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LUNELURE

THE GHOST VILLAGE

LUNELURE, THE GHOST VILLAGE

Ah, Lunelure, my little stage.

You should have seen it in the beginning, before my arrival: fields dry as parchment, a river coughing mud—such pitiful sights! I promised them a life of plenty, and all I required was their trembling devotion. I gave them rain, fertile soil, and a river filled with life.

But mortals are faithless things. When it came time to exact the full price of their agreement, they balked. No drums, no dance, no light, only silence beneath my moon. Such drama over so small a payment: their firstborns. But ours was a covenant that could not be broken. So I took their children anyway; they serve me now as the Veylin, bright little masked shadows that flit and whisper. They watch their parents, they judge, they tattle. I find them amusing.

I'm not a monster. I simply believe in the upholding of the ends of bargains. I was even gracious enough to give Lunelure another chance! I preserved the village under my gaze in the Feywild. In the light of the full moon, they perform. When dawn comes, Lunelure folds neatly into the dark, like paper pressed flat. The villagers do not age. They do not die. They prepare. Always they prepare.

Perhaps next time they'll convince me of their devotion.

VILLAGE OF MOONLIGHT

The village of Lunelure was once a modest farming village built along a river terrace. Generations ago, its people struck a bargain with a mercurial archfey known as Caelith, who promised fertile fields, clear water, and protection from blight. In return, the villagers were bound to stage a great festival each full moon. Lanterns, masks, and revelry were required, and the archfey delighted in watching the mortals celebrate his majesty beneath his gaze.

The pact held (...for a time), and Lunelure flourished: travelers would come from miles away to witness the midnight dances, the mock duels in painted masks, and the lanterns floating downriver like silver stars. But Caelith was not to be trusted. As the months passed, the archfey began demanding more and more of his subjects. When Caelith demanded their firstborn children, the people of Lunelure canceled their celebration. No drums rang, no lanterns burned, and no offerings were laid before their patron.

As punishment, Caelith drew Lunelure into a special demiplane bound to the lunar cycle. Its people cannot die; they are forever preparing for their next performance. The village appears in the Material Plane only beneath the light of the full moon, its streets crowded with spectral revelers pantomiming their festival. When dawn comes, the village fades, swallowed back into its ghostly exile. To ensure the village's obedience, Caelith transformed their firstborn children into masked spirits called **Veylin** (see page 5), who are bound to the archfey's will until he deems otherwise.

Through the rest of the lunar cycle, the villagers labor in shadow, polishing lanterns, stitching costumes, and practicing dances for the next performance. Each full moon they offer their festival anew, and each full moon Caelith passes judgment from the balcony of his castle. The judgment is always the same: Not good enough.

To this day, Lunelure remains trapped in the archfey's dimension, endlessly rehearsing for a performance that will never be allowed to succeed.

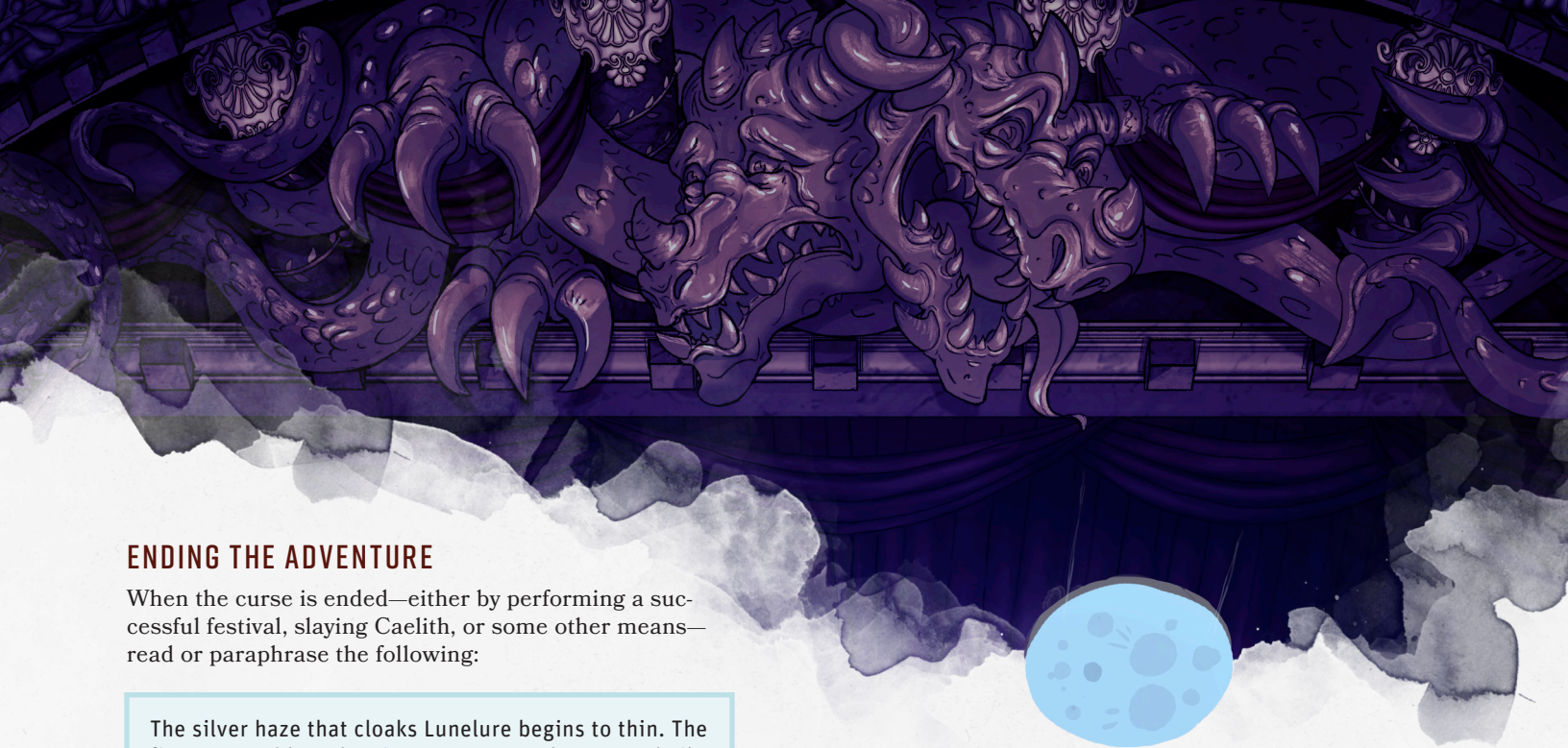
GAMEMASTER'S GUIDE TO LUNELURE

Lunelure works best when coupled with a whimsical-but-dark tone. The characters will first encounter the village beneath the full moon, arriving amid its doomed celebration. Their intrusion—whether accidental or curious—disrupts the rhythm of the festival, drawing the immediate ire of Maren, the Festival Keeper (page 6). The disturbance itself incurs a debt: by crossing into Lunelure and spoiling its performance, the characters become bound to help set it right. And whether they want to help or not, they'll be trapped inside Lunelure until the curse ends.

Maren charges the outsiders to aid in the festival's restoration, assigning them tasks (area activities) among the villagers: folding lanterns, rehearsing dances, carving masks, and feeding Caelith's court. Through interacting with the villagers, the characters should learn the truth of Caelith's bargain and the village's imprisonment. Each completed task may strengthen (or weaken, depending on the characters' acumen) the coming performance and help illustrate the village's predicament.

If the characters' contributions prove fruitless during the following festival, they'll have to decide between redoubling their efforts to help Lunelure's preparations, or confronting Caelith directly in his castle. Impatient parties may choose to forgo interacting with the village and assault the castle shortly after arrival—and that's okay! The castle comprises three major areas, each with a selection of random encounters. Guidance for treasure inside the castle can be found just before the appendix. While the ability checks in this scenario aren't considerably difficult (ranging from DC 12 to 16), the major risk to the characters is loss of *time*. While they'll be able to continually repeat the events leading up to each festival, the world—and its evils—will continue on without them.

The curse will end only when the festival's quality rises to Caelith's impossible standards...or when the archfey's laughter is forcibly silenced.



ENDING THE ADVENTURE

When the curse is ended—either by performing a successful festival, slaying Caelith, or some other means—read or paraphrase the following:

The silver haze that cloaks Lunelure begins to thin. The fires turn golden; the air grows warm. The spectral villagers blink in confusion as color returns to their faces and the weight of years seems to lift. One by one, Lunelure breathes again.

Across the village, the Veylin cry out. Their masks crack and fall away, revealing the faces of children: bewildered, alive, and unmarked by time.

The sky brightens. The cliffs above shimmer as the Moonlit Keep fractures, its stones dissolving into drifting motes of light. When the sun crests the horizon, Lunelure stands whole upon the river terrace, restored to the world it left behind.

Rewards. The motes of light that were once Moonlit Keep coalesce into a MAGIC ITEM.

PERFORMING THE FESTIVAL

As evening falls on the night of the full moon, every offering must be in place, every mask donned, every performer at their mark. When the river is fully awash in moonlight, the festival begins.

The festival occurs in three stages. Characters will have an opportunity during each stage to aid the villagers in their performance.

EARLY NIGHT: PROCESSION

At moonrise, the villagers light their lanterns and form a parade from the village gate to the riverside shrine. They sing and scatter petals, watched silently by the Veylin. The procession lead carries Caelith's effigy.

Procession Obstacles. During this phase, introduce two obstacles to the characters from the Procession Obstacles table. If at least half of the characters succeed in their contribution, the obstacle is overcome successfully. Overcoming an obstacle adds 1 to the characters' resolution score (see "Festival Resolution" on page 5).

PROCESSION OBSTACLES

d4 Obstacle

As the parade crosses the river bridge, a **Veylin** (see the appendix) plays a prank, causing all sound to vanish: the drums, the chants, even footfalls. The villagers lose the beat, breaking formation.

- 1 The characters can contribute by restoring rhythm for the villagers with a successful DC 14 Charisma (Performance) check, by scaring off the Veylin with a successful DC 14 Charisma (Intimidation) check, or through another creative approach (GM's discretion).

Caelith's effigy suddenly becomes Huge, causing its weight to multiply and the procession to falter. The characters can contribute by helping carry the effigy with a group DC 14 Strength check. If more than half of the characters fail, the effigy collapses, knocking them prone and dealing 7 (2d6) bludgeoning damage.

- 2 A **Veylin** animates a handful of nearby paper charms (one for each character) and causes them to menace the procession. The paper charms must not be destroyed but can be contained by scaring them away with a successful DC 14 Charisma (Intimidation) check, catching and securing them with twine (or a similar material) with a successful DC 14 Dexterity check, or magically disrupting the animation (such as by a *dispel magic* spell).

- 3 A group of mischievous **moon mephits** (one for each character; see the appendix) unfold themselves from the light on the river and begin harassing the procession. A moon mephit leaves if it's given an offering worth at least 25 gp, if it's scared away with a successful DC 14 Charisma (Intimidation) check, or if it's hit by an attack.

MIDNIGHT: DANCE

The heart of the ritual: music, masked dances, and mock duels reenact the village's ancient vow. Caelith's attention fixes on the square, unseen but palpable.

Dance Obstacles. During this phase, introduce two obstacles to the characters from the Dance Obstacles table. If at least half of the characters succeed in their contribution, the obstacle is overcome successfully. Overcoming an obstacle adds 1 to the characters' resolution score (see "Festival Resolution" on page 5).

DANCE OBSTACLES

d4 Obstacle

- 1 A **Veylin** causes half of the villagers to float, throwing the dance into chaos. The characters can contribute by leading the floating villagers in dance with a successful DC 14 Charisma (Performance) check, scaring off the Veylin with a successful DC 14 Charisma (Intimidation) check, or through another creative approach (GM's discretion).

The dueling villagers (one for each character; treat them as **bandits**) are compelled by a **Veylin's** influence to fight the characters to the death.

- 2 The characters can contribute by restraining the duelists (such as with manacles or rope) with a successful DC 14 Strength (Athletics) or Dexterity (Sleight of Hand) check until the magic wears off after 10 minutes, knocking them unconscious (such as with nonlethal damage), or magically disrupting the Veylin's influence (such as by a *dispel magic* spell).

- 3 A gust of unseen wind extinguishes the dancers' magical lanterns, plunging the square into shadow. The characters can contribute by relighting the lanterns with a successful DC 14 Intelligence (Arcana) check, calming the villagers and restoring order with a successful DC 14 Charisma (Persuasion) check, or conjuring new light using magic or quick thinking (GM's discretion).

- 4 Various foodstuffs—sausage links, sweet breads, noodles, boiled eggs, and more—animate and begin flinging themselves at the villagers. The characters can contribute by eating the animated food with a successful DC 14 Constitution check, swatting them away with a successful DC 14 Dexterity (Acrobatics) check, or magically disrupting the animation (such as by a *dispel magic* spell).

PRE-DAWN: JUDGMENT

As dawn nears, Caelith manifests upon the balcony of his castle. He watches in silence before delivering his verdict at sunrise.

Final Plea. Before sunrise, the villagers of Lunelure openly plead with Caelith to release them from their liminal state. The characters can contribute to their pleading by making a group DC 16 Charisma (Persuasion) check. If at least half of the characters succeed, add 1 to the characters' resolution score (see below).

Festival Resolution. The success of the festival is tracked during play by a score, which starts at 0. Each obstacle overcome by the characters during the festival adds 1 to their cumulative score; significant failures or disruptions subtract 1. The characters' final plea and activities performed by them in the preceding lunar cycle can add more points to the score (see "Areas of Lunelure").

During Caelith's judgment, refer to the Festival Resolution Score table below to see how Lunelure performed.

FESTIVAL RESOLUTION SCORE

Score	Result
0–3	Abject failure
4–6	Partial success; Caelith is amused, but not convinced
7+	Success (see "Ending the Adventure" on page 4)

Unless something unexpected happens, it isn't possible for the characters to succeed in ending the curse on the first festival they participate in.

ENTERING LUNELURE

Locating Lunelure. Lunelure lies hidden in a fold of the Feywild, revealed only under the light of the full moon. At first, the settlement seems welcoming: lanterns glow in tidy rows, masked figures beckon toward overflowing food stalls, and the streets are filled with revelers. However, mortal visitors who cross the threshold find themselves unable to leave—they are pulled into the same liminal dimension as Lunelure's spectral residents, trapped until Caelith's curse ends.

Lunelure's historical location corresponds to its full-moon appearance. Any character that succeeds on a DC 16 Intelligence (History) check knows its location, as well as rumors related to its spectral nature.

Reasons to Visit. Characters might stumble into Lunelure by accident, following music and lights along a forest path. Others might arrive on purpose, drawn by rumors of a vanished village, tales of a full-moon festival, or reports of missing travelers. A local noble could hire them to investigate why their kin never returned from a hunt, or a scholar might seek the archfey's patronage in exchange for knowledge. Whatever the reason, once inside the village, they are unable to leave.

CREATURES OF INTEREST

THE VEYLIN

The Veylin are Caelith's masked attendants, born from the stolen souls of Lunelure's firstborn children. When the villagers refused their archfey patron's demand, Caelith claimed the children anyway, binding them in masks of lacquered silver. Their bodies are long since gone, but their spirits remain in a twisted parody of childhood: forever small, forever obedient, and forever rehearsing the festival that cursed them.



Each Veylin wears a mask that cannot be removed. Some masks are painted in bright, festive colors; others are cracked, expressionless, or streaked with tears. Their voices are faint and songlike, often echoing Caelith's words in broken chorus. In the village, they drift among the spectral revelers, correcting errors in the endless pantomime. In the castle, they bear lanterns and props, waiting on Caelith with eerie devotion.

Despite their appearance, the Veylin are not entirely harmless. You can find the statistics of the **Veylin** in the appendix.

CAELITH, THE MOONLIGHT JESTER

Caelith (also called “Moonlight Jester”) is an archfey of cruel whimsy, once a minor spirit of revelry who ascended to near-godhood after tricking his superior into giving up their power. His material form is tall and androgynous, his skin pale as moonlight. He conceals his face with a silver mask, upon which shadows shift into shapes to match his mercurial moods. When he speaks, his voice is honey-sweet, a lure with which to ensnare.

Caelith's nature is performative. He demands of his subjects novelty, sincerity, and perfection. His curse binds both him and his victims to an endless cycle: the villagers to their dance and himself to a play that can never truly satisfy.

You can find **Caelith's** statistics in the appendix.

- **Ideal: Amusement.** Caelith loathes boredom and will do anything at all (even acts of cruelty) to stave it off.
- **Bond: Lunelure.** Caelith has bound himself to Lunelure until the villagers succeed in entertaining him... or until he gets bored enough to dispose of them.
- **Flaw: Complacent.** Caelith is incapable of imagining himself the victim; this complacency makes him vulnerable to capable adventurers.
- **Goal: A Sincere Performance.** Caelith wishes to see something so moving, so original, that he will have no choice but to release Lunelure from its curse.

MAREN, THE FESTIVAL KEEPER

Maren (NG human) has served as Lunelure's Festival Keeper for over a century, since Caelith first struck his bargain with the village. It was Maren who oversaw the rites, choreographed the dances, and lit the first lanterns. Though she appears a brittle old woman, her booming voice and command of magic leave no doubt as to who is in charge.

Within the village, Maren maintains a fragile order. She directs the masked revelers, mediates quarrels, and ensures that each full-moon festival begins precisely as it should. To outsiders, she may seem brusque or unsettling. Maren views mortal visitors with suspicion at first—fearing they are tricks of the archfey meant to test her devotion—but once convinced of their sincerity, she will encourage them to participate in festival activities.

Maren uses the statistics of a **priest**.

- **Ideal: Punctuality.** Maren believes that being punctual is crucial to Lunelure's success; the festival must begin on time, every time. And besides, it's only polite.
- **Bond: The Veylin.** Maren believes herself responsible for the wellbeing of the Veylin, and will not allow any (permanent) harm to come to them.
- **Flaw: Rigid.** The hard-nosed qualities that make Maren perfect to conduct the festival also make her difficult to work with.
- **Goal: End the Curse.** Maren wants what Caelith wants: a perfect performance. Only then will Lunelure (and the Veylin) be freed.

LUNELURE INHABITANTS

To generate an inhabitant of Lunelure, use the following tables to come up with their name, quirk, and occupation/role. For the name, you can either roll once and read across, or roll for each column and combine the results.

LUNELURE NAMES

d8	Name Fragment	Name Fragment
1	El-	-ren
2	Thal-	-wen
3	Caer-	-ric
4	Mir-	-ith
5	Aer-	-ara
6	Lor-	-za
7	Fen-	-hera
8	Syl-	-in

QUIRKS

d8	Quirk
1	Always Performing. The inhabitant speaks as if narrating a play, bowing after every third sentence.
2	Afraid of the Dark. The inhabitant keeps a lit paper lantern nearby at all times.
3	Slightly Paranoid. The inhabitant refuses to look directly at the moon; they believe Caelith watches from its surface.
4	Pet Owner. The inhabitant is always stealing scraps of food to feed their pet.
5	Makeup Expert. The inhabitant paints their face differently each morning.
6	Compulsive Collector. The inhabitant is always trying to trade baubles for other baubles.
7	Doddering. The inhabitant is an elder who enjoys spending time by the river.
8	Grieving Parent. The inhabitant has lost track of which Veylin is their child.

ROLES/OCCUPATIONS

d8	Role/Occupation
1	Lantern tender
2	Mask carver
3	Musician
4	Dancer
5	Caelith's court attendant
6	Innkeeper's assistant
7	Cook
8	Trapped traveler

AREAS OF LUNELURE

THE RIVER TERRACE

The River Terrace forms the heart of Lunelure's festival. It is an earthen platform that slopes toward the river's edge, lined with carved steps for seating and ritual use. By day, the surface gleams like wet slate. By night, it mirrors the moonlight, turning silver-white. This is where the villagers launch their lanterns: small, folded vessels meant to carry hopes, pledges, and fealty downstream to Caelith's domain.

During the festival, the air hums with murmured prayers and the rustle of paper. The villagers kneel at long tables, folding intricate shapes from pale, waxed paper—boats, cranes, flowers, animals, whatever shape the individual feels best emblemizes their written message. The lanterns' glow can be seen in the mist that clings to Caelith's castle, like a gentle flame.

Surface Detail. Paper lanterns float in the shallows, their candlelight dimmed by mist. The river smells faintly of ozone. Children's laughter drifts from nowhere, echoing off the stone embankment. Silver fish glide in large shimmering schools. A folded paper crane bobs against the current.

ACTIVITY: MAGICAL ORIGAMI

The characters may assist the villagers in preparing the paper vessels. Each lantern must be folded with precision and infused with intent. The craft itself forms a minor act of magic.

Participating requires a group DC 12 Dexterity (Sleight of Hand) or Intelligence (Arcana) check (each participating character chooses which check to make). A character proficient with calligrapher's supplies or who possesses a spellcasting focus for their spells has advantage on the check.

If at least half the characters succeed, they create folded lanterns inscribed with messages of their choice containing no more than 10 words, and the party adds 1 to their next resolution score (see "Festival Resolution" on page 5). This bonus can be earned only once per lunar cycle.

If more than half of the characters fail, roll on the Magical Origami Mishaps table below.

MAGICAL ORIGAMI MISHAPS

d4 Mishap

One character's lantern unfolds and sinks. That character must succeed on a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check to retrieve it. On a failure, they are pulled waist-deep into the river, taking 7 (2d6) cold damage and suffering one level of exhaustion before being rescued.

- 1 The ink on several lanterns begins to run, staining the paper red. The ruined lanterns no longer count toward the festival's offering, reducing the characters' next resolution score by 1. A character
- 2 can salvage the lanterns with a successful DC 12 Intelligence (Arcana) check. On a failure, they instead take 7 (2d6) psychic damage and are magically unconscious for the next hour.

- 3 Several paper cranes animate and flutter to life, pecking at the folded lanterns before diving into the river. Unless driven off with a successful DC 12 Charisma (Intimidation) check or magically disabled (such as by a *dispel magic* spell), the cranes destroy half of the completed offerings, reducing the characters' next resolution score by 1.

- 4 One lantern refuses to be lit by nonmagical means, its paper slick with dew. If forced to light with magical fire, it flares too brightly and explodes into a shower of sparks. Each participating character must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

THE REHEARSAL SQUARE

At the center of Lunelure lies a broad stone plaza, its surface inlaid with swirling lines of silver. These markings trace the ancient choreography of the festival dance, guiding the performers in their attempt to honor Caelith and appease his wrath.

During the days before the full moon, the square fills with masked villagers practicing intricate steps to the steady thrum of drums. The air shimmers faintly, as though the dance itself stirs the boundary between the Feywild and the Material Plane. All the while, the Veylin watch silently from the rooftops, mimicking the dancers with childlike movements.

Surface Detail. Drums thud in even rhythm. Ghostly dancers practice steps in near-perfect synchronicity. Masks hang from the eaves, watching. The air smells of sweat, incense, and old wood. A gust of wind scatters colored ribbons across the square.

ACTIVITY: LEARNING THE DANCE

The characters may join the rehearsals to aid the villagers in perfecting the dance or contribute new steps of their own.

Participating requires a group DC 12 Dexterity (Acrobatics) or Charisma (Performance) check (each participating character chooses which check to make). A character proficient with cobbler's tools or a musical instrument has advantage on the check.

If at least half the characters succeed, their creative efforts improve the dance's quality: the party adds 1 to their next resolution score (see "Festival Resolution" on page 5). This bonus can be earned only once per lunar cycle.

If more than half of the characters fail, roll on the Veylin Pranks table below.

VEYLIN PRANKS

d4 Prank

- 1 The dancers' shadows magically detach and begin moving on their own, mocking and demoralizing the participants. The characters take a -1 penalty to all ability checks until they finish a long rest, whereupon their shadows reattach themselves.

- 2 A **Veylin** (see the appendix) swaps two characters' feet with a snap of its fingers. Both affected characters must succeed on a DC 12 Dexterity saving throw or fall prone, disrupting the formation.
- 3 The villagers' confidence is lowered, reducing the characters' next resolution score by 1. The characters' feet return to normal when they finish their next long rest.

- 4 1d4 **Veylin** mimic the drummers' rhythm with an offbeat counter-tempo. The characters must attempt to correct their steps with a DC 12 Charisma (Performance) check. On a failure, the rehearsal ends in chaos as the villagers lose confidence, reducing the characters' next resolution score by 1.

- 4 A localized shower of glittering moonlight drenches the square: **moon mephits** (one for each character; see the appendix) unfold themselves from the rain and attack.

MASKMAKER'S ROW

A narrow street lined with wooden workshops, Maskmaker's Row smells of lacquer, cedar shavings, and faint incense. Here, Lunelure's artisans carve the masks worn during the festival. Each mask is meant to invite a spirit—but whether it be a spirit of revelry or mischief is determined by the maskmaker's skill.

Before the festival begins, every inhabitant of Lunelure must have a mask to wear, and Caelith forbids them to be reused. Each mask is carved from pale wood and painted with pigments mixed from powdered dyes and melted wax. The finished masks are hung at the edge of the riverbank as invitations to the spirits of the Feywild. More often than not, a villager does not know what kind of spirit has taken residence until they don it for the first time. Once the festival is finished, the masks are destroyed, releasing the fey spirits, and the cycle repeats.

Surface Detail. The scent of lacquer and cedar fills the narrow street. Painted masks grin from open windows, their features still wet. The cobblestone is covered in a fine layer of sawdust. Somewhere, a knife carves without hands. A mask on a workbench sighs as its mouth is painted shut. Lanternlight ripples across the masks' faces—some shudder expectantly.

ACTIVITY: MASK CRAFTING

The characters may aid the maskmakers in carving, painting, or enchanting the festival masks.

MASK MALFUNCTIONS

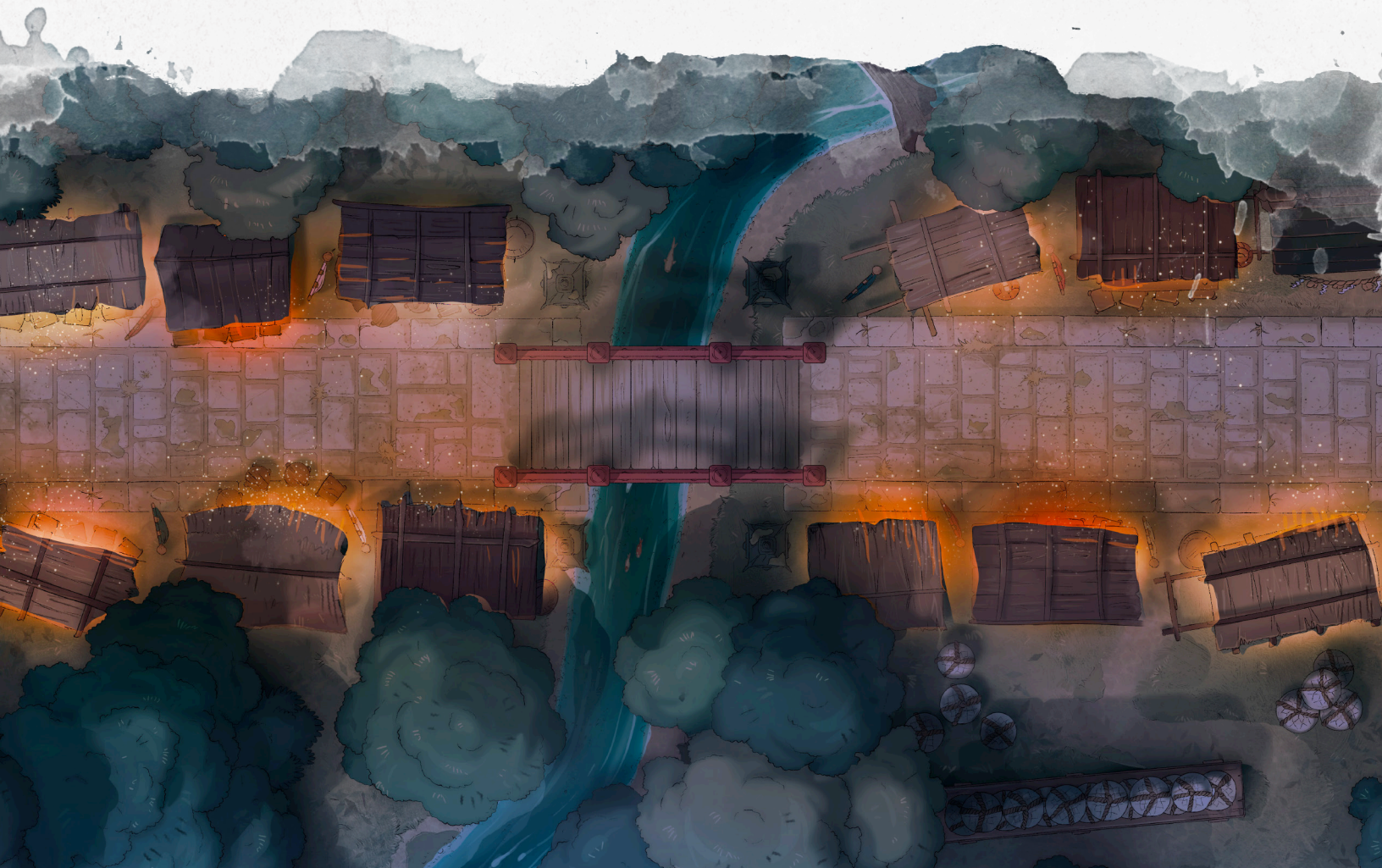
d4 Malfunction

- 1 As the paint dries, the masks begin to giggle uncontrollably, unsettling the villagers. Each participant has disadvantage on Charisma saving throws until they finish a long rest. Additionally, **moon mephits** (one for each character; see the appendix) unfold themselves from behind the masks and attack.
- 2 The wood cracks along the mouth of a mask, forming a gruesome rictus and exposing jagged splinters. The cursed mask shrieks before shattering, spraying sharp fragments: each participating character must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) piercing damage. Additionally, the shards damage other masks, reducing the characters' next resolution score by 1.
- 3 A mask fuses to a villager's face and begins to speak in an unfamiliar voice. A character must succeed on a DC 12 Strength (Athletics) check or use magic (such as a *dispel magic* spell) to remove it. If they are unable to remove the mask, the afflicted villager flees into the night and is never heard from again, disturbing the rest of the village and reducing the characters' next resolution score by 1.
- 4 1d4 masks rise into the air, their hollow eyes filled with blue fire, and scatter themselves throughout Lunelure. Secretly determine their locations. Whenever the characters visit an area containing a mask, they discover it and must either secure it with a DC 12 Dexterity (Sleight of Hand) check or magically disenchant it (such as by a *dispel magic* spell). Each character may only attempt once per mask. If any mask remains unsecured when the next festival begins, reduce the characters' next resolution score by 1.

Participating requires a group DC 12 Dexterity (Sleight of Hand) or Intelligence (Arcana) check (each participating character chooses which check to make). A character proficient with painter's supplies or woodcarver's tools has advantage on the check.

If at least half the characters succeed, the completed masks resonate with protective spirits, steadying the villagers' courage: the party adds 1 to their next resolution score (see "Festival Resolution" on page 5). This bonus can be earned only once per lunar cycle.

If more than half of the characters fail, roll on the Mask Malfunction table below.





THE OFFERING PAVILION

Built along the river's edge, the Offering Pavilion is a wide, open-air structure of polished cedar, its floor scattered with empty bowls and lacquered trays. Each day, Caelith's unseen court—his courtiers, tricksters, and the restless Veylin—gather here for their meal.

When the food is set upon the long tables, the air fills with the presence of the fey. Sometimes the diners take form as figures of shimmering silver light, their mouths opening wider than nature would allow. They gorge upon the offerings, ignoring the utensils meticulously set before them. The villagers pretend not to notice when scraps spill to the floor or when the Veylin crawl beneath the tables to feast on the remnants.

Should the daily meal ever be late or incomplete, the unseen guests make their displeasure known: bowls crack, spoons vanish, and the next day's ingredients rot before dawn.

Surface Detail. Bowls clatter to the floor, though no one touches them. The air hums with unseen voices and children's laughter. Half-eaten fruit darkens to ash, then ripens again. A spilled cup wheels upright in midair and stops. The scent of rice wine and smoke mingles with something sweetly rotten. The shadows beneath the tables stir.

ACTIVITY: FEEDING THE COURT

The characters may assist the villagers in preparing or serving meals for Caelith's court.

Participating requires a group DC 12 Dexterity (Sleight of Hand) or Wisdom (Survival) check (each participating character chooses which check to make). A character proficient with brewer's supplies or cook's utensils has advantage on the check.

If at least half the characters succeed, the guests are pleased, and they give Lunelure their blessing. The party adds 1 to their next resolution score (see "Festival Resolution" on page 5). This bonus can be earned only once per lunar cycle.

If more than half of the characters fail, roll on the Meal Mischief table below.

MEAL MISCHIEF

d4 Meal Mischief

- 1 A gluttonous fey voice demands more. Dishes levitate and slam into the table as food disappears faster than it can be served. Unless fed fast enough with a successful DC 12 Dexterity (Sleight of Hand) check or appeased with a successful DC 12 Charisma (Persuasion) check, Caelith's court curses the festival, reducing the characters' next resolution score by 1.
- 2 Midway through the meal, the food sours in the mouths of the guests. Each participant must succeed on a DC 12 Constitution saving throw or retch from the stench, becoming poisoned for the next hour.
- 3 The Veylin swarm the tables, snatching morsels and fighting among themselves. Each participant must succeed on a DC 12 Strength (Athletics) or Charisma (Persuasion) check to intervene. On a failure, the chaos spoils the meal, and Caelith's court curses the festival, reducing the characters' next resolution score by 1.
- 4 Dozens of disembodied hands materialize and begin hurling dishes across the pavilion in a frenzy. Each participant must make a DC 12 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

OFFERINGS MENU

To help you and the players visualize the food offered within the pavilion, a brief menu is included below, inspired by actual cuisine.

Meal	Description
Grilled River Fish	Fish caught from the nearby shallows, skewered, encrusted with salt, and roasted over charcoal. Served whole on a wooden tray.
Bean Soup with Clams	A simple broth made with beans and freshwater clams. Steam rises in delicate spirals, carrying the scent of the river and onions.
Rice Ball with Pickled Plum	Balls of rice wrapped in crisp seaweed, each filled with a single pickled plum at its center. The villagers press them into perfect triangles, leaving faint fingerprints in the rice.
Simmered Radish and Potatoes	Chunks of radish and potatoes simmered slowly in soy and rice oil until the broth turns golden-brown. Served warm.
Breaded Seasonal Vegetables	Thin slices of sweet potato, root vegetables, and mint leaves fried until pale and crisp. Placed in lacquered bowls lined with folded paper.
Sweet Bean Cakes	Soft rice cakes dusted with starch and filled with sweet bean paste. Always arranged in different patterns, to keep the spirits curious.

THE SILVER LANTERN HOUSE

The Silver Lantern House is a three-story inn of white timber and papered-over walls lit by soft, perpetual lamp-light. Spotless goldenrod mats cover the floors. Though originally built for mortal travelers, the inn now hosts both living guests and fey courtiers of Caelith's retinue.

At dusk, villagers air out the rooms, lay fresh mats, and light the silver lanterns that give the house its name. By nightfall, the upper floors come alive with raucous fey revelry. Mortals are required to stay in the lower rooms (for their own protection, if nothing else).

The staff of the Silver Lantern House, led by Maren, work tirelessly to maintain the impossible standards of fey hospitality. Those who serve here learn quickly that to refuse a guest—whether seen or unseen—is to invite misfortune.

Surface Detail. The floorboards shine like still water. Footsteps echo from the rooms above, followed by polite laughter. Doors open on their own and close again just as gently. Lanternlight flickers gold, then silver, then blue. Tea kettles whistle.

ACTIVITY: RUNNING THE HOUSE

The characters may assist the villagers in managing the Silver Lantern House. Tasks include preparing rooms, resolving guest disputes, navigating fey etiquette, drawing hot baths, and other activities (GM's discretion).

Participating requires a group DC 12 Wisdom (Insight) or Charisma (Persuasion) check (each participating character chooses which check to make). A character with a background in diplomacy or hospitality has advantage on the check.

If at least half the characters succeed, the evening passes without incident. Guests—mortal and otherwise—depart satisfied. The party adds 1 to their next resolution score (see "Festival Resolution" on page 5). This bonus can be earned only once per lunar cycle.

If more than half of the characters fail, roll on the Guest Complaints table below.

GUEST COMPLAINTS

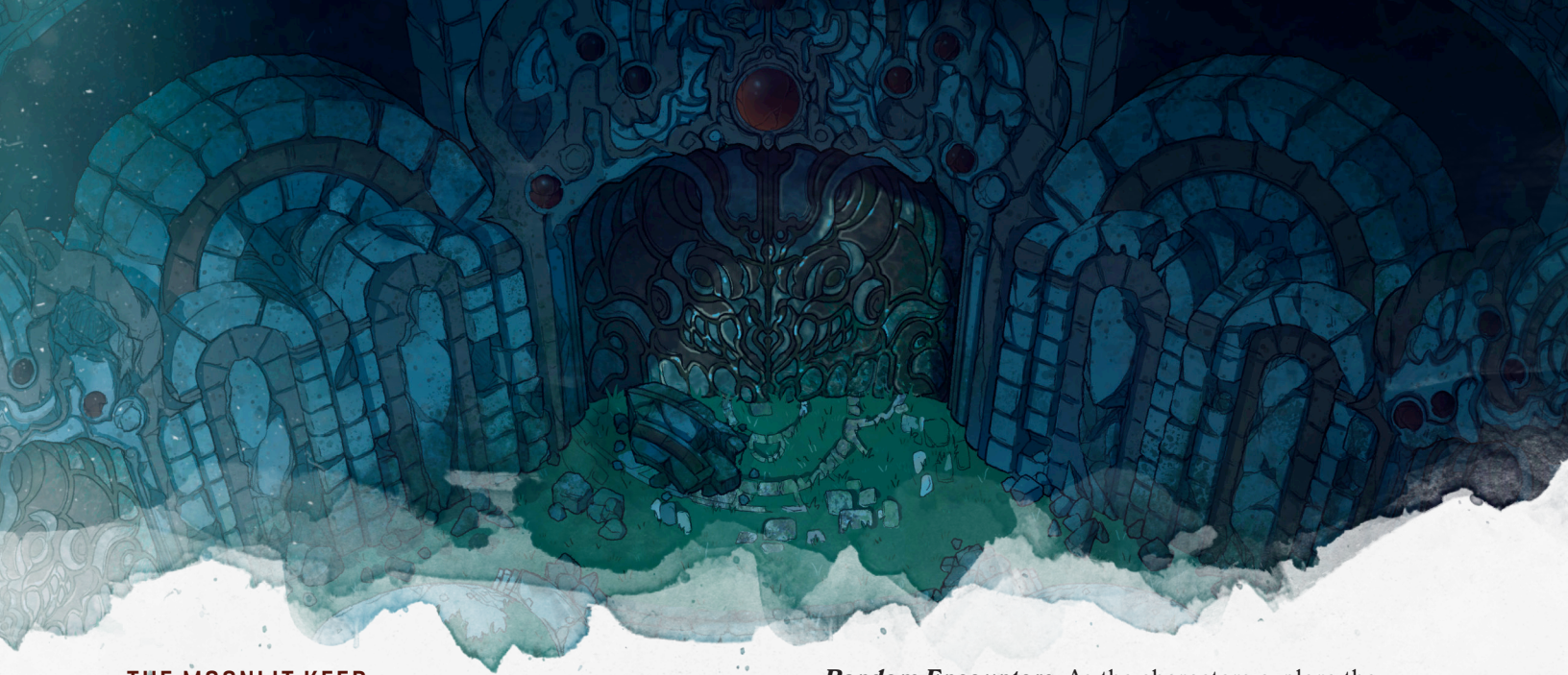
d4 Complaint

1 The sheets of a bed have been animated and twisted into serpentine shapes, hissing at anyone who approaches. Each participant that attempts to intervene must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) slashing damage and be grappled by the sheets (escape DC 12); all participants succeed if a character uses magic to disrupt the animation (such as a *dispel magic* spell).

2 Two guests—one mortal, one fey—claim the same room. The dispute escalates until the door itself begins screaming. A character must succeed on a DC 12 Wisdom (Insight) or Charisma (Persuasion) check to calm both parties. On a failure, Caelith's court curses the festival, reducing the characters' next resolution score by 1.

3 A party of spectral guests demand tea, which they insist is never poured quite right. Each time the pot empties, it refills with hotter water, ultimately shattering. Each participant must make a DC 12 Constitution saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

4 A guest's bath begins overflowing on the upper floor, flooding the inn with scalding, filthy water. Each participant must make a group DC 12 Strength saving throw to fight against the rushing water and turn off the bath. If more than half of the characters fail, the Silver Lantern House is damaged, lowering the morale of the villagers and displeasing Caelith's court, reducing the characters' next resolution score by 1.



THE MOONLIT KEEP

Caelith's stronghold, the Moonlit Keep, dominates the cliffs above Lunelure. It is carved from black stone and inlaid with silver that catches the moonlight, giving it its name.

The fortress is small but imposing. A lone tower on the western edge overlooks the battlements and the road to Lunelure, while the keep itself buttresses the southern wall.

Within, the keep is austere and forbidding. Halls echo with the faint steps of the Veylin and the low chant of animated sentinels. This is no place of revelry or whimsy: it is a citadel of cruel intention, where Caelith withdraws to measure his subjects' failures and plot their punishment.

Accessing the Castle. The characters can gain access to the castle through any of the following means:

- Climbing the walls with a successful DC 12 Strength (Athletics) check, or DC 16 if you don't have a climbing speed and are climbing without proper equipment (such as rope or a climber's kit)
- Lifting the portcullis gate with a successful group DC 16 Strength (Athletics) check
- During the full-moon festival, the Gatekeeper (**ghost**) materializes atop the gatehouse; it can be convinced that the characters have been invited with a successful DC 16 Charisma (Persuasion) check

DEFENSES

Resting. Patrols of **animated armor** and **blink dogs** prevent the characters from taking long rests here.

THE COURTYARD

When the characters enter the courtyard, read or paraphrase the following:

The air inside the courtyard is ice cold. Moonlight drips through broken arches, pooling in slick patches on the cobblestones. Statues line the walls: figures of stone, their faces smoothed away by time or magic. The scent of old incense hangs heavy. Somewhere deeper in the keep, a bell tolls once, tinny and impossibly distant.

Random Encounters. As the characters explore the courtyard, they may encounter resistance or oddities. It is recommended that the characters have at least one encounter while exploring the courtyard.

THE COURTYARD – RANDOM ENCOUNTERS

d4 Encounter

A statue kneels among the weeds, pruning spectral flowers with invisible shears (treat it as a Medium construct with AC 16, 25 hit points, and no effective attacks).

If addressed politely, it answers up to three questions truthfully; after answering the first question, the golem warns that "truth is anathema to the fey," and that it'll likely fall apart if the characters keep asking questions.

After the third question (or when it's reduced to 0 hit points), the statue dies, releasing a burst of magical energy. Each creature within 60 feet of it must make a DC 12 Constitution saving throw, taking 4d6 force damage on a failed save, or half as much damage on a successful one.

Two **animated armors** forged of black steel and silver filigree patrol the courtyard in silence. Their helmets turn to follow any movement; they attack immediately if they sense the characters.

The characters can avoid the armors by succeeding on a group DC 14 Dexterity (Stealth) check.

A **Veylin** (see the appendix) draped in torn silks lies motionless beside the central fountain.

When disturbed, it rises and attacks, shrieking in delight. If reduced to half of its hit points or fewer, it summons 2 **moon mephits** (see the appendix) and vanishes.

Pale vines creep across the garden ahead, pulsing faintly with light; fireflies buzz about the flowers.

Disturbing the garden awakens a **shambling mound** suffused with fey energy: creatures engulfed by it take an extra 1d4 cold damage at the start of each of the mound's turns.

THE TOWER

When the characters enter the tower, read or paraphrase the following:

The tower's stairwell spirals upward into thin dusk-light, the stone slick with condensation. Narrow arrow slits admit shafts of moonlight that tremble across the walls like water. Every few steps, you pass another door—some sealed, some ajar—each exhaling the scent of old dust. Far above, something metallic scrapes against stone, followed by the sound of distant laughter.

Random Encounters. As the characters explore the tower, they may encounter resistance or oddities. It is recommended that the characters have at least one encounter while exploring the tower.

THE TOWER – RANDOM ENCOUNTERS

d4 Encounter

1 The Silver Bell Puzzle (see below)

Two **animated armors**, wreathed in pale fire, drift down the stairwell. When destroyed, they turn to silver ash.

1d4 candles lining the wall flare simultaneously and animate (treat them as **flying swords**, except their attack deals fire damage).

A **Veylin** unfurls itself from a shadow on the ceiling and attacks, shrieking gleefully. If reduced to half of its hit points or fewer, it summons 2 **moon mephits** and vanishes.

THE SILVER BELL PUZZLE

When the characters begin this encounter, read or paraphrase the following:

A door opens into a chamber cleft by an impossibly wide chasm. A series of disjointed stone blocks hang suspended in open air, shifting and turning as a violent wind howls through the void. At the near edge of the other side stands a silver bell bound in chains, its surface etched with lunar sigils.

Crossing the Chasm. The chasm is 120 feet wide, and anything that falls into it reappears on the ledge after a few seconds. There are 24 Medium stone blocks scattered throughout the chasm by the turbulent wind. When the silver bell is struck, the wind shifts, causing the blocks to briefly move closer together and form a bridge before drifting apart once again. Thus, solving the puzzle requires the following:

- **Striking the Bell.** A melee attack made against the bell automatically hits it. Hitting the bell with a ranged attack, however, requires an attack roll of 17 or higher; the wind imposes disadvantage on this roll if the attack is nonmagical. Once struck, the stones realign into a bridge for 1 round, which spans the entire chasm.
- **Moving Across the Bridge.** A creature that starts its turn on one of the blocks or attempts to move across the realigned bridge for the first time on a turn must succeed on a DC 13 Dexterity (Acrobatics) check or fall into the darkness below. The creature takes 7 (2d6) force damage and is magically deposited back onto the ledge at the start of its next turn.
- **Other Methods.** Clever players may think of ways to aid in their attempts to cross the chasm. The *fly*, *jump*, and *longstrider* spells are likely candidates that may be utilized. Regardless of their methods, all but the most exceptional circumstances should still require an ability check or saving throw, perhaps with advantage for especially creative thinking—for example, a Dexterity (Acrobatics) check when landing on the bridge from a jump or a Strength saving throw when attempting to fly into the wind for the first time on a turn. The wind cannot be dispelled.

THE KEEP

When the characters enter the keep, read or paraphrase the following:

The air inside the keep is still and heavy, touched by the scent of wax and old incense. Moonlight seeps through grand stained glass triptychs, glinting off overturned furniture and shards of broken mirrors. Sound carries too far; every footfall, every breath seems to linger. Somewhere deeper within, a faint, melodious chorus of voices echoes and fades.

Exploration Rolls. Locating Caelith will require the characters to thoroughly explore the keep. This is represented in the abstract through a series of encounters.

The characters always begin with Encounter 1. Whenever the characters leave an encounter and move on, roll a d4 and add 1 to the result for every encounter the characters have already completed inside the keep (including repeat encounters), up to a maximum total of 8; then consult the table. Each combat encounter will only occur once (rerolling if a result is rolled again). All encounters have a 50 percent chance for 1d4 hostile **moon mephits** (see the appendix) to arrive.

THE KEEP – RANDOM ENCOUNTERS

d4 + X* Encounter

- 1 The characters find themselves in a thin hall lined floor-to-ceiling with tarnished silver mirrors; glimpses of frightening, ghoulish figures move to and fro. Each character must succeed on a DC 15 Wisdom saving throw or take 7 (2d6) psychic damage and have disadvantage on ability checks for 1 hour. Smashing a mirror releases a **ghoul**.
- 2 This lavish banquet hall is currently hosting members of Caelith's court (noncombatant fey) for a lovely feast. They assume the characters belong until proven otherwise, whereupon they raise an alarm, summoning 1d4 + 1 **animated armors**, and vanish. Partaking in the food confers the benefits of a *heroes' feast* spell, which last for 8 hours.
- 3 A circular balcony lined with waxen singers overlooks the main hall. Each character must make a DC 12 Dexterity (Stealth) check when they move through the area for the first time on a turn, and they do so with disadvantage due to the gallery's acoustics amplifying every noise. On a failure, the wax statues open their mouths and begin to scream in harmony, melting into 3 **gray oozes** that slither toward the intruders.
- 4 The Chess Board Puzzle (see below)
- 5 A sweeping staircase laced with silver wires stretches between two banisters; the air here hums with vibration. Crossing the stairs without touching a silver wire requires a successful DC 16 Dexterity (Acrobatics) check. On a failure, the threads snap taut on the character, causing them to be grappled (escape DC 16). Once a creature is bound, 2 **phase spiders** appear and attack.
- 6 The floor of a sunken music hall lies beneath 60 feet of black water, shattered instruments drifting in it like bones. A spectral harpist (**sea hag**) rises from the depths, playing a dark dirge: each creature that hears it must succeed on a DC 12 Wisdom saving throw or become charmed; a creature charmed in this way must spend its turns trying to swim to the bottom of the water. If they reach the bottom, they become grappled by skeletal hands (escape DC 16).
A charmed character can repeat the saving throw at the start of each of their turns, ending the effect on themselves on a success and becoming immune to the dirge until they finish a long rest.
A large gallery of black stone, lined with enormous paintings lit beneath permanent, silvery *dancing lights*. Each frame is draped in gold leaf, its subject caught mid-revelry: masked dancers, laughing nobles, musicians frozen mid-note. Their unblinking eyes follow every motion.
Shortly after the characters enter, one of the paintings ripples like water, and 3 living subjects step free (treat them as **shadows** with the ability to enter any painting and emerge from another one using 5 feet of movement). There may be up to 1d4 additional living subjects waiting to emerge from one of the paintings when the encounter begins (GM's discretion).
Destroying a painting causes a massive amount of paint to splash onto the floor, duplicating the effect of a *grease* spell beneath it and ejecting any living subjects inside it.
- 8 The mists part to reveal **Caelith** (see the appendix) seated upon his black throne balcony, silver mask gleaming. The village of Lunelure twinkles dimly in the land below. The final performance begins. If the characters successfully defeat him, refer to "Ending the Adventure" on page 4.

* X is equal to the number of encounters the characters have already experienced inside the keep.

THE CHESS BOARD PUZZLE

When the characters begin this encounter, read or paraphrase the following:

You enter into a ballroom of tattered banners and broken lanterns, its floor patterned like a chessboard of black and white marble. A dozen stone figures drift in slow circles, each frozen mid-step above a square. Their positions form a pattern that repeats every few moments before resetting. At the far end of the hall, a pair of silver doors stand locked, marked with the sigil of a crowned mask.

Solving the Chess Game. The stone figures enact a spectral chess puzzle that must be solved correctly to open the doors. When found, the chess pieces are already set up partway through a game. When you enter the ballroom, one of the pieces on your side begins to glow. A character can make a DC 16 Intelligence (Investigation) check to attempt to discern the best move for the piece. A character that is proficient with the dragonchess set makes this check with advantage.

On a success, the piece moves to the ideal space. On a failure, a random creature in the room is petrified for 10 minutes. After each success, a new piece begins to glow. After three successful moves, the opposing side is defeated, ending in checkmate. The door then opens, and any creatures in this way are returned to normal.

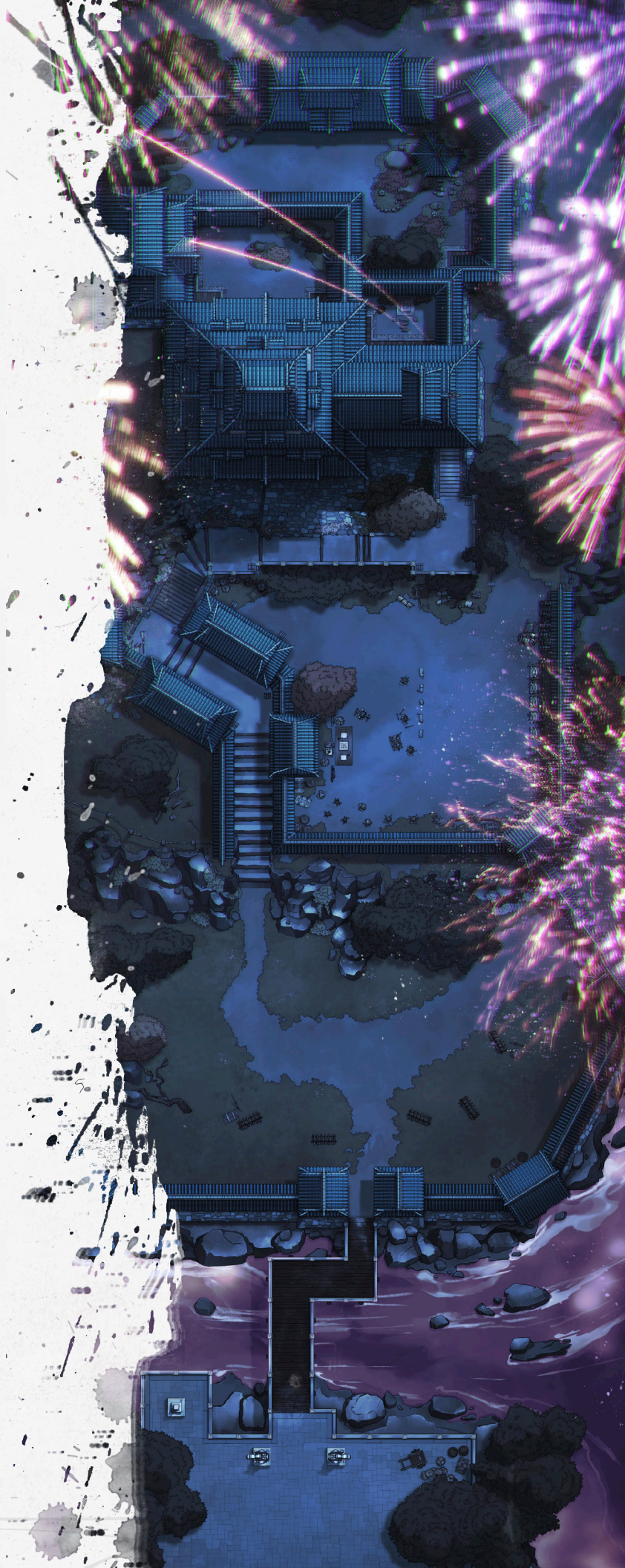
LUNELURE EVENTS

As the characters go about their day, a complication or development might help bring the setting to life. Whenever you deem it appropriate, roll on or choose from the table below to see what trouble finds the characters.

LUNELURE EVENTS

d10 Event

- 1 3 **will-o'-wisps** emerge from the river's drifting lanterns, drawn to warmth and sound.
- 2 4 **moon mephits** (see the appendix) unfold themselves and tumble from the sky, shrieking "Encore!" and pelting villagers with glittering dust. They attempt to flee once reduced to half of their hit points or fewer.
- 3 1d4 festival costumes inhabited by malevolent spirits (treat them as **animated armors**, except they have an AC of 14) begin turning over workbenches in Maskmaker's Row.
- 4 1d4 + 1 **blink dogs** (Caelith's hunting hounds) burst from the Moonlit Keep's lower gates and begin chasing a villager through the streets.
- 5 6 **skeletons** wearing cracked festival masks rise from the river and begin beating drums of skin and bone. Any creature that hears the drumming must succeed on a DC 12 Wisdom saving throw or be compelled to dance uncontrollably (as if by the *irresistible dance* spell). Creatures that can't be charmed are immune to this effect, as are creatures that succeed on the saving throw against it.
- 6 A swarm of razor-sharp folded paper cranes descends from the Moonlit Keep (treat it as a Huge **swarm of ravens**, except it has 60 hit points and its attack deals slashing damage). Any creature that starts its turn in the swarm's space must make a DC 12 Dexterity saving throw, taking 7 (2d6) slashing damage on a failed save, or half as much damage on a successful one).
The paper crane swarm will retreat, regain all lost hit points, and attack at dawn each day until destroyed.
- 7 A member of Caelith's Court (**ghost**) at the Offering Pavilion turns violent when their meal is delayed.
- 8 1d4 + 1 **Veylin** (see the appendix) block the way to the Silver Lantern House. None of the villagers are willing to harm the Veylin or touch them, fearing Caelith's retribution. They beg and plead on their knees for the Veylin to leave. The Veylin can be convinced to leave with a successful DC 16 Charisma (Persuasion) check. Otherwise, they flee once reduced to half of their hit points or fewer.
- 9 4 **shadows** spill from the base of a silver lantern and begin attacking villagers.
- 10 A **lunar whale** (see the appendix) appears in the sky as a shadow passing in front of the moon; 2d6 **moon mephits** harry it from all sides. The lunar whale makes a beeline for the Rehearsal Square, seeking aid.



SAMPLE TREASURE

Lunelure's treasure exists at an intersection between the fey, the moon, and festivities. As a result, it has a fairly large range of especially flavorful items you can pick from. Sample items include the *bangle of sun and moon*, *charlatan's wardrobe*, *Cymrith*, *dusk dagger*, *fable's end*, *faeflame torch*, *fey-touched armor*, *feywood ivy*, *foldable pet*, *luna moth cape*, *lunar compass*, *lunar rapier*, *moon-fallen bow*, *moonlighter's masquerade*, *Ravenheart's origami ravens*, *silver lily*, *stardust hat*, and *weapon of showmanship*.

APPENDIX: LUNELURE STAT BLOCKS

CAELITH

Caelith is the archfey lord of Lunelure, and a glutton for praise and performance. He has kept the people of Lunelure trapped in this night-filled prison for many years, and has no intention of making it easy for them to escape their due punishments.

CAELITH

Large fey, chaotic evil

Armor Class 17

Hit Points 210 (20d10 + 100)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	21 (+5)	17 (+3)	18 (+4)	25 (+7)

Saving Throws Dex +12, Wis +9, Cha +12

Skills Deception +17, Intimidation +12, Performance +17, Stealth +12

Damage Resistances psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses truesight 300 ft., passive Perception 14

Languages Common, Elvish, Sylvan, telepathy 1 mile

Challenge 16 (15,000 XP)

Enchantment Master. Until a creature succeeds on a saving throw against a spell or effect created by Caelith, it has disadvantage on all saving throws against his spells and effects.

Innate Spellcasting. Caelith's innate spellcasting ability is Charisma (save DC 20). Caelith can innately cast the following spells, requiring no material components:

At will: *faerie fire*, *hidesous laughter*, *moonbeam* (as a 3rd-level spell)

3/day each: *animate objects*, *bestow curse* (as a 5th-level spell), *counterspell*

1/day each: *conjure fey*, *mass suggestion*

Legendary Resistance (3/Day). When Caelith fails a saving throw, he can choose to succeed instead.

Magic Resistance. Caelith has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Caelith can use his Archfey Charm. He then makes two mind lash attacks.

Mind Lash. *Ranged Spell Attack:* +12 to hit, range 60 ft., one target. *Hit:* 17 (4d4 + 7) psychic damage. If the target is charmed by Caelith, it must immediately move 15 feet toward him, provided it doesn't have a speed of 0.

Archfey Charm (Recharge 5–6). One humanoid Caelith can see within 60 feet of him must succeed on a DC 20 Wisdom saving throw or be magically charmed. The charmed target regards Caelith as a trusted friend to be heeded and protected. Although the target isn't under Caelith's control, it takes Caelith's requests or actions in the most favorable way it can.

Each time Caelith or his allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Caelith dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to Caelith's Archfey Charm for the next 24 hours. Caelith can have no more than three humanoids charmed in this way at a time.

LEGENDARY ACTIONS

Caelith can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Caelith regains spent legendary actions at the start of his turn.

Teleport. Caelith teleports, along with anything he is wearing or carrying, up to 60 feet to an unoccupied space he can see.

Lash Attack. Caelith makes a mind lash attack.

Cast a Spell (Costs 2 Actions). Caelith casts one of his at will spells. Alternatively, he casts *irresistible dance* (save DC 20), targeting a creature he can see that is under the effect of his Archfey Charm; this version of the spell doesn't require concentration, but it ends early if the target succeeds on its saving throw against Caelith's Archfey Charm.

LUNAR WHALE

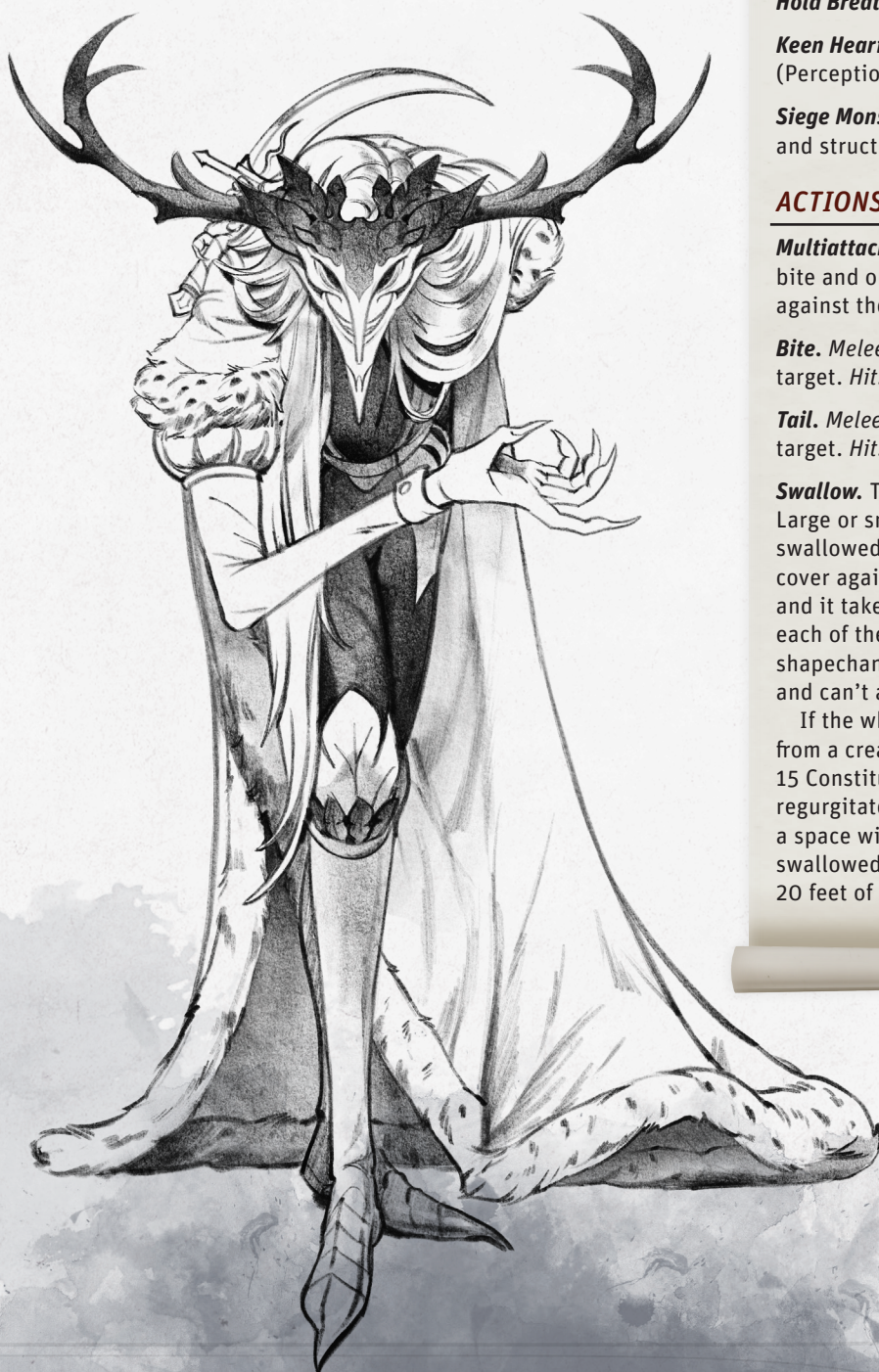
A floating beast of enormous proportions that sails the night sky of Lunelure's special demiplane. They're considered to be good omens...until threatened.

MOON MEPHIT

Elemental nuisances made of folded light and illusion. These tricksters harass and plague the people of Lunelure ensuring that they never escape their prison.

VEYLIN

The Veylin are the transformed, masked children of Lunelure, and work in tandem with the moon mephits to obstruct and disrupt the peoples'—their parents'—efforts to please Caelith.



LUNAR WHALE

Gargantuan beast, unaligned

Armor Class 13 (natural armor)

Hit Points 186 (12d20 + 60)

Speed 0 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (–1)	21 (+5)	5 (–3)	14 (+2)	8 (–1)

Damage Resistances radiant

Senses blindsight 300 ft., passive Perception 12

Languages —

Challenge 7 (2,900 XP)

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 90 minutes.

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Siege Monster. The whale deals double damage to objects and structures.

ACTIONS

Multiattack. The whale makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Swallow. The whale makes one bite attack against a Large or smaller target. If the attack hits, the target is swallowed. A swallowed target is blinded, it has total cover against attacks and other effects outside the whale, and it takes 10 (3d6) radiant damage at the start of each of the whale's turns. If the swallowed target is a shapeshifter, it also instantly reverts to its original form and can't assume a different form until it exits the whale.

If the whale takes 25 damage or more on a single turn from a creature inside it, the whale must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the whale. If the whale dies, a swallowed creature can escape from the corpse by using 20 feet of movement, exiting prone.

MOON MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	14 (+2)	11 (+0)	9 (−1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +4

Damage Resistances cold, radiant

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Sylvan

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lunar radiance. Each creature within 5 feet of the mephit must succeed on a DC 10 Constitution saving throw or take 5 (1d10) radiant damage.

Innate Spellcasting (1/Day). The mephit can innately cast *moonbeam* (spell save DC 11), requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Luminous Breath (Recharge 6). The mephit exhales beam of brilliant moonlight in a 30-foot line. Each creature in the area must succeed on a DC 10 Constitution saving throw or be blinded until the end of the mephit's next turn.

VEYLIN

Small fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft., climb 30 ft.

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

Skills Deception +4, Performance +4, Sleight of Hand +6, Stealth +6

Senses passive Perception 12

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Charmed. The Veylin is always charmed by Caelith and can't be charmed by any other creature.

Innate Spellcasting. The Veylin's innate spellcasting ability is Charisma (save DC 12). The Veylin can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*
2/day each: *bane*, *command*
1/day each: *enthrall*, *levitate*

Limited Telepathy. Using telepathy, the Veylin can magically communicate with Caelith (out to a range of 1 mile) or any other Veylin (out to a range of 120 feet).

Magic Resistance. The Veylin has advantage on saving throws against spells and other magical effects.

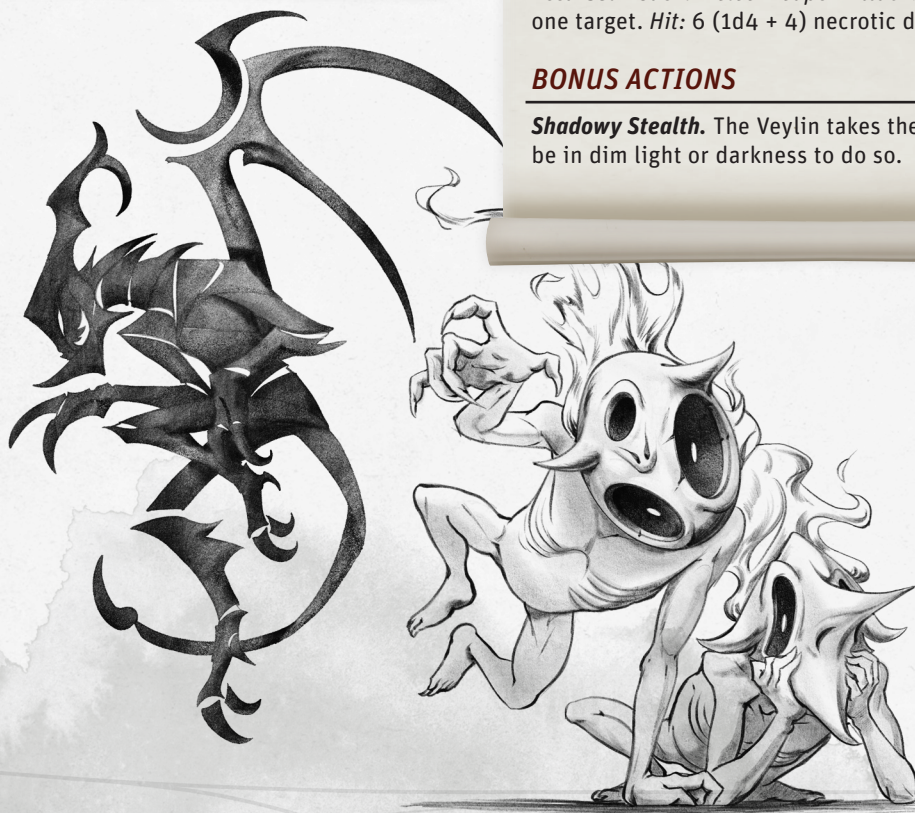
Spider Climb. The Veylin can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Accursed Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) necrotic damage.

BONUS ACTIONS

Shadowy Stealth. The Veylin takes the Hide action; it must be in dim light or darkness to do so.





PUPPETEER

NEW CHARACTER OPTION: WIZARD

Wizards are often considered to be founts of knowledge, a reputation rightfully earned after generations and lives spent poring over forgotten texts and ancient manuscripts. These knowledge-seeking mages ultimately pursue the school of magic that interests them the most, becoming true masters of their craft and labor. Some find satisfaction in studying mystical arts, while others focus their efforts on more practical or even explosive forms of magic. As a result, wizards around the world can be found on the councils of nobles as quickly they can in the service of carnivals.

PUPPETEER

All wizards seek control over one thing or another. Whether it be over the flames they unleash, over the monsters they summon, or over death itself, these students of the arcane define their mastery by their control over the inherently uncontrollable. Wizards that seek to control the living, without glamors or trickery, are puppeteers.

A puppeteer exerts raw authority over others using the same arcane threads they use to weave spells into existence. While their mastery of control is commendable,

many wizard puppeteers pursue their craft for so long that they end up as the same villains they initially sought to thwart.

ANIMATION SAVANT

When you select this school at 2nd level, you always have the *command* spell prepared, and it doesn't count against the number of wizard spells you can prepare each day. You can also cast *command* using a bonus action and without verbal components; the target magically understands the command. Once you cast it in this way, you can't do so again until you finish a short or long rest.

In addition, when you reach 3rd, 5th, 7th, and 9th level in this class, all spells with either "Animate," "Dominate," or "Hold" in their name are added to your spellbook for free, provided they're of a level for which you have spell slots. If a spell added in this way doesn't appear on the wizard spell list, it is nonetheless a wizard spell for you.

PUPPET

Also at 2nd level, you begin to connect invisible, arcane strings to the creatures you affect with spells. When you cast a spell of 1st level or higher and target or otherwise affect a hostile creature with it, that creature gains a number of arcane strings equal to the spell slot level used to cast it, up to a maximum total of 5 strings. The strings remain until the end of your next turn.

You can use an action to force a strung creature to move up to 5 feet in a direction of your choice for each attached string, up to the target's speed. A paralyzed or stunned target's speed isn't considered to be reduced to 0 for the purpose of this feature. The strings are then lost. Alternatively, you can move a creature in this way as part of casting *command* or any spell with "Animate," "Dominate," or "Hold" in its name, provided the spell targets that creature; you can move the creature immediately before or after the spell is cast.

If you attempt to move a creature in this way into an area that's obviously harmful (such as into a spike trap or over a ledge), the creature must make a Wisdom saving throw against your spell save DC. On a failed save, the creature is forcibly moved into the area. On a successful save, the creature stops moving and the strings are lost.

ANIMATE OBJECT

Starting at 6th level, you can use an action to expend 1 or more uses of this feature to cast the *animate objects* spell, without expending a spell slot. You have a number of uses equal to your Intelligence modifier, and you regain all expended uses of it when you finish a long rest.

When you cast the spell using this feature, it animates a single object, and you can only have one object animated in this way at a time. Refer to the table below. The maximum size of the object you can animate is determined by the number of uses you expend. This version of the spell doesn't require your concentration, and its duration is based on the size of the animated object. The spell ends early if you choose to end it (no action required) or if you use this feature to cast it again.

Expended Uses	Size of Animated Object	Duration
1	Tiny	1 hour
2	Small	1 hour
3	Medium	1 hour
4	Large	10 minutes
5	Huge	1 minute

When an animated object hits a hostile creature with an attack, that target gains a number of arcane strings (as if it were affected by a spell you cast) equal to the number of uses of this feature you expended to cast the spell.

For example, you can expend 4 uses of this feature to animate a Large object. It can remain animated for 10 minutes, and on a hit, the target gains 4 strings that remain until the end of your next turn.

TANGLE STRINGS

Beginning at 10th level, you have advantage on saving throws against being charmed, possessed, or otherwise controlled against your will. Furthermore, weapon attack rolls made against you take a penalty equal to the number of arcane strings attached to the attacker.

In addition, when a strung creature that you can see makes a Dexterity saving throw, you can use a reaction to expend those strings and reduce the result of the creature's save by the number of strings that were attached to it. You can decide to use this reaction after the creature makes its saving throw, but must do so before the GM determines whether the save succeeds or fails.

QUICK CONTROL

By 14th level, you can cast any spell with "Animate," "Dominate," or "Hold" in its name that has a casting time of 1 action using a bonus action instead.

In addition, you can use a bonus action to move a willing creature (other than you) that you can see up to its speed; the creature must be within 100 feet of you and must use its reaction to move. Alternatively, when a willing creature that you can see within that range (other than you) makes a Dexterity check or Dexterity saving throw, you can use your reaction to allow that creature to use your Intelligence modifier in place of its Dexterity modifier for the roll.

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