



# Priory of the Moon

## Dungeon





## The Hook

The Sisters of the Sun's sanctuary has been attacked by a powerful demon and the sisters have barely come out alive. Their local area has been invaded by small mischievous spirits. This is very unusual, until now magic has been very small, and limited and in fact barely used at all. To top this off the youngest of their priestesses seems to have developed insanely powerful holy light based abilities. The sisters have been sent to the Priory of the Moon by their Abbess to search the famous restricted section of the library for any information that might help explain all of these occurrences.

### NOTES:

- To allow for exploration before encountering the final boss, the last door to get to him needs a key which the DM can hide anywhere in the dungeon the players haven't visited.
- The traps are all very old and damaged and can either fail or partially fail if the DM thinks the party needs a helping hand.

For more information about the world check out the Greenlands podcasts and website. Under the lore section.

## About the dungeon

The dungeon is the library basement of the ancient Priory of the Moon. Until recently it was slowly decaying through lack of funds and care, but when the last Prioress was murdered and the priestesses abandoned it, it became home to dark things. It is an ancient place that was once famed for its library of ancient magical tomes. These books have been forgotten by almost everyone down in the basement. They have around for so long, and contain so much strange Magic's that the spells have leak out and affect their surroundings.

There are legends about the treasures the prior contains, attracting many chances as well as monsters attracted by the magic. It is still structurally sound, but many of its original library shelves have fallen apart or been broken by looters and creatures. It is quite damp too. It also has many weird enchanted traps and tricks that are part of a very old and very disorganised security system.



## Rooms

### ENTRANCE ROOM

*As you arrive at the priory through the wood, it is looking a little worse for wear. Blodwen knows that she must go to the back of the priory to get to the old library. The place seems deserted, which is a little unusual. There should be a guardian at the basement library though, so Blodwen is confident. You walk around the outside of the priory noting that it is really looking like it is falling apart. Most of the windows are broken, and nothing looks cared for. You begin to feel a little worried. You finally arrive at the basement library to find its doors fully ripped off its hinges. You go into the entrance hall to see its shelves of books broken and fallen off the walls. The stone work is covered in damp and mould, the windows have not been broken though. The whole room gives off the impression that it was slowly decaying by itself, until someone recently broke in. The hall is lined with many decorative suits of armour and weaponry. The party sensing way more danger than previously planned arms themselves with what they can find. In searching for weapons they accidentally summon the guide.*

The first NPC you meet is a ghost of an ancient priest whom the players meet at the entrance of the dungeon. He can answer basic questions about the priory, like a tour guide. He can be convinced to tell the players about the restricted section of the library. He is the one to explain that the players must find a key to get to the restricted section of the library. He can also give warning about certain traps. Because the traps were all installed at different times, he does not know about them all. **Option:** *As a ghost his presence can weaken or resolve. Attempts to intimidate or press for information make him fade. Idle conversation makes his presence (and memories) stronger.*

*As the party searches for suitable weapons a thin, reedy, and pompous voice is heard. The players turn to see a ghostly old priest looking outraged standing in the middle of the entrance floor. He berates them for ruining the entrance hall and demands to know what they want. He introduces himself as Wemba the librarian of the priory's collection of magical tomes during the reign of King Hrulf (who is by now long forgotten). Wemba is a very skinny bird-like old man, it seems like all of his hair has migrated from the top of his head and instead become a huge straggly beard. He wears the highly decorous robes of the priory of the moon from many centuries ago.*

### FOUNTAIN CROSSROADS HALLWAY

#### Fountain trap

*Approaching the central hallway you see a small slightly damaged fountain. It has a small statue of the moon goddess sitting pensively on the moon. Water flows from a goblet she holds and lands in a basin below. Looking around the room we see four doorways, the walls between the doors all have big white marble moons in the various phases. Around these moons there is a lot of water damage. We also notice what looks like extensive water damage to the walls. The fountain itself has many beautiful shiny objects sitting in the bottom of it. Some of them look like holy sun items, others are gold.*

Laying on the bottom of the pool are various pieces of treasure.



If anyone takes any item from the pool four walls of force seal off the exits instaneously. The fountain starts to overflow the pool immediately, and the big moons on the wall start to pour water in, filling the space in three rounds. Putting the item back will cause plates in the floor to slide back and the water to drain through the holes. It takes 1 turn for all the water to drain. After all the water is gone the walls of force disappear. Placing a new item in the pool will cause a beneficial effect, regain 1d4 hp.

## THE PILLARED READING ROOM (TO THE RIGHT OF THE MAP)

The players go down a hallway without any trouble, there are a lot of suspicious looking fittings that might be traps but aren't. On the other hand, there are quite a few corpses lining the hallways, some are old, but one or two are unpleasantly new. They finally come out into what was once a big reading room, this is where they meet the bandits.

*You head off down a long dark hallway. It is a very old dusty broken hallway, and it looks very suspicious. There are lots of bits of what looks like already triggered traps, broken masonry, scorch marks, five foot iron spikes sticking out of the ceiling etc. The whole hallway looks like it has been put through the wringer quite a few times. There are also quite a few corpses in various states of decay lying around in various horribly distorted positions. Some are comically distorted and some are just wrong, you notice two corpses of humans that look new, unpleasantly, a few hours ago, new.*

*When you come out of the hallway you enter into a room lit by torches. This room looks like it had once been a reading room, it has the remnants of huge old tables and lecterns scattered around it. You notice three either doors, two of which have been broken down revealing dark space behind them. There is also about four centuries worth of candle wax in huge piles on top of what once would have been candelabra. There are no books in here, and nothing of real value. As you are absorbing this information you notice bandits hiding in the shadows of the pillars.*

### NPCs

*There are five bandits: two hobgoblins, two humans and a bugbear. They are all looking a bit shaken, the two humans look worse for wear. You recognise that they are wearing the same kind of clothes as the fresh corpses in the hallway.*

*The two hobgoblins are a man and wife team. She is called Adealfled, and he is called Oerick. They both speak with heavy Glaswegian accents and wear the worst parody of kilts you have ever seen. The husband prefers the bow and the wife prefers the long swords, they are saving up for a nice house to have kids. They are also very combative and violent. They want profit above all else, and have a very no nonsense, entitled attitude. They found the dungeon so they have keepers rights. They are the leaders of the group of bandits.*



## ADEALFLED

Medium humanoid (Hobgoblin), lawful evil

**Armor Class** 19 (splint, shield)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

**Saving Throws** Str +4, Con +3

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 1/2 (100 XP)

## ACTIONS

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

**Spear.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 5 (1d6+2) piercing damage

## OERICK

Medium humanoid (Hobgoblin), lawful evil

**Armor Class** 16 (breastplate)

**Hit Points** 16 (3d8 + 3)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	12 (+1)	10 (+0)	9 (-1)

**Saving Throws** Dex +4, Int +3

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin, understands Orc

**Challenge** 1/2 (100 XP)

## ACTIONS

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage

**Martial Advantage.** Once per turn, Oerick can deal an extra 7 (2d6) damage to a creature it hits with a ranged weapon attack if that creature is within 5 ft. of an ally of Oerick that isn't incapacitated.

The two human bandits, Edmun and Oswald are muscle for hire. They have worked with the hobgoblins before and also have very violent tendencies. These two are not very interesting being simple low grade thieves out to get what they can. They are starting to suspect that the dungeon is a lot more dangerous than they thought of before.

## BANDIT

Medium humanoid (any race), any non-lawful alignment

**Armor Class** 12 (leather armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

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

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/8 (25 XP)

## ACTIONS

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



The bugbear is actually quite a chill dude, except he does everything the hobgoblins tells him too. Not only that, he really does his best at all of his simple tasks, including killing people. His name is Krull. Just Krull, and he wants to provide you with the best service he can.

<h3>KRULL</h3> <p>Medium humanoid (Bugbear), chaotic evil</p> <hr/> <p><b>Armor Class</b> 16 (studded leather, shield)  <b>Hit Points</b> 27 (5d8 + 5)  <b>Speed</b> 30 ft.</p> <hr/> <table border="1"> <tr> <th>STR</th> <th>DEX</th> <th>CON</th> <th>INT</th> <th>WIS</th> <th>CHA</th> </tr> <tr> <td>15 (+2)</td> <td>14 (+2)</td> <td>13 (+1)</td> <td>8 (-1)</td> <td>11 (+0)</td> <td>9 (-1)</td> </tr> </table> <hr/> <p><b>Skills</b> Stealth +6, Survival +2  <b>Senses</b> darkvision 60 ft., passive Perception 10  <b>Languages</b> Common, Goblin  <b>Challenge</b> 1 (200 XP)</p> <hr/> <p><b>Brute.</b> A melee weapon deals one extra die of its damage when Krull hits with it (included in the attack).  <b>Surprise Attack.</b> If Krull surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.</p> <hr/> <p><b>ACTIONS</b></p> <hr/> <p><b>Warhammer.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d8 + 2) bludgeoning damage.</p>		STR	DEX	CON	INT	WIS	CHA	15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)	<h3>BANDIT</h3> <p>Medium humanoid (human), Neutral</p> <hr/> <p><b>Armor Class</b> 12 (leather armor)  <b>Hit Points</b> 11 (2d8 + 2)  <b>Speed</b> 30 ft.</p> <hr/> <table border="1"> <tr> <th>STR</th> <th>DEX</th> <th>CON</th> <th>INT</th> <th>WIS</th> <th>CHA</th> </tr> <tr> <td>11 (+0)</td> <td>12 (+1)</td> <td>12 (+1)</td> <td>10 (+0)</td> <td>10 (+0)</td> <td>10 (+0)</td> </tr> </table> <hr/> <p><b>Senses</b> passive Perception 10  <b>Languages</b> Common  <b>Challenge</b> 1/8 (25 XP)</p> <hr/> <p><b>ACTIONS</b></p> <hr/> <p><b>Scimitar.</b> <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d6 + 1) slashing damage.  <b>Light Crossbow.</b> <i>Ranged Weapon Attack:</i> +3 to hit, range 80 ft./320 ft., one target. <i>Hit:</i> 5 (1d8 + 1) piercing damage.</p>		STR	DEX	CON	INT	WIS	CHA	11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)
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## THE LOOPING HALLWAYS

### Violet fungi

The mushrooms inhabit the big looping hallway to the right of the map that takes you back to the main entrance. You can put extra traps in here if you want and extra challenge. The violet fungi grow in a clump half way down the corridor. When the fungi detect the players they lurch into action throwing their four appendages at the players.

*The dark passageways have been abandoned for years. They are full of weird plants, and squishy skittering things that move in the dark. Nearly all of the traps in this dungeon have seized up due to age and vegetation. Everything smells of mould and decay.*

*There are many types of fungi that inhabit the back passageways of the dungeon. Some of the fungi are very large and some are very small. They are all a bit weird and cursed looking, probably side effects of the magic library leaking through the walls. Conveniently some of the fungi glow in the dark to allow players to see. As you make your way down the hallway trying not to trip any traps or fall into the mould, you see some exceptionally large and exceptionally ugly purple fungi sitting on a mass of dark greenery. You also notice around that time that there are lots of small animal skulls lying around, these fungi specifically, and even worse, some humanoid skulls. As you approach the suspicious*



looking fungi the one closer to you suddenly throws out a tentacle in your direction

## VIOLET FUNGUS

Medium plant, unaligned

**Armor Class** 5

**Hit Points** 18 (4d8)

**Speed** 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

**Condition Immunities** blinded, deafened, frightened

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 6

**Languages** —

**Challenge** 1/4 (50 XP)

**False Appearance.** While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

## ACTIONS

**Multiattack.** The fungus makes 1d4 Rotting Touch attacks.

**Rotting Touch.** *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.

(no changes required)

### Fire trap

This trap is activated when an intruder steps on a hidden pressure plate, releasing a magical gout of flame from a nearby hole in the wall. The DC is 15 to spot the pressure plate, as well as faint scorch marks on the floor and walls. A spell or other effect that can sense the presence of magic, such as detect magic, reveals an aura of evocation magic around the holes.

The trap activates when more than 20 pounds of weight is placed on the pressure plate, causing the statue to release a 30-foot cone of fire. Each creature in the fire must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. A successful dispel magic (DC 13) cast on the statue destroys the trap

*As your party slithers along the dank dark tunnel, you start to notice rows of holes along the walls, and also scorch marks on the walls. Like a lot of scorch marks. You also start to hear a mysterious hissing noise.*

When you reach the entrance room again through these passageways, Wemba can greet you sarcastically, and you have to set off again up the main passageway from earlier.



## THE PRAYER ROOM CORRIDOR (ON THE LEFT OF THE MAP)

The hallway leading up to this room is quite short and uneventful until you get to the door.

*The Wight is part of a long forgotten security system. It is summoned into being when the players get to its door. It steps out of the door itself seemingly growing out of the wood. Its shape is that of a beautiful old high elf, wearing armour. It looks like an elf in almost every way except for it is all white, and the armour and the elf's features are all made of a strange pale bone like texture. It only speaks to tell the players that they cannot pass and must turn back. It gives three warnings and after the last warning if the players persist it will attack them. It carries two swords. When defeated it turns to dust and melts into the floor.*

### GUARDIAN WIGHT

Medium undead (Elven), true neutral

**Armor Class** 14 (Bone Scale)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

**Skills** Perception +5

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

**Damage Immunities** necrotic

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** the languages it knew in life

**Challenge** 3 (700 XP)

**Door Bound.** If the Wight is ever more than 40 ft. from the door it guards it becomes incorporeal and immune to all damage. It must take all actions and movement available to return to the door it guards only reemerging if the door is approached again.

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

### ACTIONS

**Multiattack.** The Wight makes three Scimitar attacks. It can use its Life Drain in place of one attack.

**Life Drain.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.





## THE PRAYER ROOM (TO THE LEFT OF THE MAP)

*The prayer room is a large rectangular room, with two fountains at either end. Straight ahead of the entrance door are steps going up to a giant carving of the moon on the wall. Under this carving is a small wooden chest. Around the wooden chest are many old candles and faintly glowing crystals. Both of the fountains glow slightly, the whole room has a lovely, peaceful underwater feeling. Unlike many of the other rooms this room is not decayed or broken, only slightly dusty.*

Once you go through the door you hit:

### The Spiked pit trap

Spiked Pit. This Pit Trap is a simple, hidden, or locking Pit Trap with sharpened wooden or Iron spikes at the bottom. A creature Falling into the pit takes 11 (2d10) piercing damage from the spikes, in addition to any Falling damage. Even nastier versions have poison smeared on the spikes. In that case, anyone taking piercing damage from the spikes must also make a DC 13 Constitution saving throw, taking an 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Standing with your back to the door the fountain on the left is the healing fountain, to the right is the fountain that turns you into a ferret. But the players do not know any of this. The chest under the moon statue can contain any reward the DM wants that suits the situation, like gold, or jewels etc.

### Healing fountain

This fountain has Healing Word cast on it

1 evocation

Casting Time: 1 bonus action

Range: 60 feet

Components: V

Duration: Instantaneous

Classes: Bard, Cleric, Druid

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the Healing increases by 1d4 for each slot level above 1st.

The players can collect some of this water in a bottle for later healing use.

### Ferret fountain.

Turns you into a ferret for exactly 5 minutes. While a ferret, you cannot speak human and are given ferret-like skills and abilities to match your form. This is up to the DMs discretion.



*The fountains glow turns out to come from beautiful moon crystals embedded into complex geometrical mosaics at the bottom of them. The water seems like perfect, slightly holy drinking water. After all the dust and fights a drink from these fountains could be feasible. Unlike the fountain trap in the hallway, neither of these fountains have anything in them loose for the taking.*

*The small undecorated wooden chest under the moon carving does seem to be just that, a small, old, boring wooden chest. It has metal clasps that can be easily broken. It opens up to reveal a small amount of treasure.*

## THE CORRIDOR TO THE LIBRARY (TOP OF THE MAP)

*As you walk down this corridor you meet the first door. In the middle of this big wooden door is an enchanted rinse door nob. It is in the shape of a really ugly satyr. He has a big nose, curly horns and a wicked grin. He suddenly hails the players, and winking at them asks them to put their hand in his mouth. The players will probably refuse, but he will keep joking and joshing them to, saying things like no balls cmon, I dare you. He speaks like an Italian uncle. As he jokes one of the players will find themselves putting their hand in his mouth.*

### Door 1 biting trap

it will hypnotise you into putting your hand in it's mouth, you get 1d6 damage, it's very annoying, you have to resist the hypnosis, wisdom saving throw has to beat 18, if you don't you get bitten.

To open it you have to grab it's nose like a doorknob and twist. It talks and cackles the entire time, and it is pretty indestructible.

*Once you get past the first door, you have another stretch of empty corridor with another door at the end of it. It seems that the bandits didn't get this far down the corridor, you do notice some very long and deep scratches in the stonework down the corridor. This second door is a beautifully carved and inlayed door. It is not a heavy duty door like the other doors in this dungeon, it is instead covered in incredibly complicated designs and calligraphy of text upon text. The motives of moon and water pops up all over it. If you look at it closely you can tell that the calligraphy and all of the symbols seem to mean something.*

### Door 2- Riddle

It looks like it has a really complicated riddle of patterns, perception DC15 will find you the riddle can find you the riddle: "What rooms can you not enter? Mushrooms"

OR all you need to do is hit it hard enough. AC19 Bludgeoning

*This third door is very plain. It has a simple door handle and keyhole. It is wooden and has no symbols or anything carved on it. Although you can notice the deep scratches from down the hall are more frequent here.*

### Door 3- Locked

This door can only be opened with the key the players have picked up in the dungeon beforehand. No other way through.



## THE LIBRARY (TOP OF THE MAP)

This is the last boss room.

*This room was once the big main library of this floor. But it has been utterly destroyed. Not one book or piece of furniture remains intact. The ceiling is covered in moon crystals making the carnage look horribly blue and ghostly. Sitting on a huge pile of broken wood and books we see a pale figure. This guy is a bit special. As you approach he looks almost human, it is not until he stands up and unfolds that we see that he truly isn't human at all. He has a creepy skull-like head and the tail of a scorpion. It's bones stick out through its dry parchment skin. At first he looks utterly horrifying and immensely powerful until you realise, something, This demon has clearly met the nasty end of the dungeons security system, and he has sustained some rather nasty damage. He is missing one eye and a hand. He has been bound by some ancient spell from the dungeon that causes terrible pain to him. He is also very hungry and very tired. An overall very sad demon. He wants to get out of the dungeon, and he wants lunch. He also wants to make someone suffer horribly.*

### KRALZAN THE BOUND

*Large fiend (bone devil), lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 91 (14d10 + 14)

**Speed** 30 ft.

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

**Saving Throws** Int +4, Wis +5, Cha +6

**Skills** Deception +6, Insight +5

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Infernal, telepathy 120 ft.

**Challenge** 5 (1,800 XP)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

**Limited Magic Resistance.** Once per day when the devil fails a saving throw against a spell or other magical effect it may repeat the saving throw and take the higher of the rolls.

**Marks of Binding.** Scars stretch over the bone body of the Devil and map out arcane sigils. A DC 10 arcana check shows them to be marks of binding while a DC 15 check shows them to be powered by radiant energy. After the Devil takes radiant damage the sigils glow and it loses all of its resistances until the start of its next turn.

### ACTIONS

**Multiattack.** The devil makes two attacks: one with its claws and one with its sting.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

**Sting.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

When the players defeat the demon. They become aware of a small door on the back wall. That door's lock also matches the key they have. On the door is marked restricted section. It also has heavy duty binding magic on it, it is apparent that this door is responsible for the nasty binding spell on the demon. Once they unlock it, they are in the restricted section of the library where they can find the book for Patience.