



Knights of Castle Carament

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**Rescue a kidnapped lord from a vicious dragon
in this one session 5e heroic adventure**

Knights of Castle Carament

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Knights of Castle Carament is a one session 5e heroic adventure designed for 3-6 third level characters. This adventure is designed for the campaign setting of Calibourne, but can be adapted for any setting. This product is compliant with the Open Game License (OGL) and is suitable for use with the 5th edition of the world's oldest fantasy roleplaying game.

The OGL can be found on the last page of this document.



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Introduction



Atop the Sunswept Hills, rising high over the town of Gaunestel, stands the proud Castle Carament. This ancient stone fortress is a beacon of valor and might, serving as a barrier between Gaunestel and the dim Grimlight Wode.

The Grimlight Wode itself is a forest forever illuminated by the ghastly Grimlight, an eerie beacon of unknown origin. Legends speak of a curse upon the lords of Castle Carament that lures them into the wode to the Grimlight, supposedly to be devoured by a vicious solar dragon known as the Gilded Sun.

So, when the lord of Castle Carament disappeared last night on a quest to discover the origin of the Grimlight, many feared the worst.

In desperate hope, the lady of Castle Carament has put out a call for aid. It is now up to the player characters to journey into Grimlight Wode, discover the fate of the missing lord, and, if he lives, rescue him before the Gilded Sun devours him whole.

TABLE OF CONTENTS

Introduction	3
Running the Adventure	3
The Adventure Begins	6
Into the Grimlight Wode	9
Castle Carament	9
Stillwater Spring	11
Barkmantle Lair	13
Grimlight Clearing	14
Solmount	17
Mountain Pass	17
Ruined Cathedral	18
License & References	23

RUNNING THE ADVENTURE

Knights of Castle Carament is a 5e, one session heroic adventure designed for a party of 3-6 third level player characters. Depending on your group and playstyle, the adventure should take between 4 to 6 hours to complete.

Knights of Castle Carament is designed with a focus on linear exploration, sandbox encounters, an overarching

mystery, and combat against a series of unique creatures, including a final boss fight versus a solar dragon. Custom statblocks are provided for creatures intended for combat.

As the adventure is relatively brief, it is recommended you read through it in its entirety before attempting to run it. If you find yourself short on time, this introduction provides an in-depth overview of the adventure along with different ways to begin play.

This book assumes you already have experience DMing, a functional understanding of 5e as a system, and access to the 5e core rules.

Arthurian Inspiration. As with most content created by Calibourne Studios, *Knights of Castle Carament* is inspired by the legends and surrounding mythology of King Arthur and the Knights of the Round Table.

ADVENTURE BACKGROUND

Gaunestel and Castle Carament were founded ~300 years ago by Lady Demetia Carament and Lady Theomara Carament. The couple spent decades as the proud rulers of the Lands of Carament, but Demetia secretly festered with jealousy towards Theomara's dragon heritage. Demetia's anger came to a head when she attempted to kill Theomara, believing she could claim her wife's dragon powers. Theomara defended herself but was forced to kill Demetia in the process, an action Theomara has never forgiven herself for.

Lady Theomara passed Castle Carament onto another noble family and built a tomb for Lady Demetia in the nearby wode, hoping her wife's soul would find peace. Instead, Lady Demetia's soul returned as the Grimlight, corrupting the wode.

DIFFICULTY & DESIGN

See the 'Combat Challenge Level' tab within the provided combat encounters for advice on adjusting combat difficulty based on the number of player characters. Feel free to make additional changes both before the start of combat and on the fly. Don't be afraid to improvise! That goes for everything in the adventure—make whatever changes you need to match the play style of your group.

As the Grimlight, Lady Demetia can instill visions within the minds of the lords of Castle Carament. These visions promise the lords everlasting fortune should they touch the Grimlight. In truth, the Grimlight lures the lords of Castle Carament to the Grimlight in order to possess them.

The Grimlight seeks to use the possessed lords to lead the knights of Castle Carament in a hunt to kill Lady Theomara—known as the Gilded Sun in her dragon form. Unfortunately for the Grimlight, the Gilded Sun always interferes and captures the possessed lords, bringing them to her lair in Solmount.

Although the Gilded Sun could destroy the Grimlight at any time, she still loves Lady Demetia and does not wish to see her wife's soul destroyed. The Gilded Sun also believes the only way the Grimlight ever leaves a body is by the host dying. So, with no ability to save the lords of Castle Carament nor the stomach to kill them herself, the lords starve to death atop Solmount.

Current Day. In the 300 years since the corruption of the wode, the history of the Gilded Sun, the Grimlight, and the castle have been forgotten. In its place are only legends of the Gilded Sun, a solar dragon said to devour the lords of Castle Carament whole.

Last Night. The Grimlight instilled a vision in the mind of Lord Samson Bors the Monolith, lord of Castle Carament. Following the vision, he journeyed with his best knights into the Grimlight Clearing where to his

surprise, the Grimlight possessed him. The Grimlight-possessed Lord Samson killed his retinue before the Gilded Sun took him to the Ruined Cathedral, where she plans to let the possessed lord starve to death.

ADVENTURE OVERVIEW

In *Knights of Castle Carament*, the player characters will take on roles as knights hired to rescue the missing Lord Samson Bors. After a primer in Castle Carament, the party will depart into the Grimlight Wode at night.

They will pass by the Stillwater Spring, where they might attempt to gain wisdom from the spring's naiad or claim her magical sword.

They will travel through the Barkmantle Lair, where they'll fight a hungry barkmantle and a pack of grim wolves.

They will reach the Grimlight Clearing, where they'll discover what happened to Lord Samson and learn some of the history of the Grimlight and Gilded Sun.

They will travel through the mountain pass, where they encounter a sun elemental that they must get past.

The party will reach the Ruined Cathedral, where they'll find the Gilded Sun and the Grimlight-possessed Lord Samson. The Grimlight will possess the Gilded Sun, at which point the party will likely attempt to protect Lord Samson and defeat the Grimlight-possessed Gilded Sun.

If the Gilded Sun becomes unpossessed but survives, the party might be able to convince the Gilded Sun to



destroy the Grimlight, something only she has the power to do. If the Gilded Sun becomes unpossessed and dies, the Grimlight is automatically destroyed. Either way, the adventure succeeds if Lord Samson survives and the Gilded Sun becomes unpossessed.

ADVENTURE HOOK

Lord Samson Bors the Monolith, lord of Castle Carament and ruler of Gaunestel, has disappeared. The only lead: the legend of the Gilded Sun, a vicious solar dragon and the bane of Castle Carament.

It is now up to the player characters to journey into Grimlight Wode, discover the fate of the missing lord, and, if he lives, rescue him before the Gilded Sun devours him whole.

Either as a valiant quest, a well-paying job, or a chance for fame and fortune, most player characters should jump at the opportunity to rescue a lord and slay a dragon. If they don't, consider offering additional intensives during the quest's initial pitch, such as jobs as knights or a sponsorship from the Caraments.

ADVENTURE SETTING

The adventure takes place in a small, self-contained region known as “**the Lands of Carament**” that can be placed into any greater region in any campaign. The Lands of Carament are purposely designed for play in a vacuum and do not require any outside influence. If you want to increase tension, you may place the Lands of

Carament next to existing castles or towns within your setting of choice.

Gaunestel is a small, adventurous farming town nestled between the rolling, tall, grass covered **Sunswept Hills**. Directly north of Gaunestel is **Castle Carament**, a centuries-old shining stone fortress. Beyond the castle is the **Grimlight Wode**, a dark, gloomy forest that emanates an eerie green light. Lastly, rising behind the wode is **Solmount**, a mountain that sparkles under sunlight like the sun itself. Solmount is the lair of the Gilded Sun.

CALIBOURNE

Officially, *Knights of Castle Carament* is set in Calibourne, within a region known as the Swordmarches. Calibourne is an upcoming 5e TTRPG campaign setting inspired by Arthurian Legend. Calibourne is a world of valiant knights, mythical castles, scheming nobles, and mighty dragons. For more information, along with additional products, check out Calibourne Studios on:

- Instagram — [@CaliboureStudios](#)
- DriveThruRPG — drivethrurpg.com/browse/pub/24268
- Linktree — linktr.ee/calibourne

You can provide feedback via DriveThruRPG reviews, social media comments, and direct messages, or through email at deckardmanne@gmail.com.

This project was a labor of love and something that I'm immensely proud of. I hope you can find as much enjoyment in playing it as I had in writing it. Thank you!

NPC CODEx

For easy reference, all of the characters in the adventure are listed below in the order they'll most likely be encountered.

Name	Description	Full Description
Master Luohn Wittleworth <i>the Caretaker</i>	Elderly male human, butler, caretaker of Castle Carament	The Adventure Begins
Lady Senda Bors <i>the Just</i>	Middle-aged female human, lady of Castle Carament, co-ruler of Gaunestel, wife of Samson	Castle Carament
Vivian <i>the Stillwater Naiad</i>	Adult female naiad, naiad of the Stillwater Spring	Stillwater Spring
Lady Demetia Carament <i>the Grimlight</i>	Undead female elf, the Grimlight, co-founder of Castle Carament, wife of Theomara	Ruined Cathedral
Soln <i>the Sunfire Guardian</i>	Ageless non-binary sun elemental, guardian of the Gilded Sun	Mountain Pass
Lady Theomara Carament <i>the Gilded Sun</i>	Ageless female solar dragon, the Gilded Sun, co-founder of Castle Carament, wife of Demetia	Ruined Cathedral
Lord Samson Bors <i>the Monolith</i>	Middle-aged male leonin, lord of Castle Carament, co-ruler of Gaunestel, husband of Senda	Running the Adventure

Lord Samson's full description is detailed below for easy reference, as he is mentioned extensively throughout the adventure but does not show up until the final encounter.

NPC: LORD SAMSON BORS

Lord of Castle Carament, Middle-Aged Male Leonin

Lord Samson Bors the Monolith is the lord of Castle Carament, co-ruler of Gaunestel, and husband of Lady Senda.

Samson was raised in Gaunestel by his parents Ina and Bella Bors, the pacifistic rulers of Gaunestel and lord and lady of Castle Carament.

After growing up hearing tales of his parents' past as knights, he headed out on his own as a knight-errant on a quest to promote pacifism as a defender and monolith. During his journeys he fell in love with fellow knight-errant Senda; after years of adventure, the two married. They returned to Gaunestel to take over after the disappearance and assumed death of Samson's parents.

Physical Description. Lord Samson is a massive leonin man with a vibrant orange mane that seems to radiate courage. He is almost always seen completely covered in his custom full plate armor and wielding the Wall of the Monolith: a magic tower shield. As a pacifist, Lord Samson does not carry any weapons with him.

Ideal: "All creatures have good in them, yet those that break the law must be stopped."

Bond: "My wife Senda means everything to me, along with my knights and the people of Gaunestel."

Flaw: "I will do no harm to any sentient creature, no matter the cost."

COUNTDOWN DIE

Whenever initiative is rolled, roll an additional 1d4. This die is known as the Countdown Die. It cannot be modified in any way by the player characters. Place the Countdown Die so it is visible to all players. At the top of each round of combat, tick the die down by 1.

When the die reaches 0, the Countdown Effect described in the corresponding encounter occurs. (You may remove the Countdown Die at this point). The Countdown Effects increase the difficulty of the encounter; the player characters should feel the pressure to get as much done before the countdown reaches 0.

To raise or lower the threat of the Countdown Die, feel free to increase or decrease the number of facings on the die (most likely down to 1d2 (a coin flip) or up to 1d6). You may also add a positive or negative bonus to the roll

to artificially increase or decrease the time until the Countdown Effects occurs.

Make sure to use the Countdown Die during both the barkmantle and Gilded Sun combat encounters. If any additional combat encounters occur, feel free to come up with your own Countdown Effects. You can even create effects that work the opposite way by weakening the enemies and/or buffing the player characters.

THE ADVENTURE BEGINS

To immediately begin play, you may skip to 'Part Two — Into the Grimlight Wode.'

If you wish to run the adventure as a true one-shot in which the players take on roles as established knights of Castle Carament, you are encouraged to read 'Knights of the Castle.'

If you wish to integrate the adventure into your existing campaign, you can instead skip to 'Town Board Handout' or 'Noble Quest.'

If you own *Arthurian Artifacts* by Calibourne Studios, you may have each player character select one of the Arthurian Artifacts presented to use during the adventure. The Arthurian Artifacts are designed to add additional motivation for player characters via the unique Ascension Quests, many of which can be





progressed during the adventure. (Handing out Arthurian Artifacts will make the adventure slightly less difficult, as these rare magic items are designed with Tier II to Tier III player characters in mind.)

KNIGHTS OF THE CASTLE

If you plan to run the adventure as a true one-shot, the players may wish to take on roles as official knights of Castle Carament. By starting as such knights, it is thereby their express mission to save their lord from the clutches of the dragon, no matter the cost.

ARCHETYPES

If the players are looking for inspiration in creating their knight, it may help them to show them the following potential knightly archetypes. (They are not limited to such options.)

- **The Honor-Bound** is a knight in every sense. Honorable, just, and courageous; a beacon of truth. Can be short-sighted.
- **The Loremaster** knows what's what. Smart, resourceful, and observant. Takes notes and makes connections.
- **The Mercenary** is only in it for the payday. Gruff and tough. Knows when to take risks, and when to bail.

- **The Rookie** feels in over their head. It's their first real quest as a knight and oh boy, what a quest to start on. Very friendly.
- **The Shield** is there to aid others, either through tanking or healing. They're the glue that holds the team together.
- **The Veteran** has both age and experience. Unflappable, unstoppable, and stubborn. Not one to roll over and die.
- **The Zealot** puts their faith first and themselves second. Every corner of the world deserves to be bathed in holy light.

The following two archetypes will likely lead to player vs. player combat and are intended for experienced players and DMs only. Ask your DM for permission to play one.

- **The Cursed** has been receiving terrible visions that call him to the Grimlight, promising great fortune for him and his loved ones. Acting on these visions may bring salvation or ruin.
- **The Traitor** seeks revenge on Lord Samson or another character, yet this truth is known to no one but him. Roleplay as a different archetype.

CURSED VISION

If a player will be taking on 'The Cursed' archetype, you may use the following boxed text as an example of a vision they might have received. Feel free to customize the passage before reading or paraphrasing it for the cursed player character. Make sure to do so without the other player characters knowing!

As you sleep, you dream.

Your husband calls out to you, but it comes as a garble of words. Your head pounds.

Flames rise around you, submerging your home in fire. You try to push yourself to your feet, but the smoke and flame shove you back down, slamming you to the floor.

As you hit the ground you hear the voice of your daughter, her cry echoing through the burning home. A hopeless wail.

Then, floating in an ethereal stary darkness above the flames, a green light. Ghastly green, it shimmers above all, the flames around it meaningless.

"I can save you," it whispers, "before it is too late."

The flames melt into a forest, the grim light hovering above a coffin. Its rays of brilliant green light shine out, dancing among the trees like a horde of fell spirits.

It calls to you.



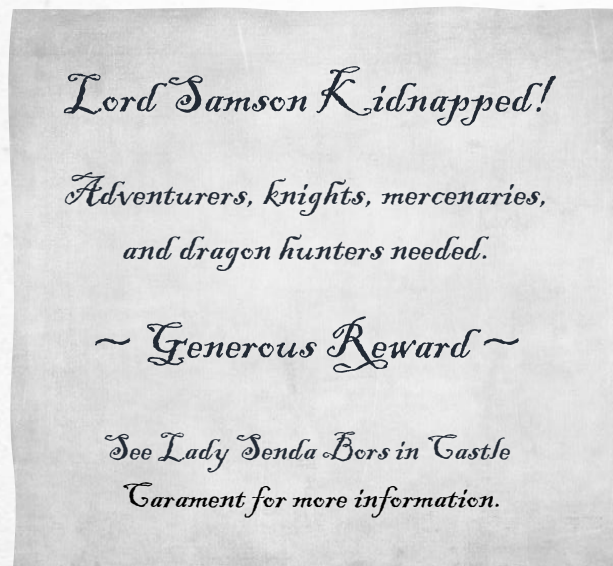
A player playing ‘The Cursed’ archetype that touches the Grimlight will turn into a Grim Knight, a thrall of the Grimlight itself. At this point, the Grim Knight player character will attack the other player characters. (If you wish, let the player retain control of their player character during this combat encounter.) If the Grim Knight player character falls unconscious, the grim affliction ends and they will never again receive visions from the Grimlight.

TOWN BOARD HANDOUT

If the player characters find themselves without an immediate goal or are on the hunt for a new adventure, the following handout can be found on a local town board or in popular gathering spots like taverns and inns.

In this adventure opening, it is up to the player characters to find their own way to Castle Carament, wherever it may be in your chosen setting.

You may choose to start the player characters in the town of Gaunestel to further connect them to the story. You may even wish to have this adventure opening predate Master Wittleworth’s arrival in Noble Quest.



NOBLE QUEST

If the player characters find themselves without an immediate goal or are on the hunt for a new adventure, Master Luohn Wittleworth, the elderly caretaker of Castle Carament, will find them.

Master Wittleworth will approach the player characters wherever one might normally find adventures looking for a new quest, such as a tavern or town square. He will ask the player characters if they are knights,

adventurers, or dragon hunters. If they respond with some variation of yes, he will say the following in a posh, monotone voice:

“I am Master Luohn Wittleworth, caretaker of Castle Carament. I come with a quest from Lady Senda Bors, ruler of Castle Carament. Lady Senda’s husband, my lord, Lord Samson Bors the Monolith, the ruler of Gaunestel and lord of Castle Carament, has disappeared. Although the definitive truth of his whereabouts remains unknown, rumors say he was kidnapped by the Gilded Sun, a vicious solar dragon.

“My esteemed Lady Senda has sent out a call for aid. If you are worthy of heart and skilled of steel, I will lead you to Castle Carament, where you will embark on a quest to save Lord Samson. You will be handsomely rewarded.”

Master Wittleworth will provide any remaining high-level information that might motivate the player characters to take up the quest. Any important details about the situation should be left vague, and saved for the player characters’ meeting with Lady Senda.

If the player characters decide to set out, they may follow Master Wittleworth to Castle Carament either atop their mounts or in Master Wittleworth’s personal carriage, a six-horse carriage driven by two servants of Castle Carament. In a setting-agnostic campaign, the ride to Castle Carament should take only a few hours.

NPC: MASTER LUCOHN WITTLEWORTH

Caretaker of Castle Carament, Elderly Male Human

A monotonous, utterly boring man, Master Luohn Wittleworth is the posh caretaker of Castle Carament. He was the caretaker during the reign of Ina and Bella Bors, always serving diligently and always there to remind them of the danger they would face should they travel into the Grimlight Wode.

Physical Description. Master Wittleworth has a permanent scowl, his face droops from age, and he has about as much hair on his head as he does in his bushy eyebrows and mustache. He dresses in simple, clean gray Castle Carament suits.

Ideal: “It is my lasting duty to serve the rulers of Castle Carament.”

Bond: “Castle Carament will not fall, nor will it be mismanaged, much less disorganized.”

Flaw: “The qualms of the wider world do not bother me in the slightest.”

Into the Grimlight Wode

The adventure begins with the player characters on their way to Castle Carament where Lady Senda Bors awaits them. From there the journey will take the party into the Grimlight Wode, where they'll make their way through the Stillwater Spring, Barkmantle Lair, and Grimlight Clearing in consecutive order.

If the player characters have reached Castle Carament from a specific introduction, you are encouraged to incorporate it into the boxed text below.

CASTLE CARAMENT

Encounter focus:

- **Exposition** on what the player characters must accomplish during the adventure.
- **Roleplay** with Lady Senda Bors and Master Lucohn Wittleworth.

Castle Carament stands atop the Sunswepth Hills, a cascade of slopes that act as a border between the town of Gaunestel and the Grimlight Wode. Read or paraphrase the following to begin the adventure.

Lord Samson Bors has disappeared. Although it's impossible to confirm, many believe him to have been kidnapped by the vicious Gilded Sun, a solar dragon who makes her lair in the lone mountain Solmount.

You have been hired by Lady Senda Bors to rescue him. To journey into Grimlight Wode, discover the fate of Lord Samson, and, if he lives, rescue him before the Gilded Sun devours him whole.

You begin your adventure atop your mounts, trotting across the rolling, sunflower-covered Sunswepth Hills. In front of you lies Gaunestel, a small, cozy farming town nestled between the slopes. You ride through, passing by citizens both worried and hopeful.

Behind the town, rising high into the sky is Castle Carament, a shining stone fortress centuries old. Two knights stand guard. The gate is open, ready for your arrival.

Upon the player characters' arrival, the two knights on guard duty will call for Master Lucohn Wittleworth, the

elderly, monotonous caretaker of Castle Carament. Master Wittleworth will greet the player characters before leading them through the castle to the throne room.

Castle Interior. While the castle exudes an air of strength, the interior is a magnificent series of rooms and halls of intricate stonework covered in banners, heraldic symbols, relics, and paintings depicting ancient battles and old alliances.

Portrait of the Caraments. One large painting older than the rest is a portrait of two middle-aged noblewomen. The woman on the left is a tan, golden-haired elf dressed in a noble's suit. The woman on the right is a shorter, pale elven woman with white hair and a green dress. These are the Caraments—Lady Theomara and Lady Demetia respectively—but they are not labeled nor does anyone in the castle know who they are.

CARAMENT CREST

The Carament Crest consists of a golden tower illuminated by a rising golden sun. The crest is ancient, created by Lady Theomara Carament and Lady Demetia Carament themselves. The crest can be found engraved across Castle Carament and on the livery of the castle servants.

THRONE ROOM MEETING

Master Wittleworth will lead the player characters into the throne room, a chamber smaller than one might expect. The space is regal, yet welcoming. The walls are covered in tapestries. Two simple stone thrones sit at the opposite end of the room, unoccupied. The throne on the left is nearly double the size of the other.

Standing near the entrance is a woman: the reserved Lady Senda Bors. Master Wittleworth will introduce Lady Senda, the stern, current ruler of Castle Carament.

She will ask the player characters to introduce themselves and why they have taken upon this quest. (This should also act as the player characters' introductions to each other should they have not already done so.)

Assuming she sees no major red flags about who she's about to hire, Lady Senda will converse openly with

the party, filling them in on the details of Lord Samson's disappearance and rumors as to his whereabouts, including details on the legend of the Gilded Sun and the past lords of Castle Carament.

Adventure Reward. Lady Senda will offer the player characters 300 gp per person if Lord Samson is saved, 200 gp per person if Lord Samson is found dead before the player character can do anything, and no reward for failing to save or find Lord Samson. Feel free to modify these rewards if you see fit. It is up to your discretion whether or not the player characters level up upon the completion of the adventure.

THE QUEST

Legends speak of a curse upon the lords of Castle Carament that lures them into the wode to the Grimlight, supposedly to be devoured by a vicious solar dragon known as the Gilded Sun.

So, when the Lord Samson and two of his best knights Sir Elizabeth and Sir Edrick disappeared last night on a quest to discover the origin of the Grimlight, many feared the worst.

It is now up to the player characters to journey into Grimlight Wode, discover the fate of the missing lord, and, if he lives, rescue him before the Gilded Sun devours him whole.

The Grimlight. Lady Senda will emphasize that to travel through the Grimlight Wode, the player characters must follow the Grimlight, a ghostly green light that shines out each night from deep within the wode. Travel is otherwise impossible due to the corrupted nature of the wode.

The Gilded Sun. The dragon the Gilded Sun is also known as the “bane of the rulers of Castle Carament,” thought to have slain every ruler of the castle in a similar manner as to the circumstances surrounding Lord Samson's disappearance.

NPC: LADY SENDA BORS

Lady of Castle Carament, Middle-Aged Female Human

Lady Senda Bors the Just is the lady of Castle Carament, co-ruler of Gaunestel, and wife of Lord Samson.

After growing up as the daughter of two studious librarians, Senda left home at a young age to travel the world as a knight-errant on a quest for adventure and self-discovery. During her journeys she fell in love with fellow knight-errant Samson; after years of adventure, the two married. They traveled to Samson's birthplace of



Gaunestel to take positions as rulers of Gaunestel after the disappearance of Samson's parents.

Physical Description. Lady Senda is a tall woman with angular, sharp facial features and long brown hair arranged into dozens of intricate braids. She dresses in high-necked noble outfits of simple blues and gold.

Ideal: “I thrive off of cooperation and optimism.”

Bond: “My wonderful husband Samson is always there for me.”

Flaw: “I tend to turn colder and withhold positive emotions when I'm under stress.”

INTO THE WODE

After the sun has set and the player characters are ready to go, Lady Senda will have Master Wittleworth supply each player character with one *Potion of Healing* (a *Potion of Healing* restores 2d4+2 hit points), along with a single compass and a bundle of torches. Lady Senda will wish them good luck and provide as much information about the Grimlight Wode as she can.

The Grimlight Wode. The Grimlight Wode is a large forest that covers the land between Castle Carament and Solmount, a mountain on the far side of the wode. The Grimlight Wode is corrupted by the Grimlight, causing the trees to curl and sag over each other, completely blocking out the sun.

Come nightfall, an ethereal greenish light shines out from within the wode: the Grimlight. Gusts of wind rustle the trees, making it appear as if the Grimlight moves and dances like a horde of fell spirits. This mysterious, mystical light is located somewhere deep within the heart of the wode. Its origin is unknown.

Any attempted paths through the wode shift and move on their own, as if to confuse and disorient



intruders. Compasses spin uncontrollably. Traveling through the Grimlight during the day is impossible. The only way to keep a sense of direction in the wode is to follow the Grimlight, which only shines at night.

Stretching into the sky behind the wode is Solmount, a lone, plateau-peaked mountain that sparkles under sunlight like a second sun. Atop it rests an ancient, ruined cathedral.

Unknown to all but the Caraments, the Grimlight Wode was once troubled by no magical curses. The corruption of the wode was caused by the return of Lady Demetia in the form of her undead soul: the Grimlight. If the Grimlight is destroyed the forest will return to normal.

TRAVEL THROUGH THE WODE

To make progress through the Grimlight Wode, the player characters must travel at night and follow the Grimlight. Travel during the day is impossible. Although the adventure is comprised of sandbox-like non-linear encounters, the general adventure structure is designed to be strictly linear.

Time Limit. Although the player characters should not rush through encounters, activities such as a long rest halfway through the adventure will ruin their chance of reaching Lord Samson in time. Keep the player characters on track without actively rushing them.

Marching Order. At this point, and whenever the player characters continue their journey through the

wode, have them decide which two player characters will lead the way. Have these player characters make Wisdom (Perception) checks at the beginning of each encounter.

STILLWATER SPRING

Encounter focus:

- **Puzzle** out how to claim the Sunfire Sword.
- **Investigate** the spring for the secrets it hides.

The Stillwater Spring is a moderately sized clearing that consists of a winding creek that leads into a circular pool of still water. Read or paraphrase the following on the next page as soon as the player characters enter the clearing.

You enter into a large clearing. You gaze upon a vibrant creek, one of small streams and waterfalls that rush over mossy stones and green brush.

The creek leads into a circular pool of water some 20 feet wide, yet the creek's water flow makes no impact on the pool's surface. The water of the pool is completely still. Unbroken. A perfect mirror.

Stretching up from the center of the pool is a watery blue hand, holding aloft a shining sword of gold. A female voice rings out, reverberating across the wode. "Welcome, tired heroes. I am Vivian. Offer me a gift of wealth and truth, and my precious Sunfire Sword is yours."

DC 10 Wisdom (Perception) check: The bottom of the creek sparkles as if it were made of metal.



This encounter can be bypassed if the player characters are not naturally curious nor motivated by the sword nor general curiosity. If they begin to leave, Vivian attempts to lure them into her pool, promising she does not bite.

Reflective Pool. The surface of the still pool of water is magically enchanted by Vivian; it can never be broken nor seen through. Below the pool is a massive underwater cave network full of treasures Vivian has collected over the centuries, along with the bones of hundreds of victims.

Sparkling Creek. The underwater surface of the creek shines like metal; copper, silver, and gold pieces cover the spring floor. If a player character tosses in a copper coin, Vivian will purr and ask, “Is that all?” If a player character tosses in a silver, gold, or platinum coin, Vivian will reward them by saying, “Hear me: reflect the eye. Take this wisdom with you on the journey ahead. And if you wish to claim the sword, you must offer me a gift of much greater value.”

The coins were thrown in as tokens of good luck. They can be taken, although Vivian will not approve. The coins amount to ~200 copper, ~800 silver, and ~50 gold.

CLAIMING THE BLADE

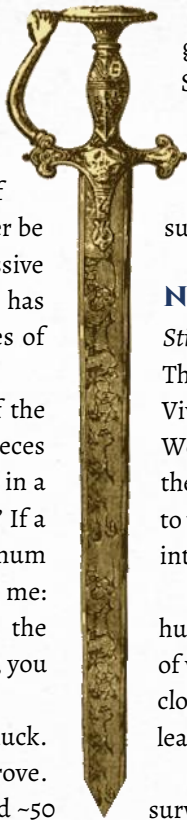
If the player characters have been respectful of Vivian, have not taken any of the coins from the creek, and have thrown in an item of appropriate value (up to DM discretion), Vivian will gift the Sunfire Sword to the player character who threw in the item by lobbing the sword at them. Her hand will then sink below the water.

Disrespected Naiad. If the player characters have not been respectful of Vivian, have taken coins from the creek, or have thrown in an item of low value, upon the throwing of the item Vivian will say, “Enter the pool, my tired hero. Come, I do not bite.”

If a player character enters the water, Vivian will tell them to put their face below the surface of the water before she may grant them the sword. “Gaze upon me, my weary hero. So that I know you are worthy.”

If the player character does as Vivian says, the player character will see Vivian, a rotting female mermaid. Vivian immediately uses *Dominating Visage*.

Vivian will begin (or attempt to begin if the player character succeeded on their save) to drag the player character deep down into the caves below the pool, requiring rescue from the rest of the player characters.



If the player character is freed from Vivian's grasp, she will give up, but not before throwing the Sunfire Sword at the player characters. If the sword hits, it will stay impaled in the player character until removed. If the sword misses, it will fly up over the side of the pool onto the flowers surrounding it.

NPC: VIVIAN

Stillwater Naiad, Adult Female Naiad

The creature that holds aloft the Sunfire Sword is Vivian, a Grimlight-afflicted naiad of the Grimlight Wode. A mermaid of hideous complexion, she lives in the waters of the Stillwater Spring. She uses her spring to trick heroes into throwing their precious belongings into her pool, adding them to her vast hoard below.

Physical Description. Although Vivian has a humanoid, feminine figure, her rotting body is made of vines, mud, and warped chunks of flesh. She is fully clothed in a tattered green and blue dress made up of leaves.

Ideal: “Disrespect leads to death, respect leads to survival.”

Bond: “I adore playing my little game with unsuspecting travelers.”

Flaw: “I am immensely selfish.”

VIVIAN STATBLOCK

Although full combat is not expected, use the following stats for Vivian if needed: 14 AC, 40 HP, Senses Darkvision 60 ft., Challenge 3, Proficiency Bonus +2.

Dominating Visage (1/Day). Vivian makes eye contact with a creature within 15 ft. To do so, the creature's eyes must be underwater. The creature must make a DC 14 Constitution saving throw. If they fail, they are dominated for 1 round as the spell *Dominate Person*.

SUNFIRE SWORD

Weapon (longsword), rare (requires attunement)

The Sunfire Sword is a shining sword made almost entirely of gold. The sword is covered in tiny fractures built up from extensive use.

Sunfire Light. The sword sheds bright light in a 20-foot radius, and dim light for an additional 20 feet. The sword deals an extra 1d4 radiant damage on all attacks.

Fractured. The sword shatters on a natural 1 attack roll.

BARKMANTLE LAIR

Encounter focus:

- **Fight** against a barkmantle and a pack of grim wolves.

The Barkmantle Lair is a small clearing centered around a large, sagging pine tree. Read or paraphrase the following as soon as the player characters enter the clearing.

You pass under a large, sagging pine tree. Warped, stalactite-like branches hang above you, swaying in the ghastly wind.

DC 20 Wisdom (Perception) check: You notice one of the stalactite-like branches is completely still, unaffected by the wind. No leaves hang from it.

The player characters must move closer to figure out what the strange branch is. If they do so, they may notice the branch is not a branch at all, but a camouflaged, webbed creature. It has half a dozen yellow eyes that stare at the player characters, unblinking.

If the player characters approach even further or do not notice the creature at all, the creature (the barkmantle) uses *Slam Attach* on the player character who approached first (or is in the lead). Read or paraphrase

the following once the player character has rolled, but before the result of the roll has been revealed.

The “branch” falls, but as it does, it unfolds, revealing itself to be a hideous creature: an octopus-like beast with hook-lined tentacles that connect to its fleshy, bark-covered body. A barkmantle.

At the moment the barkmantle falls, you hear a chorus of growls from behind you: approaching from behind are a pack of wolves, each one their fur warped with tree bark, chunks of extra flesh, and shards of glass—unholy and terrifying to behold. **[Roll Initiative]**

The pack of grim wolves and the barkmantle will attack in unison. The grim wolves and barkmantle have a symbiotic relationship in which the barkmantle feasts on unaware travelers before the grim wolves devour whatever remains of the victims, including bone. The result is that there remains no aftermath of the victims.

Grim Creatures. The Grimlight has warped the forest, corrupting some of the creatures within it. The grim corruption causes the creatures to transform into a state of being neither alive nor dead, nor truly undead.

END OF COMBAT

Both the barkmantle and grim wolves will fight to the death, although a sole surviving grim wolf may flee.

These creatures do not offer any traditional loot, although both the barkmantle and the grim wolves can be harvested. The hooked tentacles of the barkmantle can be used as a grappling hook and rope. The glass warped into the grim wolves can be used as mirrors.

Additionally, the flesh warped into the skin of the grim wolves is from Sir Elizabeth, along with the previous victims of the grim wolves and barkmantle.

COMBAT COUNTDOWN EFFECT

The barkmantle can use *Festering Roots*.

COMBAT CHALLENGE LEVEL

The number of grim wolves that show up should be equal to the number of player characters minus one.

For those who want an easier combat encounter, you are advised to subtract an additional grim wolf.

For parties with 6 players (or who want a more dangerous combat encounter), you are advised to increase the number of grim wolves to an amount equal to the number of player characters.



BARKMANTLE

Small Monstrosity, Neutral

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +3

Damage Vulnerabilities Fire

Sense Blindsight 60 ft., Passive Perception 13

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

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

False Bark Appearance. While the barkmantle remains motionless, it is indistinguishable from a tree branch.

ACTIONS

Slam Attack. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the barkmantle attaches to the target. If the barkmantle attacks from above the target, the barkmantle attaches by engulfing the target's head. The target is also blinded and unable to breathe while the barkmantle is attached in this way.

While attached to the target, the barkmantle can attack no other creature except the target but has advantage on its attack rolls. The barkmantle's speed becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can detach the barkmantle by making a successful DC 13 Strength check as an action. On its turn, the barkmantle can detach itself from the target by using 5 feet of movement.

Festering Roots (1/Day). A 35-foot radius aura of magical festering roots extends out from the barkmantle, moves with it, and spreads around corners. The roots act as difficult terrain for all creatures other than the barkmantle. The roots last for 1 minute. The roots can be burned to reduce their effectiveness.

This ability cannot be used until the Countdown Die has reached 0.

GRIM WOLF

Medium Beast, Neutral Evil

Armor Class 14 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Skills Perception +2, Stealth +4, Survival +2

Damage Resistances Radiant

Sense Darkvision 60 ft., Passive Perception 12

Languages —

Challenge ½ (100 XP)

Proficiency Bonus +2

Grim Energy Absorption. The grim wolf heals from necrotic damage. They receive no saving throw against abilities that deal necrotic damage or radiant damage.

Keen Hearing and Smell. The grim wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Warped Death. If damage reduces the grim wolf to 0 hit points, each creature within 20 ft. must make a DC 13 Constitution saving throw, taking 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

GRIMLIGHT CLEARING

Encounter focus:

- **Investigate** the clearing to discover the fate of Lord Samson and the history of the Grimlight.

The Grimlight Clearing is a large space created for the tomb of Lady Demetia. Read or paraphrase the following as soon as the player characters enter the clearing.

You enter another clearing, this one much larger than the barkmantle's lair. This space has been cleared purposely. In the center of the clearing is a long-decayed structure. The ruins of this building are now little more than a collection of collapsed stone walls and pillars.

An armored figure lies motionless to the side of the clearing, their body mangled.

In the center of the ruins is a large rectangular stone box. Above the box is a glowing, floating green orb that pulsates in place, illuminating the entire space in a ghostly green light. (The Grimlight.)

DC 15 Wisdom (Perception) check: The ground surrounding the stone box is soaked in a dried reddish-brown substance. There is a small leather journal lying in the grass.

The clearing was created centuries ago by Lady Theomara Carament to house the tomb she built for Lady Demetia Carament after Theomara killed Demetia in self-defense.

Ruins. The ruins are made of rich stone and marble, built in the same architectural style as Castle Carament.

Sir Elizabeth. The armored figure, Sir Elizabeth, is now a corpse, previously slain by the possessed Lord Samson. She is missing massive chunks of flesh.

Dried Blood. The dried reddish-brown substance is blood. It is a mix of both fresh and ancient blood; from both the recent battle with Lord Samson and the many dead previously possessed lords of Castle Carament.

Leather Journal. Lying next to the stone coffin is a small leather journal partly covered in blood. The journal was Lord Samson's and contains "Journey into the Grimlight Wode," detailed on the following page.

STONE COFFIN OF LADY DEMETIA

The rectangular stone box resting below the floating Grimlight is an ancient coffin. The lid of the coffin depicts a beautiful human woman in an elegant dress. On

My dear Demetia grew jealous of my innate power. She wanted it for herself. I defended myself; I had no other choice. I buried her here, away from the castle we built. I will pass our home onto another noble family. I hope my wife will find peace in death, as we once found love in life.

— Lady Theomara Carament

the side of the coffin, it says in draconic, "Here lies Lady Demetia Carament, wife of Lady Theomara Carament."

The coffin lid can be opened with the combined might of 4 medium-sized creatures (or other equivalent combinations) working together. This can be made easier with tools such as a crowbar or magic.

Within the coffin is the skeletal human corpse of Lady Demetia Carament. A rotten silk dress still clings to bone, while a few strands of white hair stretch out. The corpse grasps in her dead hands a single parchment, "My dear Demetia," detailed at the bottom left of this page. It is written in common.

GRIMLIGHT

The Grimlight is a pulsating blue-green orb about the size of a basketball that hovers about 3 feet above the stone coffin of Lady Demetia Carament. It is, in essence, the "soul" of Lady Demetia. Its existence corrupts the Grimlight Wode and the creatures within.

The Grimlight is only capable of possessing those who have already received visions from it. The Grimlight can possess such a creature so long as they touch it.

The Grimlight is otherwise unable to do anything except shine its light. Touching the Grimlight does not hurt. It emits no heat. The Grimlight can be moved with ease, even placed into a bag. Nothing can damage it except the breath of the Gilded Sun.

CLEARING HISTORY

An overview of the **Grimlight Clearing's creation** roughly 300 years ago:

- Lady Theomara Carament (the Gilded Sun) has the clearing created and a tomb built for her dead wife Lady Demetia Carament.
- Lady Demetia is entombed within, but her soul returns as the Grimlight, corrupting the wode.
- The Grimlight lures victim after victim to it with visions and possesses them once they touch it.
- The possessed victims are brought by the Gilded Sun to Solmount.

An overview of the **recent series of events** that took place in the Grimlight Clearing:

- The Grimlight lures Lord Samson (who brings with him Sir Elizabeth and Sir Edrick) to it with visions and possesses him once he touches it.
- The possessed Lord Samson kills Sir Elizabeth and Sir Edrick.
- The possessed Lord Samson and the body of Sir Edrick are taken by the Gilded Sun to Solmount.

Journey into the Grimlight Wode



Entry 1

I know not what we will uncover, yet it must be done. Too long has the mystery of the Grimlight assuaded us!

Master Wittseworth says my actions are rash. He informed me (yet again) that every lord of Castle Tarament has found only death in the wode, on the very same quest I was about to embark on.

Nonsense! I have lived through far worse than the dangers of an old forest. I must make this journey, and quick. Before anything happens to my family again.

Entry 2

Ah, finally! We beheld it. The Grimlight itself. It seems we are the first in some time to reach it, although the dried blood makes it clear there were many others before us.

I must admit, I am having second thoughts about the vision that called me here. Was it just a dream? A trick by a foul demon? Let us hope it was just a friendly warning, nothing more. For the sake of my family, let us hope.

Entry 3

A dragon just circled overhead! It must be the Gilded Sun, the solar dragon of Solmount (1 mile N). She did not spot us, though I do not doubt we are why she is here.

I wish to see what is within the coffin we have found, yet me and my knights have not the strength. If only I had two or three more men. . .

Entry 4

The Gilded Sun is gone, but not for long. She may spot us before sunrise. Now might be the last chance. The vision said that touching this unnatural light was the only way to harness its power and keep my family safe. The visions said the light is powerless except to those that have received its call. I am the only one who can do this. It must be done.

Solmount

The adventure continues with the player characters leaving the Grimlight Wode. From there the journey will take the party through the Mountain Pass up Solmount to the Ruined Cathedral, where the Gilded Sun awaits.

Assuming the player character did not take a long rest nor encounter any other major time-modifying circumstances, by the time they reach the mountain pass it should be about an hour away from sunrise.

MOUNTAIN PASS

Encounter focus:

- **Puzzle** out how to **Stealth** past or defeat Soln.

The mountain pass is the open space between the wode and Solmount. Read or paraphrase the following as soon as the player characters exit the Grimlight Wode.

The Grimlight Wode makes way to a field dominated by a lone mountain, not 500 feet in front of you. A steep gray spire, lone and intimidating. Solmount. Clouds drift by, blocking the moon from sight. Yet as dim as the mountain is, it's illuminated by the shifting Grimlight, forever a reminder of what looms behind. And ahead.

You can see in front of you a single path that leads straight up the mountain. To the right of the path is a collection of large, 10-foot-tall stone pillars, many collapsed. The ruins of some long-dead structure.

To the left of the path is a massive fallen tree, now a hollow log, one that stretches from the wode to the base of the mountain. There is a large hole in the center.

Farther left and right, the ground is covered in harsh brambles and thorns, which seem to reach around the mountain in both directions.

Floating directly in front of you, between the hollow log and the stone pillars, is a golden, featureless humanoid figure that shines out over the land beyond it. Their face consists of nothing but one large, golden eye from which a beacon of vibrant light shines out. They rotate in place, their cone of light scanning the pass.

DC 10 Wisdom (Perception) check: The surrounding ground is spotted with burn marks and dead grass.

The mountain pass is a natural formation and the easiest way out of the Grimlight Wode to Solmount. The Gilded Sun's sun elemental Soln guards the pass, blocking anyone from continuing to the mountain.

Stone Pillars. The stone pillars are ancient remnants as old as Castle Carament. They are interspersed sporadically across the right side of the mountain pass and can provide cover against Soln's beam, but only temporarily. A full blast from Soln's beam can break through a pillar.

Hollow Log. This hollow log is massive, stretching from the edge of the forest (where it fell from) to the opposite end of the mountain pass. The log is about 15 ft. tall, with enough space inside for a medium creature to stand up straight. About halfway through the log is a 30-foot opening facing Soln that is covered in burn marks.

Mountain Path. The mountain path beyond the pass is a crumbling zig-zagging staircase that allows creatures



to climb the mountain without the assistance of climbing tools. If the player characters wish to climb the mountain without the path, it is possible, but they must be well-equipped to do so without extreme risk.

GETTING PAST THE SUN ELEMENTAL

Soln waits at the bottom of the mountain, keeping watch by rotating in place, sweeping their eye's light over the pass. Soln blasts the target they notice with their *Sunfire Beam* and calls out for them to leave the pass.

If the player characters received wisdom from Vivian the naiad earlier in the adventure, they might be able to piece together that her hint to “reflect the eye” deals with Soln's beam. If Soln is ever hit by *Sunfire Beam*, they dissipate. Soln's eye light cone can also be reflected; Soln blinks whenever their light is shined back into their eye.

Reflection is not the only solution—the fallen log can be used as cover, as can the pillars. All the player characters have to do in this encounter is make it through the mountain pass to Solmount, not defeat Soln.

NPC: SOLN

Sunfire Guardian, Ageless Non-Binary Sun Elemental

A sun elemental created by the Gilded Sun herself, Soln guards their mistress from the creatures of the wode. Although not technically a construct, Soln is robotic in nature, acting only according to the orders of the Gilded Sun. For the last three centuries, Soln has been acting on orders to ‘keep watch at the mountain pass of Solmount,’ and ‘keep intruders out of the mountain pass.’ Soln speaks in a wispy, alert tone.

Physical Description. Soln is a golden humanoid figure that has no features except a single eye. They are forever illuminated by a sparking golden light that radiates from their body and emerges from their eye.

SOLN STATBLOCK

Although full combat is not expected, use the following stats for Soln if needed: 18 AC, 60 HP, Senses Darkvision 60 ft., Challenge 5, Proficiency Bonus +3.

Sunfire Beam. As a bonus action, Soln fires a beam of light energy at a single creature within sight. The creature is automatically hit and knocked back 60 feet. If the creature was knocked into a wall or other vertical surface, they take 1d6 bludgeoning damage upon impact. If Soln is ever hit by this ability, they dissipate.

Soln only uses this ability on targets within the mountain pass. Soln continues to use this ability on a



target until they are no longer within the mountain pass. Soln stops firing if its concentration ends (as if concentrating on a spell).

RUINED CATHEDRAL

Encounter focus:

- **Roleplay** with the Gilded Sun, Lord Samson, and their Grimlight-possessed versions.
- **Fight** with Lord Samson against the Grimlight-possessed Gilded Sun and a grim knight.

The Ruined Cathedral rests on the flat, rocky peak of Solmount. Read or paraphrase the following as soon as the player characters reach the peak.

You finally reach the peak of Solmount: a small, rocky plateau about 200 feet wide.

In the center of the space is what looks to be a cathedral, or at least the ruins of one. Most of the roof has long since caved in and the edges are ringed with sharp, thorny brambles. On the only piece of remaining roof, curled up as if asleep, is a dragon. Its golden scales are dull underneath the setting moonlight.

DC 15 Perception (Wisdom) check: Through the many small holes in the broken cathedral wall, you can make out two figures in plate armor, one standing upright and the other slumped against fallen rubble. The standing knight is holding a massive tower shield. A faint green glow flickers from within his helmet.

The Gilded Sun is holding Lord Samson Bors prisoner, simply waiting for him to die of starvation. Although the Gilded Sun would prefer to let Lord Samson live, and could destroy the Grimlight at any point, the Gilded Sun still loves Lady Demetia and does not wish to see Lady Demetia's soul (the Grimlight) destroyed. (Charismatic player characters may be able to convince her otherwise.) The Gilded Sun believes the only way the Grimlight ever leaves a body is by the host dying.

Ruined Cathedral. The cathedral was the location of Lady Theomara and Lady Demetia's wedding three centuries ago. The majority of the roof has fallen in. There are no entrances into the building except over the brambles or through the part of the roof the Gilded Sun is asleep on.

Thorny Brambles. The thorny brambles can be cleared with ease, but the (potential) challenge is doing so in a way so as not to wake the Gilded Sun. A creature attempting to pass directly through brambles without clearing them must make a DC 15 Dexterity saving throw or become grappled and take 2d4 piercing damage every round they remain grappled.

Sir Edrick. The slumped figure is Sir Edrick, a knight



of Castle Carament. He was slain by the Grimlight-possessed Lord Samson at the Grimlight Clearing. Sir Edrick is dressed in full plate armor decorated with golden stripes. Sir Edrick is a black-haired human, although his armor covers him completely.

The Gilded Sun. The golden dragon—the Gilded Sun—is fast asleep. Every time the player characters attempt to do something that creates ample noise, have them make a Dexterity (Stealth) check against the Gilded Sun's Passive Perception of 11.

FINAL ENCOUNTER

Lord Samson is possessed by the Grimlight and is heavily injured. (Unless healed, Lord Samson will start the combat encounter with only 10 hit points.) Lord Samson will lie and manipulate as much as possible to convince the player characters to help him escape the cathedral.

If the player characters wake the Gilded Sun before reaching Lord Samson, the Gilded Sun will explain that Lord Samson is possessed by the soul of her dead wife Lady Demetia Carament, known as the Grimlight.

If the player characters free Lord Samson before waking the Gilded Sun, he will turn on the player characters and attempt to kill them.

Either way, the Grimlight-possessed Lord Samson will say something along the lines of, "This is pointless. I have stayed far too long on this pointless path. Lord after lord of Castle Carament each possessed successfully, but all slain by my wretched wife. It is time for a new approach." The Grimlight will then possess the Gilded Sun, freeing Lord Samson. Using her grim powers, the Grimlight-possessed Gilded Sun will revive Sir Edrick as a Grim Knight, and together will attempt to kill Lord Samson and the player characters. **[Roll Initiative]**

COMBAT COUNTDOWN EFFECT

The sun rises. The Gilded Sun can use additional and empowered abilities.

COMBAT CHALLENGE LEVEL

For parties with 3 players (or who want an easier combat encounter), you are advised to make any two of the following changes:

WALL OF THE MONOLITH

Armor (Shield), Very Rare (Requires Attunement)

The Wall of the Monolith is a gold-plated tower shield that radiates supernatural protection.

Shieldwall. You can set up this tower shield to grant yourself and your allies cover. You choose one edge of your space to set up the shield. This edge is treated as a solid wall. You and all creatures behind the shield gain total cover for attacks that pass through this edge, and no cover for attacks that do not pass through this edge.

Bulwark. A 10-foot aura radiates from the shield, granting all allies within the aura +1 to their AC. Allies lose this bonus if they leave the aura.

Monolith (4/Day). Whenever an ally within your Bulwark aura would be hit by an attack, you can use the shield to add 4 to the ally's AC which lasts until the attack is complete. To do so, you must see the ally and the attacker.

- Remove the Grim Knight
- Remove the Gilded Sun's *Sunfire Aura*
- Change the Gilded Sun's *Sunfire Breath* to Recharge 6 (instead of Recharge 5-6)
- Change the Gilded Sun's uses per long rest of *Solar Life* to 1 (instead of 3)

For parties with 6 players (or who want a more dangerous combat encounter), you are advised to increase the number of Legendary Actions the Gilded Sun may take.

NPC: LADY THEOMARA CARAMENT

The Gilded Sun, Ageless Female Solar Dragon

Lady Theomara Carament, known more commonly as the Gilded Sun, is the co-founder of Castle Carament, the wife of the late Lady Demetia Carament, and the guardian of the Grimlight.

Estranged from her dragon mother at an early age, Theomara found solace as a priestess and fell in love with another priestess named Demetia Carament. Together the two made a life for themselves and built Castle Carament, although their happiness was short-lived.

As the Gilded Sun, Theomara has spent the centuries since resting atop the mountain of Solmount, forever keeping watch over the Grimlight.

Although the Gilded Sun could destroy the Grimlight at any point, she still loves Lady Demetia and does not wish to see her wife's soul destroyed.

Physical Description. In her humanoid form, Lady Theomara is a tan, golden-haired elf who often dresses in masculine noble suits. In her draconic form, the Gilded Sun is a magnificent golden-scaled dragon with two wings, four legs, four curved horns, and a red-orange underbelly.

Ideal: "I wish to contain the Grimlight and protect the peoples of Castle Carament."

Bond: "I care about what I once had, and now can only dream of."

Flaw: "I will not destroy my wife's soul no matter how evil the Grimlight is, or I become."

NPC: LADY DEMETIA CARAMENT

The Grimlight, Undead Female Elf

The undead Lady Demetia Carament, now known more commonly as the Grimlight, is the co-founder of Castle Carament, the wife of Lady Theomara Carament, and the true bane of the rulers of Castle Carament.

Lady Demetia was a devout priestess and happy wife, but she longed to be the best. At everything. And no

matter how many other things in life Lady Demetia was better at, her wife's draconic heritage would always eclipse Lady Demetia. Demetia's anger came to a head when she attempted to kill Theomara, believing she could claim her wife's dragon powers. Theomara defended herself but was forced to kill Demetia in the process, an action she has never forgiven herself for.

As the Grimlight, Demetia is viciously cruel, lamenting only her failure to kill her wife. To do so, Demetia instills visions within the minds of the lords of Castle Carament. These visions promise the lords everlasting fortune should they touch the Grimlight. In truth, the Grimlight lures the lords of Castle Carament to the Grimlight in order to possess them.

If the Gilded Sun is slain, the Grimlight will self-destruct, as Demetia's jealous rage towards her wife is the only thing keeping the Grimlight "alive."

Due to the couple's connection, the Gilded Sun has the power to directly destroy the Grimlight herself by using *Sunfire Breath* on it.

Physical Description. Lady Demetia was once a short, pale woman with white hair and a soft face. Now her body is nothing but bone and a few strands of hair.

Ideal: "I will stop at nothing to take revenge on my wife Theomara and regain my castle."

Bond: "I will see my treacherous wife slain, or die by her breath. Only then shall I find peace."

Flaw: "I have been driven mad with jealousy."

ADVENTURE CONCLUSION

If damage reduces the Gilded Sun to 0 hit points, the Grimlight will un-possess the Gilded Sun and return to the physical Grimlight, wherever it may be. Afterwards:

If the Gilded Sun dies, the Grimlight is automatically destroyed, uncorrupting the wode.

If the Gilded Sun survives, she will explain the history of the Lands of Carament. If the player characters ally with the Gilded Sun, she will offer to fly them and Lord Samson back to Castle Carament.

If the player characters are able to convince the Gilded Sun to destroy the Grimlight, the Gilded Sun will visit the Grimlight Clearing and destroy the Grimlight, uncorrupting the wode.

If the player characters are unable to convince the Gilded Sun to destroy the Grimlight, the Grimlight remains and the wode remains corrupted. This outcome should not be seen as a defeat: the future rulers of Castle Carament will now know the Grimlight is an "anglerfish

light” that is not to be trusted. They’ll also know the Gilded Sun is an ally, not a foe.

If **Lord Samson dies**, Lady Senda Bors will be incredibly distraught. If the player characters are full-time knights of Castle Carament, they will be stripped of their rank and fired.

If **Lord Samson survives**, he will offer to hire the player characters as full-time knights if they are not already in his service. Otherwise, he will grant them promotions. Lady Senda Bors will be incredibly pleased.

No matter what, the player characters will be paid appropriately, whatever that may be.

GRIM KNIGHT

Medium Monstrosity, Neutral Evil

Armor Class 18 (plate)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	6 (-2)

Damage Resistances Radiant

Sense Darkvision 60 ft., Passive Perception 8

Languages —

Challenge ½ (100 XP)

Proficiency Bonus +2

Grim Energy Absorption. The grim knight heals from necrotic damage. They receive no saving throw against abilities that deal necrotic damage or radiant damage.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Warped Death. If damage reduces the grim knight to 0 hit points, each creature within 20 ft. must make a DC 13 Constitution saving throw, taking 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

LORD SAMSON BORS

Medium Humanoid (Leonin), Lawful Good

Armor Class 20 (plate and shield)

Hit Points 68 (8d10 + 24)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	16 (+3)	10 (+2)	12 (+1)	12 (+1)

Saving Throws Con +5, Cha +3

Skills History +4, Medicine +3, Intimidation +3

Damage Resistances Slashing

Sense Darkvision 60 ft., Passive Perception 11

Languages Common, Leonin

Challenge 3 (700 XP)

Proficiency Bonus +2

Brave. Samson has advantage on saving throws against being frightened.

Skilled Stabilize. Samson has advantage on Wisdom (Medicine) checks to stabilize dying creatures. When Samson successfully stabilizes a creature, that creature also regains 1 hit point.

Bulwark. A 10-foot aura radiates from the *Wall of the Monolith*, granting all allies within the aura 1 to their AC. Allies lose this bonus if they leave the aura.

ACTIONS

Shieldwall. Samson sets up the *Wall of the Monolith* to grant him and his allies cover. Samson chooses one edge of his space to set up the shield. This edge is treated as a solid wall. Samson and all creatures behind the shield gain total cover for attacks that pass through this edge, and no cover for attacks that do not pass through this edge.

Daunting Roar (Recharges after a Short or Long Rest). As a bonus action, Samson lets out a menacing roar. Creatures of Samson’s choice within 10 feet of him that can hear him must succeed on a DC 13 Wisdom saving throw or become frightened of Samson until the end of Samson’s next turn.

REACTIONS

Monolith (4/Day). Whenever an ally within Samson’s Bulwark aura would be hit by an attack, Samson uses the *Wall of the Monolith* to add 4 to the ally’s AC which lasts until the attack is complete. To do so, Samson must see the ally and the attacker.



THE GILDED SUN

Large Solar Dragon, Neutral

Armor Class 15 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	12 (+1)	8 (-2)	14 (+2)

Saving Throws Str +8, Cha +5

Skills Athletics +8, History +4, Intimidation +5

Damage Vulnerabilities Cold

Damage Immunities Radiant

Conditional Immunities Blind

Sense Passive Perception 11

Languages Common, Draconic, Elvish

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Beaconsight. The Gilded Sun's eyes shine cones of light like beacons that allow her to see normally in darkness and magical darkness.

Sunfire Aura. If the Gilded Sun can see the sun, creatures adjacent to the Gilded Sun at the start of her turn take 3 (1d6) fire damage.

Untrained Flight. If another creature (such as Demetia) is possessing the Gilded Sun, whenever the Gilded Sun attempts to fly or remain in flight they must make a DC 15 Strength (Athletics) check to do so. If the Gilded Sun fails, they immediately fall to the ground.

Legendary Resistance (1/Day). If the Gilded Sun fails a saving throw, she can choose to succeed instead.

ACTIONS

Multiattack. The Gilded Sun makes three melee attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage plus 3 (1d6) fire damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Sunfire Breath (Recharge 5-6). The Gilded Sun exhales fire in a 40 ft. line. Each creature in that area must make a DC 15 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one. If the Gilded Sun can see the sun, a creature that fails their save is blinded for 1 round.

Solar Life (3/Day). As a bonus action, the Gilded Sun heals 7 (2d4 + 2) hit points. To do so, the Gilded Sun must see the sun.

Alter Self (At Will). As a bonus action, the Gilded Sun casts *Alter Self* but only as the Change Appearance option into and out of her set humanoid form.

LEGENDARY ACTIONS

The Gilded Sun can take 1 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Gilded Sun regains spent legendary actions at the start of their turn.

Move. The Gilded Sun moves up to their speed without provoking opportunity attacks.

Bite Attack. The Gilded Sun makes a bite attack.

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