIONS

**Multiattack.** The scourge lycan makes two attacks: one with its bite and one with its claws.

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

**Claws.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage.

**Devour (Recharge 4-6).** The scourge lycan attempts to eat a creature within 5 feet of it. The target must make a DC 13 Dexterity saving throw. On a failure, the creature is crunched by the werewolf, taking 12 (2d8 + 3) piercing damage and falling prone. The scourge lycan regains hit points equal to the damage dealt.



# SCORCHED ADJUDICATOR VARGAS

## Failed Experiments

In their lust for power, the *Obitus Scholare* lead gruesome experimentations, merging the flesh of soldiers with that of eldritch beings. Their labor gave birth to powerful combatants, and a sea of corpses. Scorched adjudicators are the fruits of such experiments, humanoids that couldn't become true warriors, failing to resist the call from beyond and losing their sanity. Yet, the scholars still found a use for these failures: they now act as perfect killers for their creators.

## Enforcers of Justice

Adjudicators enforce justice, more specifically the brand of justice approved of by the *Obitus Scholare*. Indeed, these abominations are dispatched to remove any threat to the order; their otherworldly powers trapping the souls of their victims and ensuring an irreversible death. The murderous intent of these monsters is apparent in battle; they delight in causing suffering and their mere presence prevents healing. Deriving a twisted sense of pleasure from their hunts, adjudicators often carry the shrunken, decapitated heads of their victims as horrific mementos.

*As the scorching moon rises, beasts become restless, cobbles crack, and the air sizzles with savage suspense. Fiery claws cauterise as they rend, and Luyarnha is choked with the scent of charred flesh.*

## Scorched Adjudicator

*Medium aberration, chaotic evil*

Armor Class 14 (natural armor)  
Hit Points 91 (14d8 + 28)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14 (+2)	15 (+2)	14 (+2)	9(-1)	17 (+3)

Saving Throws Dex +5  
Skills Acrobatics +5, Athletics +7, Perception +5  
Damage Resistances fire, necrotic  
Condition Immunities blinded  
Senses darkvision 120 ft., passive Perception 15  
Languages -  
Challenge 5 (1,800 XP)

**Guiding Light.** The adjudicator sheds dim light in a 10-foot radius. When a creature starts its turn in the light, or enters it for the first time on a turn, it has disadvantage on Charisma saving throws until the start of its next turn.

**Limited Telepathy.** The adjudicator can magically communicate ideas, emotions, and images telepathically with any creature within 120 feet of it. This form of telepathy doesn't allow the receiving creature to telepathically respond.

**Reactive.** The adjudicator can take one reaction on every turn in combat.

## ACTIONS

**Multiattack.** The adjudicator makes two handaxe attacks.

**Handaxe.** Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) slashing damage. On a hit, if the adjudicator isn't within 5 feet of the target, the adjudicator can teleport to an unoccupied space within 5 feet of the target.

**Soul Tear.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) necrotic damage and the target must succeed on a DC 14 Charisma 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. If this effect reduces a creature's hit point maximum to 0, the creature dies. A creature killed by this reduction can't be resurrected until the adjudicator is killed.

**Inferno (Recharge 4-6).** Flames pour down from the wings of the adjudicator. Each creature between 10 and 40 feet of the adjudicator must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

## REACTIONS

**Snuff out the Light.** When a spell that restores hit points is being cast within 120 feet of the adjudicator, the adjudicator teleports to an unoccupied space within 5 feet of the caster and makes a handaxe attack against it with advantage. On a hit, the spell fails and has no effect.



## MAPS:

[Click here to download all the maps](#)

## Lair Actions

On initiative count 20 (losing initiative ties), Vargas takes a lair action to cause one of the following effects; Vargas can't use the same effect two rounds in a row:

- Vargas siphons shadowy energy from the crucified elder being, increasing his power and mending his wounds. He regains 4d10 hit points, and until the start of the next round, his weapon attacks deal an additional 1d10 necrotic damage.
- Vargas wields the maddening energy of eldritch blood and sends a wave of madness at any creature he chooses within sight. Each creature must succeed on a DC 13 Wisdom saving throw or gain a short-term madness effect (see "Steinhardt's Madness System," page 18).
- Vargas calls out for aid, and two **fallen luyarnhians** drop down from above, aiding him in the fight.



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TAKE CARE!

