

I made this short adventure for my party of 8, all at level 4. The combat wasn't too daunting, but they made it much harder with PVP from conflicting interests. This is the first write up of content I've made for my players, so I hope you enjoy and absolutely leave me feedback on ways to improve it. It's divided into the journey leading up to the temple, the temple itself, and stat blocks at the end.

THE TEMPLE OF THE MOON

"Look, the job's not easy. But if it was, we wouldn't be sending you. These old texts talk about a 'Temple of the Moon' from the last age where a hero supposedly left some powerful weapon. I want you to get for me. Now they don't describe exactly what it is but knowing all your caliber I'm sure it won't be an issue to retrieving it. It claims the temple only opens during a full moon, so the window until next month is in a few days – don't get caught in there unless you like dying of hunger, and good luck."

Leon's an old contact but reliable for a good job when he finds one. He's picked up a charter for you all to travel upriver on a pontoon for a few days before dropping you off and immediately coming back. So, you'll have to find your own way back or pay the ferryman extra to stay another day.

Before the Adventure

Surely someone must know about what this temple is other than Leon and his network of contacts? Turns out a couple students at the arcane school in town have done research on it for their formal projects. They know little more than Leon but understand there's a lot to do with the phases of the moon and the light projected from them. Maybe players stumble upon two off-duty guards discussing the Armar (Sergeant title) mentioning a snowstorm coming from that direction – odd for this early in the fall but not enough to send out a search party to investigate.

Once they're ready to set off the party meets with Cho, a half-elf boat captain who ferries the River Raft. His vessel is an old pontoon boat powered by a small water elemental that swims

underneath the ship guiding it along. It occasionally shows its head underwater or a tail splash behind the boat. Use the stats of a water weird should they want to attack it or there's a random encounter.

A day after setting off a heavy fog sets in from upriver. The boat rests about a foot above the calm surface and the fog is there to meet it, but it does not breach the sides. This fog is magical and a set up for the rest of the trip. Players who do actions such as swimming immediately fail a constitution save for inhaling the gas. Ask everyone to make your choice of investigation, perception, or nature check. DC13 will determine where the fog comes from (upriver), that the fog is magical in nature (control elements cast in the snowy region), and it smells like a sweet wild winterberry – so sweet it's almost *entrancing* you to jump into the much colder water. Anyone who succeeds upon this has willingly exposed themselves to the gas and is now susceptible to hallucinations when they get off the boat. They see more snowmen on the edge of their sight when other members don't at all, described in the next section.

Approach

On the morning of the second day, the boat is stopped by large sheets of ice as snow has lightly blanketed the natural greens of the autumn world. Cho knows ice flows tend to pile up in the winter, but this is too early for anything this large building up. Forced to stop and let everyone off. He either bids them a good trip or may be bribed to remain until they return.

Travelling towards the center of the slowly increasing storm, players are subject to seeing snowmen at the edge of their sight range. Unmoving and facing the party. My players took the time arguing about what to do before moving declaring anything, and during that time the image of the snowman morphed to a scarecrow. Whether they choose to interact or completely avoid with it is up to them as it's just an ordinary scarecrow. This can occur a few more times, after the second they remain as snowmen regardless of players actions. Disturbing the later snowmen reveals frozen bodies under the snow of traveling commoners.

The closer the party gets to the center of the storm the heavier the snow and wind begin raining down. Anyone not wearing gear to deal with the increasingly cold temperatures must

make a constitution save, on the second or third failure they suffer a level of exhaustion. This can be staved off with fire-based spells, warm drinks, or time spent resting out of the winds and snow for a short rest.

Eventually the flurry will pick up so hard it becomes a struggle to continue. The final stage of illusion sets upon the party. Constitution saves are made as a formality crossing through a near-impassible wall of weather before they breach into the calm eye of the storm that is Evelyn's Glade. Those who fail are battered with 1d10 of ice damage.

Evelyn's Glade

Evelyn is a Bheur Hag who has taken residence inside a shack above the Temple of the Moon. She took pity to a Lycan by the name of Halamar, for he despised his existence and promised a future of servitude to her in exchange for a cure. Rituals brought them here, where each trial was a toll on his body. Forcing her to keep him in the temple as curious adventurers might stumble upon them and she can't maintain his illusion. As a result, he's permanently kept in Lycan form and suffers disadvantage outside of the near-full moon days.

Knowing of the coming super full moon this evening, she is currently disguised as a drow and is aware of the party's presence. A mass illusion over the clearing shows a small cottage with a few trees and a nearby cellar. She currently chops firewood and prepares for an evening stew. Evelyn will openly converse with the party, regularly mistake details but state them with a confidence that doesn't reveal much with an insight check other than the discrepancies in story. Information about her past conflicts with itself, her reasoning for being in the forest isn't very backed up, she apologizes for creating such a storm with recent weather rituals.

Her temperament is a forgiving one, but high insight checks will reveal a bubbling sense of hunger. Evelyn is a glutton and feasts upon intruders. Although good hearted in action when exchanging deals to those she's met over the ages, being demanded around snaps her otherwise stalwart disguise.

She welcomes them to a short rest to enjoy stew and adamantly denies any existence of a temple, refusing entry to her simply locked cellar. Should the players continually antagonize her, enter the cellar, or disrupt her daily routine her temper loses and casts them out. Any further

denial of her request and her true form of a Bheur Hag is revealed in a rage. The illusion of the peaceful meadow drops to a graveyard of corpses strung like drying meat for her to use the Maddening Feast ability. Should the players consume her stew they now realize they've indulged in the taste of humanoid flesh.

Should Evelyn drop below 50% HP she will blow a horn of silent alarm, alerting Halamar that she is fighting and dying – that the next person to open the doors of the temple room he's in will most likely look to kill him, unless it's blown to him again.

The Cellar

The cellar of the cottage is uninteresting for regular items except for a large set of stone doors leading to the temple. If Evelyn is dead and the party rests inside the cellar, then decide to exit again, they notice the storm dying down enough to see snowmen surrounding the glade. These are a combination of frozen corpses and regular scarecrows. Toss in a few sentient ones for the curious adventurer.

THE TEMPLE

Crack back the large stone doors of the temple and prepare for a contained dungeon. The first step is to descend a spiral staircase with a hollowed-out center for a 140ft downwards climb before a 60ft tunnel that leads to the main atrium.

*Peering into this octagonal atrium you discover a mysterious sight: In the center rests a large device of gilded wood in the shape of a Y, much like clock hands, pointing to basins that rest in a set of 8. Below these is a large mural of astrological phenomena and 8 faintly glowing runes representing the various phases of the moon. Behind all of this on each wall is a set of smooth stone doors with no clear indications of opening mechanism. **Image on page 7.***

Of the basins, 3 are currently open, which are the ones the hands point to. A quick walk around and each party member can determine that #8 has rotten food, #3 with holy water, and #5 with solid ice [the insides can be changed, their contents for all basins do not matter other than a deterrent]. Inside the frozen ice and holy water, a pull handle can be seen, but the arm must be

fully submerged to reach it. See “When pulling levers” for the quick explanation on how they work.

The final goal of the dungeon is to have doors 7, 4, and 3 open. Clues throughout the rooms and the eventual use of the 6th will let players unlock the proper combination. It will not open unless room 6 is completed.

The phases of the moon light up with a light yellow [or color of your moon's reflection] when the door is opened.

The basins will refill if emptied after being closed. Its contents, regardless of nature, will deteriorate in 5 minutes after being removed from the basin to prevent collection outside the temple.

When Pulling Levers

- Only 3 levers will ever be exposed at a time due to the nature of the mechanism closing basins when hands are not pointed at it.
- Rooms cannot be opened from the inside.
- Pulling a lever with a small hand pointing towards it opens the large hand. When pulling the large hand, it opens both small hands. Pulling a lever again shuts the door(s) that it would open. Pulling all three at once does not change these rules.
- If a material is hazardous a player must take a DC save reaching in or suffer some consequence unless they have a reasonable way to negate it. A crowbar can pull hot oil without burning the player but cannot faire the temperature of molten silver [probably? Science]. Rotten food requires a constitution save if the player has taken damage to resist a disease from open wounds. Use your own judgement.

The Rooms

- 1) This room is an average storage closet for dried herbs and other medicinal materials. Players can spend time gathering common ingredients like bloodgrass, emetic wax, scilia

beans, honeyroot, and others for use in brewing potions or fashion into healing kits or a poison should they know how.

- 2) This room is dimly lit by a single candle. However, this candle is behind a hall of dozens of glass mirrors creating an infinity maze. Walking in is so disorientating that a DC25 investigation is needed to stay on track. Otherwise the players can use shatter or start smashing to make their way towards the candle. Breaking the mirrors releases a Susurrus from the shards that hunts the players. At the base of the candle is a black orb. This orb is used in room 6 to unlock the doors that need to be open and solve the puzzle.
- 3) It's oily, slimy, greasy, and it's pitch black beyond anything but Truesight. The room itself is shaped like a shallow skateboard bowl and players immediately slip with a DC24 dex save. Inside, a Specter asks for secrets from the player while gently caressing them. It knows if there's a lie but as a dm, things that seem like the player would have as a secret from backstory or certain circumstances will do. If answered, he will give them a small black orb and ask other players if they entered as well. Refusal means attacking. This orb is used in room 6 to unlock the doors that need to be open and solve the puzzle. They will have to get creative to navigate out.
- 4) A thin glass wall separates the entire room from 24 Mehpits. Devious little creatures of your elemental choosing that swarm along the window and ask for freedom. Of course, doing so will release them and attack the players. Should the players attempt to negotiate with them not to attack and instead release information, treat each half as two opposite viewpoints. One dozen with a +7 to resisting negotiation and the other -7. Inside their room is slashes marking the shape of a Y that matches the pattern of the temple code but flipped horizontally.
- 5) This room is split 50/50 by a light coming from the ceiling. One side dark and the other in relatively pale white. Inside a host of items are scattered everywhere. The contents or what the room is doesn't matter. Every item inside is either chrome plated or wood, and players must spend the better half of half an hour organizing everything with chrome in the light, wood in the dark, to unlock a secret compartment in the middle of the floor.

Inside is a trove of gold coins or other loot. Other players can take a short rest during this time.

- 6) The circular room is flat on all sides with a ceiling that seems to extend forever. In reality, the ceiling is just out of sight and is enchanted to be hard to see. When bringing the black orbs into the room they begin to glow ever so faintly. There's a series of 8 pockets in the ceiling to fit the 3 orbs that signal the door. Describe the trial and error of players placing orbs into slots to see which pocket lights up when an orb is placed in it. They can't solve the puzzle without all 3 positions lighting up. Once they are all in place, a small constellation begins to form from light lines that connect the orbs like a Y based on the cardinal direction of 7, 4, and 3 of the main atrium. The main floor doors can be opened to allow finishing the puzzle.
- 7) The room of the full moon is brightly lit. Each wall is covered top to bottom with 3 bookshelves of books telling stories throughout the ages. Some very recent and others completely forgotten. Most are in languages or dialects that make them hard to read as well. If the players decide on pulling out books or knocking down a shelf, they reveal a large chalk drawing that spans all 3 walls and forms another Y flipped on the vertical axis shaped to the answer formation.
- 8) What once might have been a dining room is now simply a stone table covered in bloodied rags and random bandages. Hiding inside is a wounded werewolf (already bloodied) hiding for a surprise attack. Halamar will respond to callouts only after this first strike as he won't give away his hiding position for a sneak attack on any inquisitive players. He wields a Veteran's Longsword that is still in the cane form. If given the chance, he will lay down his weapons and attempt to leave as he would rather accept the curse then completely die. In the back of the room is a black orb. This orb is used in room 6 to unlock the doors that need to be open and solve the puzzle.

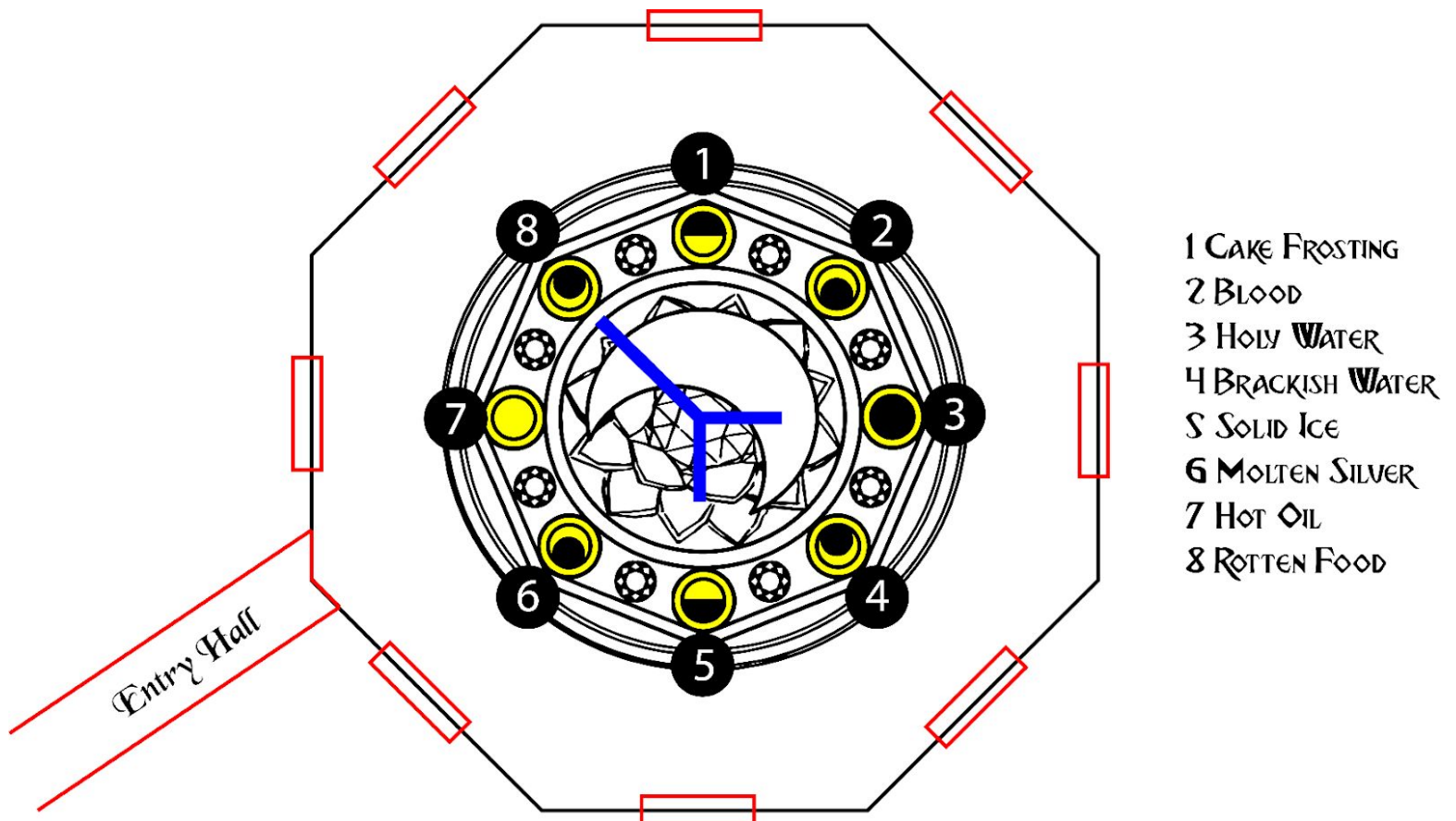
Completing the Temple

Once the orbs are in place inside room 6's ceiling, the players need to have the 3 doors indicated by their cardinal direction matching. The entire platform begins to descend along with

anyone on top of it. Slowly but surely the platform makes its way down 400ft into the depths of the ground. Once reaching the bottom a single, regular door remains.

Upon opening the door, a long hallway rolls out for a lengthy 200ft. Braziers of green ignite along both sides of the walkway until eventually lighting a central staircase to a large ornate chest at the top of a small pyramid. The players can now retrieve the item they were sent for.. As soon as this item is picked up, the lights of the room go out. The ceiling is lit up like an endless ocean of stars that give dim light through the room. Constellations that are beyond any written memory rest among this mural right along side those seen in the current sky; guiding the player's way back to the door, up the slow lift, and eventually out the temple.

TEMPLE MAIN ROOM DIAGRAM



CREATURE STAT BLOCKS

SCARECROW

Medium construct, chaotic evil | **Armor Class** 11 | **Hit Points** 36 (8d8) | **Speed** 30 ft.

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

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft.

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

Actions

Multiattack. The scarecrow makes two claw attacks.

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

Terrifying Glare. The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.

WATER WEIRD

Large elemental, neutral

Armor Class 13 | **Hit Points** 58 (9d10 + 9) | **Speed** 0 ft., swim 60 ft.

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

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses blindsight 30 ft., passive Perception 10

Languages understands Aquan but doesn't speak

Challenge 3 (700 XP)

Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

ACTIONS

Constrict. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

Bheur Hag

Medium fey, chaotic evil | **Armor Class** 17 (natural armor) | **Hit Points** 91 (14d8+28) | **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Wis +4

Skills Nature +4, Perception +4, Stealth +6, Survival +4

Damage Immunities cold

Senses darkvision 60 ft.

Languages Auran, Common, Giant

Challenge 7 (2,900 XP)

Graystaff Magic. The hag carries a graystaff, a length of gray wood that is a focus for her inner power. She can ride the staff as if it were a broom of flying. While holding the staff, she can cast additional spells with her Innate Spellcasting trait (these spells are marked with an asterisk). If the staff is lost or destroyed, the hag must craft another, which takes a year and a day. Only a bheur hag can use a graystaff.

Ice Walk. The hag can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: hold person,* ray of frost **3/day each:** cone of cold,* ice storm, *wall of ice* **1/day each:** control weather

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (2d8+1) bludgeoning damage plus 3 (1d6) cold damage.

Maddening Feast. The hag feasts on the corpse of one enemy within 5 feet of her that died within the past minute. Each creature of the hag's choice that is within 60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be frightened of her for 1 minute.

While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Maddening Feast for the next 24 hours.

Susurrus

Aberration 30ft move, 20ft climb

AC 15 | HP 78

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Multiattack: Claw +7 1d8+5 piercing

Grapple does extra piercing damage of 1d4+3

Blunt weapons cause the Susurrus to shatter spikes of 2d4 to anyone within 5 feet of it.

- Needs an actual stat block built for those who want it.



Steam Mephit

Small elemental, neutral evil

Armor Class 10 | **Hit Points** 21 (6d6) | **Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities Poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 1/4 (50 XP)

Death Burst: When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day): The mephit can innately cast Blur, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws: *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) fire damage.

Steam Breath (Recharge 6): The mephit exhales a 15- foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

Specter

Medium undead, chaotic evil

Armor Class 12 | **Hit Points** 22 (5d8) | **Speed** 0 ft., fly 50 ft. (hover)

STR **DEX** **CON** **INT** **WIS** **CHA**

1 (-5) 14 (+2) 11 (+0) 10 (+0) 10 (+0) 11 (+0)

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

Damage Immunities necrotic, poison

Condition

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

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

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

ACTIONS

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

Werewolf

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 | **Hit Points** 58(9d8+ 18) | **Speed** 30 ft. (40 ft. in wolf form) ft.

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

Skills Perception +4, Stealth +3

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

passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3(700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Multiattack. The werewolf makes two attacks: one with its bite and one with its claws or spear.

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

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

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