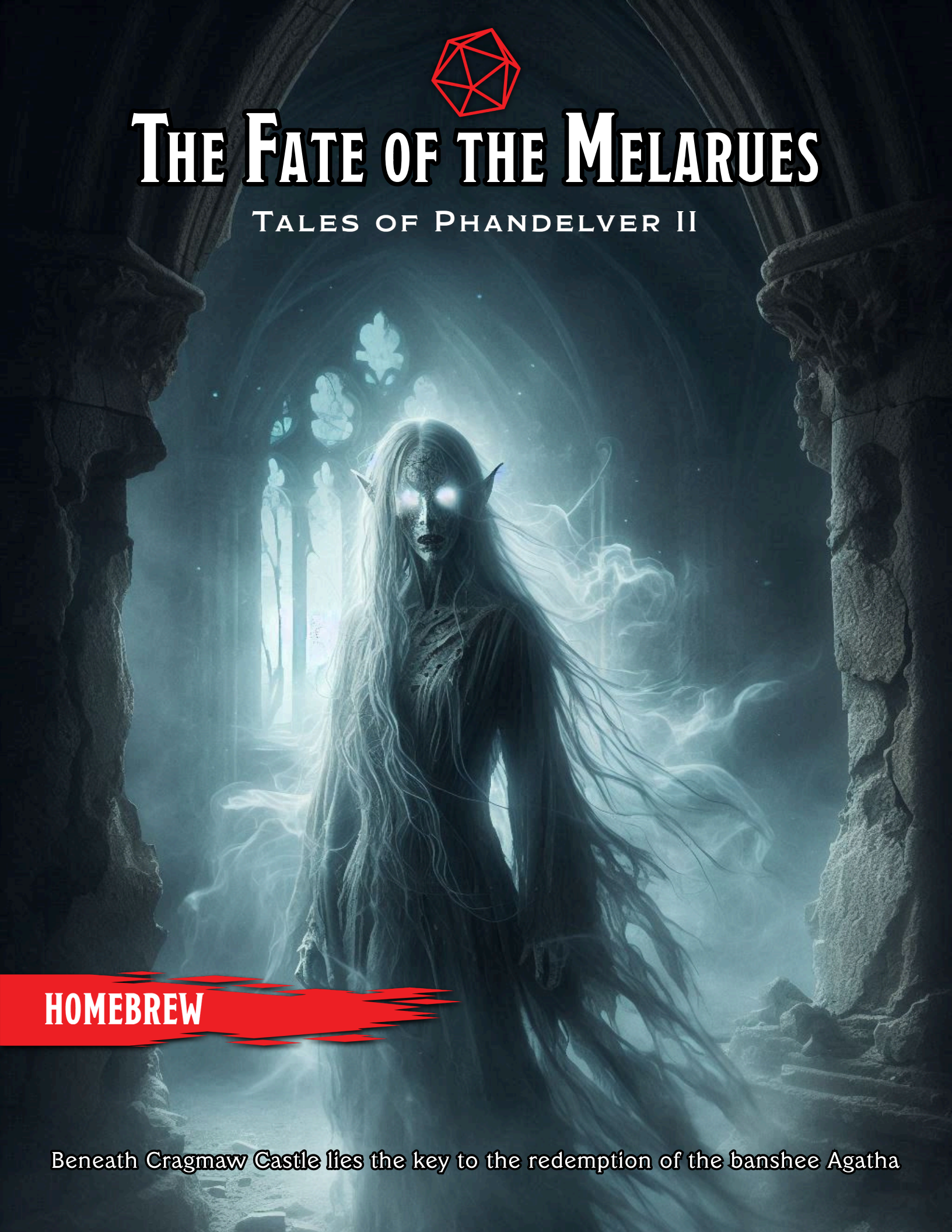

The Fate of the Melarues
Tales of Phandelver II
HOMEBREW
Beneath Cragmaw Castle lies the key to the redemption of the banshee Agatha

Credits

Author Credits

Original story and source of inspiration: *The Redemption of Agatha the Banshee* by Kenji Crosland, adapted and extended by Gerald Philipp.

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Tales of Phandelver

This collection of adaptations and expansions leads players deeper into the world of ***Lost Mine of Phandelver*** and ***Dragon of Icespire Peak***. It expands the stories surrounding Phandalin and its environs with new secrets and challenges, creating seamless transitions into later campaigns.

Tales of Phandelver I – The Tomb of the Seven retells the popular introductory adventure ***The Crypt of Delius***. The characters immerse themselves in the legend of Aris Delius and his knights, swearing an oath to reunite the fallen at their final resting place.

Tales of Phandelver II – The Fate of the Melarues is based on the concept of ***The Redemption of Agatha the Banshee*** (originally published in 2019 by Kenji Crosland on his blog cros.land) and places Cragmaw Castle at the centre of a dark story of betrayal and guilt. The encounter with the banshee Agatha reveals old truths and sets the characters on the trail of a powerful magic item.

Tales of Phandelver III – The Price of Failure follows the fate of **"Glasstaff" Iarno Albrek**. A chase through the foothills of the Sword Mountains culminates in a brutal showdown at the Old Owl Well, where a dangerous agent of **Nezznar, the Black Spider**, awaits the characters.

Tales of Phandelver IV – The Whisper of the Storm links the seemingly isolated encounters with the Talos cult in the Phandalin region into a standalone mini-campaign. This serves as perfect preparation and transition into ***Storm Lord's Wrath*** and reveals the growing shadows falling across the Sword Coast.



The Fate of the Melarues

Cragmaw Castle in Neverwinter Wood is home not only to the self-styled Goblin King Grol and his prisoner Gundren Rockseeker, but also harbours the key to the mystery of the **banshee Agatha**. Clues in the castle's altar room lead the characters to the secret family vault. The search for a magic sword and a magic lute ultimately leads the adventurers to her lair.

> *The Fate of the Melarues* works best if the player characters have not yet sought out Agatha the banshee, and the side quest described in *Lost Mine of Phandelver* is entirely replaced by this variant.

House Melarue

The castle now known as Cragmaw Castle belonged roughly 150 years ago to an elven noble family, of whom Agatha was a member. Her true name was ***Auglatha***.

The Melarues were widely known for their mastery of divination magic and their devotion to Sehanine Moonbow, the elven goddess of divination and illusion. The altar in Cragmaw Castle, desecrated by King Grol's priests, was once consecrated to her. Hidden within the ruin, a secret sanctuary still lies undiscovered by the goblins.
Auglatha lived at the family seat with her father, **Quarion Melarue**, and her sister **Mya**; her mother **Elariel** had died at her birth. Over time, House Melarue crafted many magic items. Eventually, **Ermaris Melarue**, Auglatha's great-grandfather, created a magic instrument called **Lúmenel ("Moonglance")**. "Moonglance" was a lute of silver-white shimmering wood with a tone so pure it could reach directly into the soul.



It granted an attuned bard, cleric, or ranger of elven heritage the ability to cast *True Seeing* (6th-level spell) once per day.

A Grievous Betrayal

The human bard **Gwinforth**, an ambitious Zhentarim aspirant, was determined to obtain a powerful artefact to prove himself as a valuable ally to the organisation. At a festival in Conyberry, Gwinforth sought out Auglatha Melarue, enchanting the young girl with his charm in order to gain access to the castle. At first the two met secretly in a grove near the village — until Quarion finally relented to his daughter's urging and officially welcomed Gwinforth as a guest.

In the following days, the bard skillfully induced Auglatha to share old family secrets with him — including the hidden passage to the study beneath the castle. To shield himself from the keen eyes of the Melarues, Gwinforth wore an Amulet of Proof against Detection and Location that protected him against divination magic.

Gwinforth's plan to also win the father's trust was unexpectedly disrupted when the green dragon **Nythraxis** appeared in the area and drew increasingly close to the castle on its ranging flights. The bard sensed that time was running out. Fearing he would return to the Zhentarim empty-handed, he pressed ever more aggressively for information about the artefact Moonglance and its hiding place. Quarion grew suspicious, and an argument ensued, at the end of which Quarion expelled Gwinforth from the castle.

A Murderous Pact

But Gwinforth had already invested too much to give up now. With nothing left to lose, he hatched a dark plan: he followed Nythraxis's trail and proposed a deal to the dragon. Gwinforth would reveal the location of an elf-inhabited castle — along with its defences. In return, Nythraxis would hand over one specific artefact from Quarion's collection.

The old dragon was amused by the human's audacity and the prospect of plunder — and agreed.

The Downfall of House Melarue

The following night, Gwinforth slipped back into the castle. With sweet words and false promises, he convinced the still-enamoured and father-angry Auglatha to flee with him. Together, he promised, they could begin a new and happy life far from Neverwinter Wood. She should meet him at the place where their love had begun: at the Heart Tree in the grove near Conyberry.

While the young elf hastily gathered a few belongings, Gwinforth seized the moment to steal the illusion stone that Quarion had created to conceal the castle from the dragon's gaze. Before leaving the castle, he set fire to the kitchen, then disappeared into the forest.

The next morning brought terror and death to the castle. Roused by the acrid smoke of the fire, the servants rushed to contain the flames in the kitchen. But even as they fought the fire, Nythraxis dove from the grey sky — onto the castle that was no longer hidden from his sight, and its inhabitants.

Quarion desperately tried to get his daughters to safety. While he directed Mya to hide in the sanctuary, he frantically searched for Auglatha.

Death found him in the very chamber where Gwinforth had been quartered. There the dragon's breath filled the tower room with a lethal cloud of poison. The servants, the guards, and several hunters perished in the kitchen, where Nythraxis unleashed his breath once more.

Mya too did not survive the catastrophe. In her fear, the girl had cowered beneath her father's desk. But she was too small to reach the lever that would seal the sanctuary entrance. Through the unsecured access, the green dragon's corrosive poison seeped in. Mya was defenceless against the deadly vapour.

Where Love Began and Ended

While smoke and death swept across Castle Melarue, Auglatha waited beneath the Heart Tree — that fateful place near Conyberry where their love had first begun. Unaware of what Gwinforth had done, she clung to hope for a new beginning.





When the bard finally appeared at the Heart Tree, Auglatha presented him with the magic lute Lúmenel — as a token of her love and a gift for a new beginning. She did not suspect that this very instrument had been the true object of Gwinforth's deception and the trigger for all the tragedies that had befallen her family.

Caught off guard by this unexpected turn, Gwinforth revealed the truth to her — not out of remorse, but because he knew she could no longer stop him. Horror, grief, disappointment — but also burning rage rose within Auglatha. She threw herself at the traitor. But Gwinforth was faster. In a brief, merciless struggle he wrenched the family blade Verdaniel from her — once her father's proud sword — and plunged it into her chest.

And so it was the very weapon that Quarion had once wielded to protect his family that now took Auglatha's life — a cruel mockery of fate.

The Legacy of Betrayal

Nythraxis had his kobolds loot Castle Melarue and ordered them to bring all the corpses to him. Gwinforth, however, had no intention of returning to the dragon — and even less of lingering at the scene of his crime. He left Auglatha's lifeless body at the foot of the Heart Tree and set off that same day to seek out an old Zhentarim contact — in a rising mining settlement called Phandalin...

But Auglatha's spirit remained in the grove near Conyberry, trapped in grief and self-reproach, unable to forgive herself. To this day she believes she bears the guilt for everything: the death of her mother, her father, her sister, the ruin of her family, and the betrayal she recognised too late.

It falls to the characters to absolve her of this guilt and grant her redemption...



The Goblin Shrine

Fighting Lhupo

This chapter replaces the description of Room 9 in Cragmaw Castle (*Lost Mine of Phandelver*). All key information from the original room description has been integrated and adapted.

Goblins have no use for human gods, so the Cragmaws have rededicated this place to **Maglubiyet**, the god of goblins and hobgoblins.

> This room occupies the entire north tower of the castle. A stone altar stands in the centre of the room. It is covered with a dark cloak. Upon it sits a wooden block, its wood stained dark with blood. Arranged neatly before the block are the severed heads and skulls of hobgoblins, bugbears, goblins, and a few humans. Various ritual objects — a goblet, a knife, and a censer — are carefully arranged on the altar. A flickering fire bowl casts uneasy shadows on the walls. A simple steel axe hangs in the curved alcove of the north wall, fixed with crudely hammered hooks. Red smears criss-cross the wall. Two heavy curtains conceal archways to the south.

The shrine is home to **Lhupo** (a goblin shaman with 12 hit points) and two ordinary goblins who assist him as his "acolytes." They all wear filthy robes over their armour, but none of them possess divine powers (even though Lhupo claims to speak to Maglubiyet).

Entering from the West (Room 5)

If the characters enter the room from the western storeroom, they find the three goblins kneeling before the altar. If they listen at the door beforehand, they can hear soft, rhythmic muttering and guttural croaking — ritual prayers in Goblin. In this case, the characters can surprise Lhupo and his *acolytes*. To quietly open the door and enter the room unnoticed behind the three goblins, a successful Dexterity (Stealth) check against DC 4 (acolytes) or DC 6 (Lhupo) is required. The goblins are absorbed in worship of their god and therefore have disadvantage (−5 to Passive Perception).

Entering from the South (Room 8)

If combat with the grick breaks out in the Dark Hall, it takes **1d6 rounds** before the praying goblins are startled by the noise. Lhupo the shaman then sends one of his acolytes to the hobgoblin quarters (Room 6) to raise the alarm. He then extinguishes the fire bowl; **the entire room is plunged into darkness** when the characters enter.

The messenger needs **2 rounds** to reach the hobgoblin quarters. If the player characters have already entered this room and killed the hobgoblins, the goblin panics so badly that it flees through the castle entrance (1) to the outside and does not return to Room 9.
If it finds the hobgoblins alive, Lhupo's agitated acolyte needs a further **2d6 rounds** to convince the hobgoblins that danger is near and that they should investigate.

If the three hobgoblins reach the chapel while combat with the grick is still ongoing, they take the following positions:

- One positions itself beside each curtain at the wall leading to **Room 8**.
- The third hobgoblin takes cover behind the altar and readies its **longbow**. Thanks to half cover behind the altar, it gains **+2 to its Armour Class (AC)**.

Lhupo and the other acolyte withdraw to the northernmost end of the room. Both initially prefer to let the hobgoblins deal with the intruders. Goblins and hobgoblins together need **1d6 rounds** to get into position.

If the hobgoblins and Lhupo and his acolytes are already in position when the characters step through the curtain, **Shamanic Guidance** is Lhupo's first action. Selfish as he is, he chooses himself as a target along with 2 of the hobgoblins.

Tipping Over the Fire Bowl

If the bowl has not already been extinguished, it can be kicked over as an action with a successful Strength check against **DC 15**, scattering the glowing coals across the floor. Creatures within a 10-foot cone from the fire bowl must succeed on a **Dexterity saving throw** against **DC 10**. On a failure, they take **1d4 fire damage**. Creatures that are barefoot or unshod take **1d8 fire damage**. The affected area counts as difficult terrain. Any creature that begins its turn in this area must make another Dexterity saving throw (DC 10) at the start of its turn or take 1d4 (or 1d8) fire damage again.

Exploring the Shrine

Once the characters have defeated the goblin shaman Lhupo and his "acolytes" as well as any reinforcements and explore the room, they can make the following discoveries:

The Desecrated Altar

If the characters examine the heads and skulls lined up on the altar, they notice that the first in the row is the remnant of a statue's head that has been smashed in two. The split stone head bears the face of a beautiful elven woman.

A successful **Wisdom (Religion)** check against **DC 15** is needed to identify the depiction as **Sehanine Moonbow**. Elves and half-elves have advantage on this check.

Background: Sehanine Moonbow

Sehanine Moonbow, also known as the **Daughter of the Night Sky**, **Goddess of Moonlight**, and **Lady of Dreams**, is an elven goddess of the full moon, night, and dreams. She is regarded as a master of divination and illusion. She reveals the path to her faithful through dreams, visions, and omens, either in sleep or in waking reverie. Sehanine is venerated as the most powerful of the female elven deities, but her power is not constant — it waxes and wanes with the phases of the moon. At full moon her power reaches its peak, while at new moon or during a total lunar eclipse she is greatly weakened. In daylight, she is nearly powerless. Her symbol is a pale crescent bow above the round full moon.

Symbol on the North Wall

A careful examination of the north wall requires a successful **Wisdom (Perception)** or **Intelligence (Investigation)** check against **DC 15**. On a success, the characters recognise that the smears were intended to desecrate older, sacred symbols.

> Beneath the crude goblin iconography, the heavily faded symbol of a full moon above a blue-grey crescent is visible. Fine, pale lines that once depicted silver-blue light radiate from the symbol across the walls and floor. A single ray runs straight downward, continues along the floor across the room to the altar, and from there extends on to the opposite south wall.

Written on the wall in Elvish:

> *"Her countenance in moonlight reveals the secret"*

Characters who succeed on a **Wisdom (Religion)** check against **DC 15** recognise it as a symbol of Sehanine. Again, elves and half-elves have advantage on this check.



The Destroyed Statue

> At the southern end of the room stands the headless, crack-riddled statue of a slender woman in a gauzy robe. It is carved from pale, porous tuff stone, roughly 150 cm tall, and faces away from the altar — the severed head clearly once faced the wall. Not only was the head struck off; her arms too are reduced to jagged stumps.

If the characters have identified the symbol on the north wall, they see that the single faint ray of light ends directly before the statue. The statue stands on a thick, circular stone slab. A successful Wisdom (Perception) check against **DC 15** reveals a narrow gap between the slab and the floor, suggesting that the base is not fixed but appears to hover above the ground.

The base can be rotated on its axis. Characters become aware of this with a successful Intelligence check (**DC 10**) or by the combined effort of at least two characters. Due to dirt and encrustation, a successful Strength check (**DC 15**) is required to turn the statue 180 degrees toward the moon symbol.

Once the statue has been rotated 180 degrees toward the moon symbol, mechanical sounds ring out: the altar in the centre of the room slides aside, revealing a narrow, steep stone staircase leading down to the sanctuary.

Treasure

The ritual objects (chalice, knife, censer) are made of tarnished silver with a total value of 200 gp (60 gp, 40 gp, 100 gp).

Lhupos staff has several pieces of malachite attached to it worth 40 gp in total.

Experience Points

Award **100 XP** divided equally among the characters when the group defeats Lhupo and the acolyte.
If the characters must also defeat the three hobgoblins, award a total of **300 XP**.

Award a further **100 XP** if they succeed in opening the hidden entrance to the sanctuary.





The Secret Sanctuary

Descent into darkness

Motes of dust swirl in the air as you carefully descend the steep stone staircase into silence and darkness. These steps have not been trodden for an eternity. After a few metres, the stairs open into a square vaulted chamber resting on four massive, centrally placed pillars. Each pillar is sturdily worked, bearing faded grooves and notches that once served an ornamental function. The vault is blackened with age and laced here and there with hairline cracks. It smells of cold stone, mould, damp parchment, and ancient dust.

The revealed staircase leads to the Melarues' secret underground refuge. All rooms are shrouded in deep **Darkness**, though all walls bear several wall candles that the characters can light. Once at least **4 candles** or **2 torches** have been lit, a room is illuminated by **Dim Light**.

At the foot of the staircase, a heavy lever is set into the wall. It serves to return the altar above to its original position, sealing the entrance to the refuge.

1. Quarion's Study

In the north-east quarter of the vault, a tall shelf lines the wall, laden with yellowed books and loosely stacked folios, some of which lie scattered on the floor in front of it. Against the north wall stands a massive desk of dark wood, its surface strewn with the yellowed remains of crumpled notes and hastily scrawled scraps of parchment. The four drawers have been torn out, their contents scattered across the floor.

Quarion Melarue, Auglatha's father, studied the arcane arts here and composed his correspondence. Most of the documents are written in Elvish and annotated with sketches of arcane patterns and diagrams. If the characters search through the fragments of the scattered papers, they may make an Intelligence (Investigation) or Wisdom (Arcana) check to gain information about the author. Characters who do not know Elvish have disadvantage on this check.

The information gained depends on how high the check result is:

DC	Information
10	This was clearly the workplace of the former lord of the house, a magic-using elf named *Quarion Melarue*. The sketches suggest he worked with magic artefacts.
13	These artefacts were connected to the elven moon goddess Sehanine Moonbow and her associated magical domains of illusion and divination. The documents also repeatedly mention a special lute of silver-white wood called *Lúmenel — Moonglance* — long in the family's possession.
15	Quarion Melarue was most recently working in great haste on an artefact meant to protect the castle, incorporating a powerful illusion spell.

Most of the books on the shelf are not spellbooks but works on magical theory, particularly on divination and illusion:

- *"Mirror of Possibilities: Foundations of Divination Magic"*
- *"The Lines of Fate — Structure and Pattern of Arcane Foresight"*

- *"The Art of Deception: Illusions in Theory and Practice"*
- *"Through the Veil: Meditations on Time, Mind, and Phantasm"*

Spellbook: A successful Intelligence (Arcana) check against **DC 10** reveals a spellbook from Quarion's possession containing the following spells:

- Detect Magic (1st level)
- Identify (1st level)
- See Invisibility (2nd level)

Mya's Skeleton

Beneath the desk, half hidden in shadow, crouches a small, yellowed skeleton. The bones are slender, the shoulders pressed against the wall as though the creature had pressed itself as far back into the corner as possible. These are the mortal remains of **Mya Melarue**, Auglatha's younger sister.

Characters who succeed on a Wisdom (Medicine) or Intelligence (Nature) check against **DC 15** recognise that this is the skeleton of an elven child who must have died a very long time ago.

Quarion's Personal Chest

The chest is smashed and appears empty at first glance. It has a false bottom. A character searching without focus only discovers the false bottom on a successful Wisdom (Perception) check against **DC 15**. A deliberate examination requires a successful Intelligence (Investigation) check against **DC 10**.

Beneath the false panel are a heavy metal key, a diary bound in fine-cured leather with an embossed coat of arms, and a platinum signet ring bearing the same arms.

The ring is worth 50 gp. Quarion's diary (see Appendix B) sheds light on the tragedy that unfolded within these walls nearly 150 years ago.

The Coat of Arms of House Melarue

The heraldic shield is a leaf-shaped pointed oval. It depicts a crescent moon opening to the right, with filigree runes along the inner edge of the crescent. Within the moon floats an open eye, its pupil replaced by a shining star (symbol of insight).

Characters who speak Elvish can read the runes along the crescent. They form the motto of House Melarue:

"In the light of the moon, every mask falls"

2. Looted Storage Area

The north-west quarter was once a storage area. It has been looted and destroyed: broken shelf boards, shattered clay pots, and rotted cloth remnants lie scattered about. Nothing of value remains.



3. Shrine to Sehanine

A small shrine dedicated to Sehanine Moonbow.

> On the south side of the room, set in a circular wall niche, stands a painted statue of a slender elven woman, barely 60 centimetres tall, that closely resembles the figure in the shrine above. Running around the outer edge of the niche are eight round recesses set into the wall. Seven of them hold copper discs: one circular, two semicircular, and four in the shape of crescents of varying widths. The recess above the statue's head is empty.

A successful Wisdom (Perception) check against **DC 10** reveals a narrow gap around the niche that traces the outline of a hidden door.

The Moon Puzzle

The copper discs represent moon phases and can be removed from the recesses and replaced. The empty recess corresponds to the new moon.

> Show the players the current arrangement of the discs as depicted on the left side of Appendix C. This sequence of moon phases is incorrect. If none of the players notice, their characters may realise it with a successful Intelligence (Nature) check against **DC 10**.

The full moon disc must be placed directly above the statue's head in the niche. The remaining discs are inserted clockwise in accordance with the lunar phases. One recess — new moon at the 6 o'clock position — remains empty.

> The correct arrangement can be found in Appendix C on the right side.

Once all discs have been removed and replaced in the correct order, a distinct click is heard and the hidden door swings open a crack.

4. Sleeping Quarters

A door decorated with intricate inlay leads into another vaulted chamber that once served as emergency lodgings. Three single beds and one double bed stand here. The pillows have collapsed into shapeless lumps, the covers and blankets are moth-eaten and spotted with mould.

On the north wall above the beds hangs a severely damaged painting in a finely crafted wooden frame. The frame bears the coat of arms of the Melarues (crescent with open eye). If the characters have previously found Quarion's diary, they recognise the coat of arms immediately.

The Family Portrait

> The painting appears to have once been slashed in a wild fury — countless small claw marks have literally ripped through the canvas. Mould spreads across the ravaged image and the colours are mostly faded. Yet the original subject can still be made out: a family portrait — a dignified elf of noble profile cradling a silver-white lute. His free hand rests on the shoulder of a young, graceful elven woman. Beside her stands a small elven girl, trustingly holding her hand. Above the group's heads run filigree Elvish runes — apparently their names. Behind the family hovers — barely still visible — the pale form of an elven goddess, as though watching over the family.

Characters who know Elvish can read the names: **Mya**, **Quarion**, **Auglatha**.

The beds contain only dust and cobwebs, nothing of value.

The Kobold Skeleton

Before the double bed the characters find another skeleton on the floor. It is barely larger than the one beneath the desk but has reptilian features: the long jaw with small, needle-like teeth resembles that of a crocodile. Tattered leather remnants and rusted buckles suggest simple armour; a rusted dagger lies beside the corpse.

Characters who succeed on an Intelligence (Nature) check against **DC 10** recognise that this is the skeleton of a kobold. The kobold fell into a dispute with its companions while looting the sanctuary on the dragon's orders.

5. Latrine

A plain wooden door leads into an L-shaped room with two simple wooden latrines. In the south wall is a half-open, heavy, rusted metal door.

An **Ochre Jelly** has taken up residence here - a product of the poisoned air, latent magic, refuse, and filth. The Ochre Jelly (see Appendix F) clings to the ceiling and drops down once all characters have entered the room. To notice it, the characters' passive Perception must exceed 16; otherwise they are surprised by the attack.

Once the characters have defeated the Ochre Jelly, they can investigate what lies behind the door: a low tunnel begins there, roughly hewn into the rock and shored up by weathered wooden beams. After roughly 150 metres, the passage ends abruptly in a completely blocked and impassable landslide.

Experience Points

Award **450 XP** among the characters when they defeat the Ochre Jelly.



6. The Moon Well

If the characters succeed in opening the secret door, they behold the following:

> The door in the wall swings open without a sound and you enter a cruciform cross-vaulted chamber of pale stone. The room feels as though no one has entered it for a very long time, yet no dust lies on the floor, no hint of mould hangs in the air. In the centre of the room stands a round basin, roughly a metre and thirty tall, rimmed in milky white marble. The water within is still, yet its surface glows with a silvery sheen, almost like liquid moonlight. The rim of the basin is engraved with Elvish runes. From a hook on the basin hangs an exquisitely crafted silver ladle.

If the characters examine the basin more closely, they may make an Intelligence (Arcana) check to learn more about the nature and purpose of the basin. The precision of the information depends on how high the check result is:

DC	Information
10	The basin is filled with magic of divine origin with a beneficial effect on the mind (Wisdom).
15	The deity is elven, probably Sehanine or a related moon-linked power. The effect is probably in the domain of divination or illusion magic.
20	The magic of the basin is not unlimited. It is also cyclical, tied to the cycle of the moon.

Characters who know Elvish can read the text engraved around the basin's rim:

May the silver truth of the Moon Lady guide you.

Characters who succeed on a Wisdom (Religion) check against **DC 10** recall that *Moon Lady* is a title of the elven goddess **Sehanine Moonbow**. Elves and half-elves have advantage on this check.

The Blessing from the Basin

If a character drinks the water with the ladle, they receive the ***Blessing of the Silver Truth*** (see Appendix E): the ability to recognise and pierce deceptions or illusions. The blessing can be activated once and then leaves its bearer until they are blessed again at a sacred site of Sehanine.

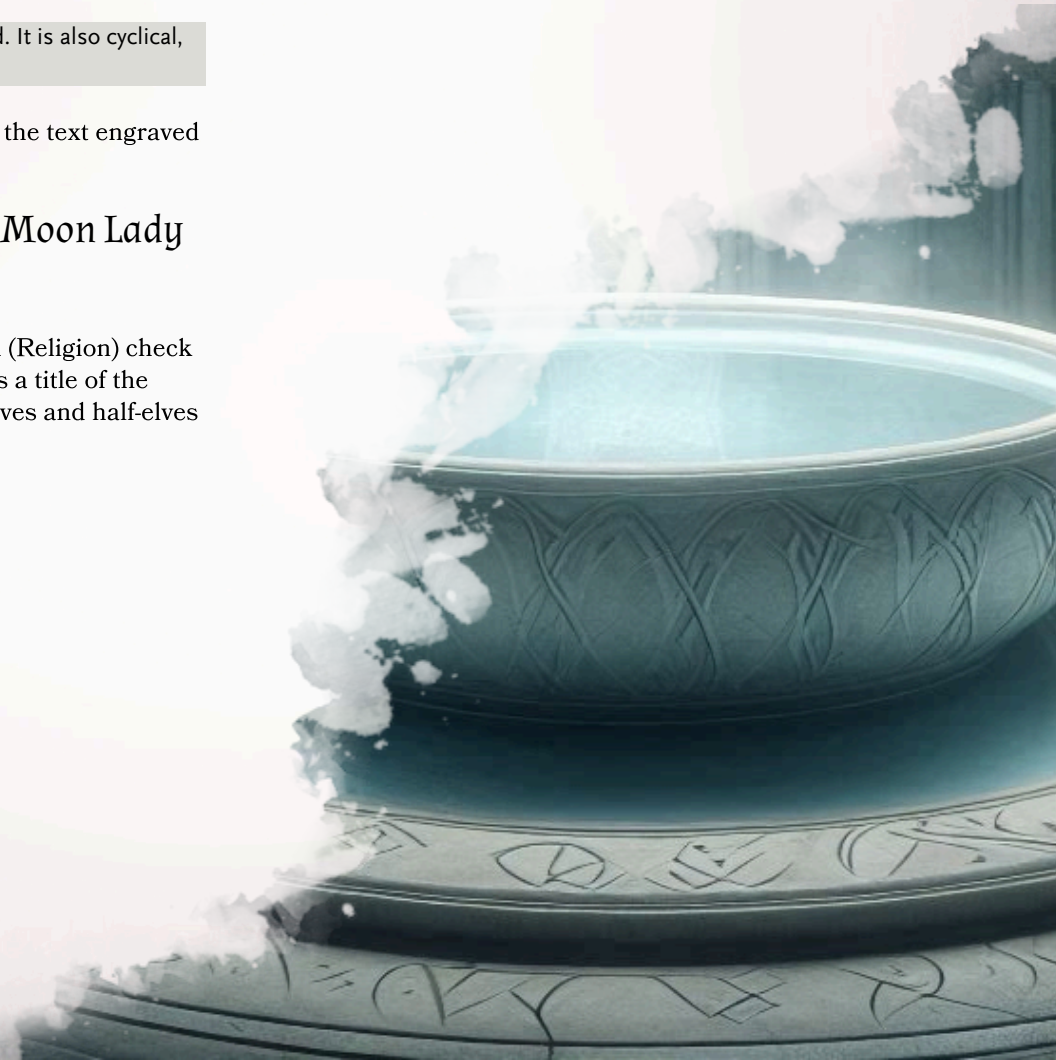
Once the first creature has drunk the water, the image of the full moon in the basin begins to fade. After 4 draws it finally takes on the darkness of a new moon (see the moon phase diagram in Appendix C). The well requires 28 days to restore its full moon state and with it the ability to bestow blessings.

The water must be drunk directly from the basin; it loses its potency if decanted into a container or flask.

7. Artefact Storage

In the two transepts of the cruciform vault, Quarion stored two magic artefacts consecrated to the moon goddess.

Auglatha took both family heirlooms with her before she fled the castle.



Verdaniel — The Blade of Revelation

Against the east wall stands a stone granite pedestal. Engraved into its surface is the coat of arms of a rising crescent with an eye. On the pedestal rests the scabbard of a shortsword, crafted from deep blue leather and threaded with fine silver veins. The mouth of the scabbard is edged with Elvish runes of mithral. On the reverse side, a filigree pattern of oak leaves and stars forms itself into a stylised full moon.

The scabbard is empty — but within it is tucked a folded note of yellowed parchment. The ink is slightly faded, the fine Elvish runes traced as though by a trembling but resolute hand.

The note (**Appendix D: Auglatha's Letter**) is a message to her father that she left behind when she took the sword before her flight. It is written in the Elvish language.

Characters who know Elvish can also read the Elvish runes on the sword scabbard:

"In the light of the moon, every mask falls"

This scabbard belonged to **Verdaniel**, the *Blade of Revelation* — the family sword of the Melarues. Auglatha took it with her when she left the castle to begin a new life with Gwinforth.

If the characters have found Quarion's diary, they may recognise with a successful Wisdom (Perception) check against **DC 10** that the runes on the scabbard match exactly the motto on the book cover, even if they do not know Elvish.

The Storage of Lúmenel

Against the west wall stands a slender, padded wooden stand resembling a low easel. It is richly decorated with delicate engravings of stylised lutes, ivy tendrils, moon phases, and the symbol of the stylised eye.

This is the stand for the lute **Lúmenel (Moonglance)**, the magic heirloom of the Melarues. The stand is empty. Auglatha took the instrument with her to give to Gwinforth.

Bards or characters with proficiency in a musical instrument immediately recognise the construct as a lute stand. Other characters identify it as a stand for a stringed instrument on a successful Intelligence check (**DC 10**).

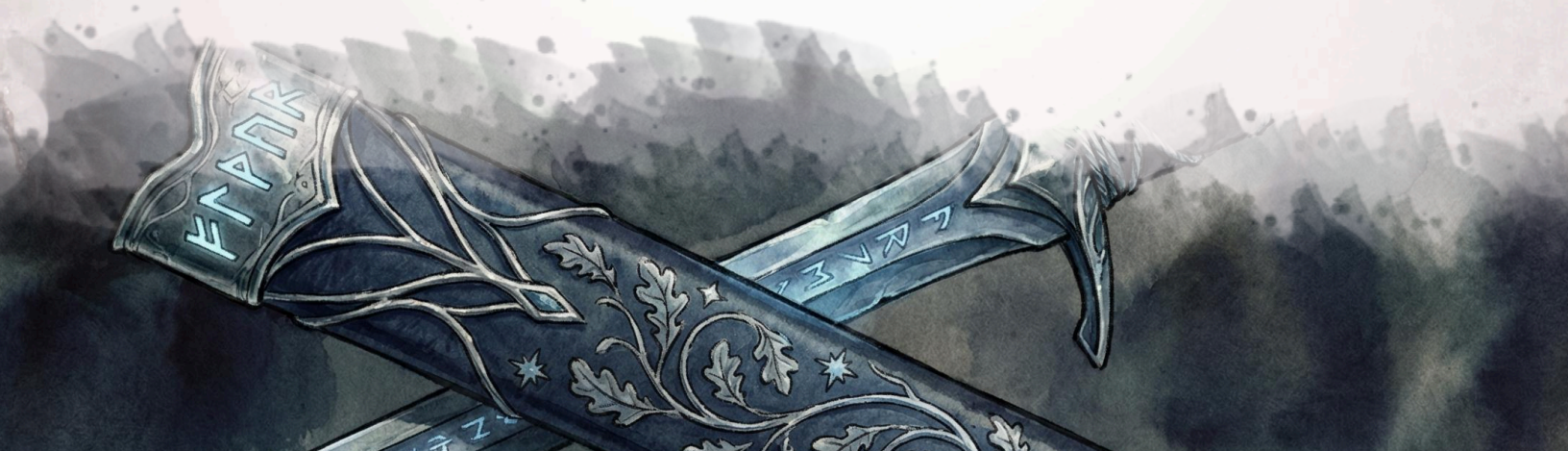
Experience Points

If the characters have gained access to the Moon Well and succeed in reconstructing the dramatic events in full, you may award an additional **200 XP**.

If the players furthermore resolve to search the area around Conyberry for traces of Auglatha or clues about the whereabouts of the magic items, they receive a further **50 XP**.

Leaving the Sanctuary

If the characters sealed the sanctuary entrance, they can reopen it at any time. To do so, they must move the lever at the foot of the staircase to the opposite position. This retracts the altar and gives the group access to the castle again to continue exploring.





Auglatha's Redemption

Auglatha, the Banshee

For over 100 years Auglatha's tormented spirit has found no rest, roaming as a banshee by night through the grove near Conyberry where her fate was sealed.

The young elf Auglatha did not become a banshee through a curse but through extreme guilt. She firmly believes that her recklessness caused the death of her entire family and destroyed House Melarue. Consumed by guilt and bound to the place of her death, she is unable to accept the truth: that the principal responsibility for the betrayal and destruction lies with Gwinforth.

About Banshees

A banshee is the spirit of an elven woman. It is said they hate the living, whose presence they find painful, and seek to harm all they encounter. Banshees appear as floating, luminous phantasms of their former selves. Their form shines brightly at night but is translucent in sunlight. Most banshees are old and withered, but some who died young retain their former beauty. A banshee's hair is wild and unkempt, its garment usually a tattered rag. Its face is a mask of pain and torment, yet hatred and rage burn bright in its eyes. Banshees frequently emit shrieks of anguish, hence their name. The wail of a banshee affects flowers and delicate plants — they wither and die, trees grow twisted and sickly.

For over a century Auglatha has refused redemption because she cannot overcome her own sense of guilt. If the characters succeed in revealing to her Gwinforth's true betrayal and thus freeing her from her mistaken guilt, they can finally grant her peace and redeem her.

Finding the Heart Tree

Both Quarion's diary and Auglatha's farewell letter mention Conyberry as well as the mysterious "Heart Tree". The characters can choose to seek out Conyberry on their own or first search Phandalin for further clues that might lead them to the missing magic artefacts.

The inhabitants of Phandalin know where Conyberry lies and can describe the way. If the group asks after the place, they are warned: a banshee is said to haunt the area. Travellers who have passed along the Triboar Trail occasionally report an eerie wailing that seems to come from beyond the ruins of the village — a sound audible even from the trail.

The best sources of information in Phandalin are **Sister Garaele** and **Daran Edermath**.

Questioning Sister Garaele

The young elven acolyte has studied the stories and legends of the region intensively and takes great interest in the traces of elven settlement. She is also familiar with lore about elven instruments attributed with magical properties of divination. Although Sister Garaele is an acolyte of Tymora, she can provide the group with all relevant information about Sehanine Moonbow from Chapter 1.

Furthermore, she is able to translate Quarion's diary, Auglatha's letter, and the inscription on the sword scabbard for the group.

Since Sister Garaele also knows about the banshee near Conyberry, the characters can work together with her to reconstruct the drama and make the connection between the elven girl Auglatha, the banshee, and Conyberry. She ultimately refers the group to Daran Edermath, who is originally from the region and may, given his age, be able to tell them more about historical dragon sightings in the area.

Questioning Daran Edermath

Daran Edermath knows many hidden locations along the Triboar Trail. He willingly recounts his adventures and forays as a member of the Order of the Gauntlet. He reports that many years ago — even before his birth — a green dragon terrorised the southern reaches of Neverwinter Wood along the High Road. This dragon was defeated and killed by **Lady Tanamere Alagondar** together with several adventurers. Lady Alagondar fell in the battle and was laid to rest beneath a burial mound near the spot where the dragon fell. The mortal remains of her fallen companions and the corpse of the dragon itself were sealed in the mound together with her, according to Lady Alagondar's last wishes.

This optional story creates a link to the adventure ***Dragon of Icespire Peak*** and offers an alternative entry point into the quest "*Dragon Barrow*" contained therein. You may decide whether this is a false lead or whether the dragon buried there is in fact Nythraxis.

On Behalf of the Zhentarim

Should the group speak with Halia Thornton about their discoveries — whether because they are acting on her behalf or because individual members have already joined the Zhentarim (as described in Part 2 of Lost Mine of Phandelver) — she shows herself extremely interested. Halia knows the legend of a Zhentarim operative who once made a pact with a dragon and ultimately betrayed it. She knows no precise details, but is aware that a magic instrument played a central role — a lute that has since vanished and to which the Zhentarim lay claim. She will commission the group (particularly any Zhentarim among them) to determine the whereabouts of the lute and, if possible, retrieve it.

Setting Out for Conyberry

Conyberry was once one of many small farming villages that had settled on the edge of Neverwinter Wood or in the foothills of the Dessarin Valley. The settlement itself consisted of barely a dozen houses, of which today only overgrown ruins remain.

Only the village hall is still partially intact. It is the largest remaining structure in the village. One wall at the gable end of the building, the flagstone floor, and one of the two large fireplaces (one at each end) are still intact, offering ideal conditions for a night's camp.

The characters can wait undisturbed for nightfall. They may attempt to explore the grove with the Heart Tree in daylight, but Auglatha will not manifest before nightfall.

When night has fallen, read the following:

> Night lies still over the abandoned ruins of the small village. Only the soft crackle of your fire breaks the silence. Then - at first barely audible - a sound rises, drawn out, lamenting. So faint that you wonder whether you are imagining it. But with every minute it grows clearer, creeping like a cold breath through the crumbling walls, until it makes the blood freeze in your veins. The wailing comes from deep in the forest. It seems to be calling to you...



The Encounter with Auglatha

When the characters follow the wailing, they discover a narrow path at the edge of the village leading directly into the forest:

> You have left the silent ruins of Conyberry behind and now follow a narrow, almost overgrown path that winds for one to two kilometres through dense undergrowth. Heavy tendrils hang from the branches, moss covers them like a green veil, and the air is noticeably cooler than in the ruined village. Soon a thin shroud of mist drifts between the trees. Finally the path opens into a small grove whose floor is covered with grey, withered grass. A pale light lies over the clearing, cold and unnatural, and an oppressive silence hangs in the air, so heavy it nearly robs you of your breath. In its centre stands an old, gnarled tree with a split crown. The two curved halves of its canopy lean toward each other, forming the silhouette of a heart. But the tree has long been dead. Its bark is cracked and dried out, and in the pale light its bare branches cast bizarre, distorted shadows that dissolve in the mist. This must be the Heart Tree.

Auglatha senses the characters' presence and manifests as soon as the group looks around the grove or examines the tree.

> The air around you turns cutting cold in an instant and from the mist a ghostly figure takes shape — an elf whose pale, dishevelled hair and tattered robe dance in an invisible wind. A slender elvish shortsword protrudes from her chest, the blade gleaming dimly in the pale light. The haggard face of the banshee is contorted with hatred and pain. Her eye sockets are empty, yet you can feel burning rage and bottomless grief streaming from them. The thin veils playing about her body flutter as her voice tears the silence:
>
> *"Foolish mortals! What do you want? Do you not know that seeking me out can only bring death?"*

A character must succeed on a Charisma (Persuasion) check against **DC 15** to convince Auglatha to listen to them instead of attacking. If the characters mention their discoveries from Quarion's refuge and express sympathy with the cruel fate of House Melarue, the DC drops to **10**. Elves and half-elves who communicate with her in the Elvish language make the check with advantage.

If a bard is in the group, Auglatha becomes more distrustful and hostile. The check is made with disadvantage in this case.

> Advantage and disadvantage cancel each other out. So if a character would have advantage due to their eloquence but there is a bard in the group (disadvantage), the check is made normally.



Auglatha's Remorse

If the characters succeed in calming the banshee, read the following:

> The ghostly figure trembles. The piercing wail in her voice gives way to a shaking whisper. *"You stand before Auglatha... once daughter of House Melarue. And yes, by the Moon Lady, I loved Gwinforth! He sang for me, spoke of freedom, of a life beyond the duties of my family. I believed him... with all my soul. For that I left my family. But I was a fool. I was blind. Blind with love, blind with hope. And that is my eternal hell: my blind, foolish love destroyed us all. I had already killed my mother at my birth, and now through me fell my father and my little, innocent sister..."*

She sinks slightly, her form flickering with pain.

> *"We fled here, to the Heart Tree in Conyberry. I wanted a new beginning. I handed him Lúmenel, the lute — my most precious heirloom, a gift of my love. I was so incredibly foolish!"*

Her countenance darkens to bottomless rage.

> *"That instrument... that was his goal all along! That was the reason for his lies and for the tragedy I brought upon our house! Gwinforth knew I could no longer stop him and so he dropped his mask. He revealed the truth to me, and in my raging despair I reached for Verdaniel, the Blade of Revelation, to end his treachery and restore my honour... But Gwinforth..."*

Auglatha presses her translucent hands to her chest, directly over the spot where the shortsword is lodged.

> *"He only laughed. He wrenched the blade from me and drove it into my heart. He killed me right here, beneath this tree. Since then I have wandered here... bound to mistakes I can no longer heal, and to memories that return endlessly. This is the just penance for my guilt and all the ruin for which I bear sole responsibility."*

The Gift of Insight

The characters should recognise that Auglatha is not trapped by a curse but by her mistaken conviction that she bears principal responsibility for the death of her family. The true guilt lies with Gwinforth; Auglatha is herself a victim. If the characters succeed in conveying this insight to her and bringing her to accept this truth, she can finally find peace and be redeemed.

> Should the characters not directly deduce the truth from Auglatha's confession and the information they have gathered, you may ask them to make a Wisdom or Intelligence check against **DC 15** to grasp Auglatha's true psychological situation.

The ***Blessing of the Silver Truth*** granted by the Moon Well is the ideal tool to break through Auglatha's deep-seated self-deception and guarantee redemption.

The character who has activated the blessing may use its ***Gift of Insight*** ability:

- They use the ability as an action and direct the ray of divine clarity at Auglatha.
- The character explains the truth to Auglatha: Gwinforth's betrayal, the fact that he killed her, and her innocence in the deaths of her family.
- The ability grants Auglatha insight into "a lie she believed to be true" or a "false belief": that of her sole guilt.

In the light of Sehanine's ray of insight, Auglatha accepts the truth and finds her peace.

> Auglatha's ghostly form shudders as Sehanine's ray touches her and bathes her in a silver glow. Her shape begins to shimmer softly; rage, hatred, and torment melt from her face. For a moment you see not the banshee but the pale, tear-streaked face of the young elf Auglatha. A faint smile crosses her gaunt face, and a soft, deep sigh escapes her lips. Her voice no longer sounds sharp, but weary and finally free: *"It was not I who brought ruin upon my family... not my love, nor the deeds I performed out of love. I was part of their lives, not their downfall."*
>
> Her body grows lighter, more translucent. One last time she turns to face you: *"Thank you for reminding me of who I was"*, she whispers as the tattered robe and wild hair dissolve in a shimmer of moonlight.
>
> The elvish shortsword that had been lodged in her chest falls to the floor with a metallic clang. The banshee is gone.

The End of the Adventure

Auglatha has found her peace, and the banshee of Conyberry is history. What remains are open questions - and an artefact that has been missing for over 150 years.

The shortsword in Auglatha's chest is the family blade Verdaniel. The characters can safely pick it up from the ground and take it with them (see Appendix E).

Since one or even several characters have used the *Blessing of the Silver Truth*, they may wish to refresh the blessing. Whether you allow this is up to you as DM; a refresh is only possible every 28 days, once the well has regained its full moon state.

Cragmaw Castle will not stand empty for long. During the characters' absence, the hobgoblin leader **Targor Bloodsword** and his band seize control - as described in *Lost Mine of Phandelver*.

Quarion's library is an unexpected windfall. The arcane works on divination and illusion are worthless in Phandalin, but in Neverwinter wealthy magical theorists, scholars, or a well-stocked antiquarian bookseller will pay between 200 and 300 gp per volume.

Experience Points

If the characters succeed in redeeming Auglatha, award **300 XP** divided among them.

Where Is Lúmenel?

What became of Lúmenel - that is the material for a new story.

Gwinforth took the lute and vanished. But dragons are no allies — they merely tolerate mortals as long as it serves them. Did Nythraxis truly let the deceiver keep the artefact? Or did he take what rightfully belonged in his hoard once Gwinforth had served his purpose?

One thing is certain: the lute never surfaced again. And that means it is out there somewhere, waiting to be discovered by your players...



Appendix A: Floor Plan



Appendix B: Quarion's Diary

4th Elaithin, Year 11,473 A.C

I am ashamed. I secretly followed my daughter. Since the summer festival in Conyberry, Auglatha speaks of nothing but this human bard who calls himself Gwinforth. It is presumably only a fleeting infatuation — as young hearts sometimes feel, as fleeting as morning mist. And yet I had to be certain. I followed her, unobserved, to near Conyberry. There, beneath an old, gnarled tree with a split crown, they met. The people of the village call it the "Heart Tree," for the curved halves of its canopy lean toward each other and form the silhouette of a heart. I saw them speak, saw them laugh. No kiss fell — but pledges that weighed heavier than any touch. My daughter studies our traditions, but she is still too young to see beyond the veil of words.

5th Elaithin, Year 11,473 A.C

Am I a good father? Or a poor one? Elariel would know. Only the Lady of Dreams knows how deeply I miss my beloved wife…

Since her childhood I have had to watch Auglatha strive to be strong — my quiet, pensive girl who learned far too early what loss means. Today I told her that I know of her secret meetings and meant to forbid them. She is as vulnerable and sensitive as her mother — but equally stubborn and full of fire. Anger comes to her quickly, and even more quickly she withdraws. Of course it is not her fault that Elariel died at her birth. But I sense that this shadow has accompanied her all her life — a quiet, invisible pain and reproach directed at herself.

And yet: since she met this bard, something has awakened within her. A light in her eyes that I had long missed. I could not take it from her. So I relented. I asked only one thing of her: that she no longer go so far from home alone to meet him at the Heart Tree. Instead I invited her to bring him to us — so that I may come to know him. She fell into my arms and kissed me with joy.

Why do I still feel uneasy, almost like the shadow of a premonition?

12th Elaithin, Year 11,473 A.C

I sense a growing conflict between my duties as host and those of a father. Auglatha did not appear for her lessons again today. She spent the whole day with Gwinforth. More and more often she loses herself in his songs and his smile, neglecting her studies. I can no longer condone it. And yet… I hesitate. I cannot yet bring myself to show the man the door. Out of fear of my daughter's anger and tears?

Addendum: A new concern. The huntmistress discovered drag marks and greenish-shimmering secretion in the forest, along with withered trees in a grove to the north. It could be the work of a green dragon, probably still young, but by no means harmless. I have sent out scouts to observe the area.

13th Elaithin, Year 11,473 A.C

Gwinforth was suddenly here below in the refuge. Auglatha had told him about it — and let him in. I should have forbidden it. At first I thought he wished to speak with me about his relationship with my daughter. But instead he asked many questions about my work, and above all about Lúmenel. How does he know about Moonglance? Is that his true motive? Does his interest lie less with my daughter and more with the artefact? I remained polite but answered only evasively.

Am I doing him wrong? Can I hold a bard's interest in a wondrous instrument against him? Perhaps he is merely seeking material for a new song. And yet I feel there is more behind it. Strange: for centuries our line, the Melarues, has devoted itself to the arts of illusion and divination magic. And yet my mind is as if wrapped in fog whenever I try to see through his intentions.

The more pressing problem, however, lies outside these walls: The scouts discovered further withered trees east of the castle. A sharp, biting smell hangs among the treetops. It seems confirmed: a green dragon is ranging through the forest, probably searching for a nesting site. I must take measures. Now. A protective spell, bound to an object. I will set to work immediately.

14th Elaithin, Year 11,473 A.C

Today came the confrontation.

I had decided on the *Hallucinatory Terrain* spell. But creating an artefact takes time — time I probably no longer have. I had barely begun the binding ritual when this man surprised me again in my study. Uninvited. Unwelcome. The fine weave of magic I had just begun to spin tore apart and dissipated. And then I let my anger get the better of me. I said things that would have been better left unsaid. That I knew very well which object truly held his interest. That he was abusing our house's hospitality and my daughter's trust to wrench magical secrets from my family. And that he was no longer welcome here.

I still shudder when I think of the expression on his face — that ice-cold fury, the naked hatred in his eyes. Without a word, Gwinforth stormed up the stairs and vanished. Should I have followed him? Should I apologise? Take it all back?

No. First I must bind the illusion spell. Auglatha will understand. She does not yet know of the danger that may be looming over us.

15th Elaithin, Year 11,473 A.C

Gwinforth has departed, I cannot say when. The housemaid found the guest chamber empty and tidy — almost as though our guest had never truly been here, only an illusion, a fleeting phantasm.

Auglatha has locked herself in her chamber, weeping, raging. And of course she blames me. She accuses me of not having welcomed him. That I did not respect him because I believe he is not good enough for her.

Because he is only a bard. And a human at that.

I want to comfort her. But in truth… I am relieved. And yet I feel ill at ease. Why?

16th Elaithin, Year 11,473 A.C

Gracious Moon Lady, my fears have been confirmed. The early watch has spotted a green dragon in the sky above the western ridge — no young specimen, but fully grown. Whether it is searching for a nesting site or not — should it discover the castle, we are in the gravest danger.

Auglatha did not appear for breakfast. I have asked the housemaid to place something outside her door. For my daughter's grief must wait.

I have succeeded in binding the *Hallucinatory Terrain* spell to a ritual stone in a fraction of the usual time. Should the beast approach the refuge, I can activate it — and, if Sehanine wills it, the dragon will see nothing but endless treetops. No walls. No towers. Nothing that invites nesting. The illusion will not hold for 24 hours, but long enough to deceive the dragon during its overflight. I have already placed the stone.

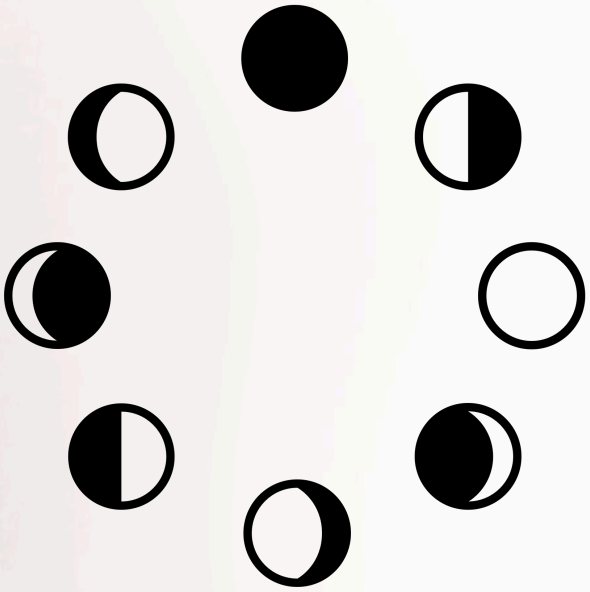
Where is Auglatha? Her breakfast is still untouched. I must tell her about the dragon, but I will give her a little more time. We are safe for now.

Appendix C: The Moon Puzzle

Starting Arrangement

When the characters enter the room, the copper moon discs are arranged as follows. The recess above the statue's head (12 o'clock position) is empty:

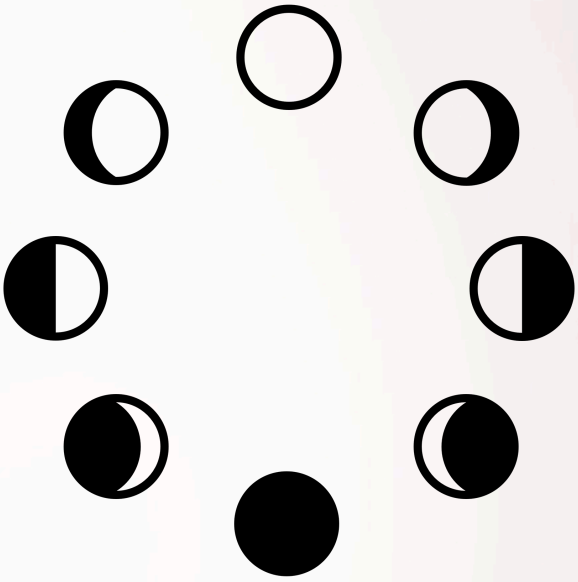
- empty
- Waning Half Moon
- Full Moon
- Waxing Crescent
- Waning Gibbous
- Waxing Half Moon
- Waning Crescent
- Waxing Gibbous



Correct Arrangement

The correct sequence, beginning with the recess directly above the statue's head (12 o'clock position). The full moon disc must be placed here. The recess at the 6 o'clock position must remain empty (new moon).

- Full Moon
- Waning Gibbous
- Waning Half Moon
- Waning Crescent
- empty (New Moon)
- Waxing Crescent
- Waxing Half Moon
- Waxing Gibbous



Appendix D: Auglatha's Letter

Beloved Father,

when you find this, I will be gone. Please read on before you grow angry. I have taken the sword. Not out of defiance, but because it is a part of our family's legacy. A bond I do not wish to sever, even as I leave this place behind.

Moonglance I do not take for myself. I truly believe it belongs in the hands of someone who can do good with it. Grandfather would have wanted it so, I think.

I carry Mother with me every day. She is in my thoughts, in my dreams. She died to give me life. I know you never blamed me for it. But I have blamed myself - for too long.
Gwinforth has shown me, since our meeting beneath the Heart Tree in Conyberry, that there can be more to life than remorse. That one may leave without fleeing. I want to venture a new life with him – not to forget you, but to finally breathe. I know you sent him away because you believed it was the right thing to do. I forgive you for that. But I believe with all my heart: I belong at his side.

If you can, forgive me. And if not, remember still that I love you. I hope the Lady of Dreams leads us back to one another in our nights.

Auglatha

P.S.: Please pray at the Shrine of Luck in Phandalin for all our wellbeing. A little of Tymora's favour could serve us all well.

Appendix E: Magic Items

Verdaniel — The Blade of Revelation

Weapon (shortsword), Rare (Requires Attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon (+2 against shapechangers).

Reveal True Form: When the blade deals damage to a shapechanger, it instantly reveals their true form. The shapechanger must make a Constitution saving throw (DC 12).

- On a failure: The shapechanger cannot change shape and cannot automatically return to a previously chosen form or assume another form until the end of its next turn. It can repeat the saving throw at the end of each of its turns. On a success, this effect ends.
- On a success: The shapechanger cannot change shape until the end of its next turn. It then automatically reverts to its last chosen form.

Blessing of the Silver Truth

A divine blessing, granted by Sehanine Moonbow.

As a **bonus action** you can activate the blessing by speaking a brief prayer to Sehanine. For the next **10 minutes** after activation you gain the following benefits:

True Tongue: You have advantage on Charisma (Persuasion) checks as long as you speak the truth.

Protection from Deception: You have **advantage** on Wisdom (Insight) checks and on saving throws against spells of the **Illusion** school. The blessing does not apply against spells that allow no saving throw.

Gift of Insight: Once during the duration, you can use an action to direct a ray of divine clarity at a creature within 30 feet. The creature gains insight into a lie or deception it has fallen prey to. Its next Wisdom or Intelligence check, including saving throws, in that context automatically counts as a natural 20. Additionally, the creature can immediately see through magical illusions or deceptions as though under the effect of the *True Seeing* spell. This effect lasts for **1 minute** or until it has been triggered.

She lifts the veil from your eyes — but only if *you are ready to face the truth.*

--- Last words of Liraë Moonflame, High Priestess of Sehanine

Appendix F: Monsters & NPCs

Lhupo, the Shaman

Small humanoid (goblinoid), neutral evil

Armour Class 14 (leather armour)
Hit Points 12
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	14 (+2)	10 (0)

Skills Stealth +6, Religion +2
Senses Darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Spellcasting. The goblin shaman is a 1st-level spellcaster. Its spellcasting ability is Wisdom.

Cantrips *(at will)*: *Thaumaturgy*, *Sacred Flame* (spell save DC 12)
1st Level *(2 spell slots)*: *Command*, *Shield of Faith*

Actions

Priest's Staff (Quarterstaff). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Shamanic Guidance. The goblin shaman can inspire allies once per day as an action with spirit whispers. Up to 3 creatures within 30 ft. receive 1d6, which they can add within the next 10 rounds to any attack roll, saving throw, or ability check.

Lhupo has above-average Wisdom and Charisma for a goblin, but is otherwise just as wicked, cruel, and cunning as any other goblin.

Ochre Jelly

Medium ooze, unaligned

Armour Class 8
Hit Points 45 (6d8 + 18)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	2 (-4)	6 (-2)	1 (-5)

Damage Immunities Lightning; Slashing, Piercing, and Bludgeoning damage from nonmagical weapons
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 2 (450 XP)

Amorphous. The ochre jelly can move through a space as narrow as 1 inch wide without squeezing.

Split. When the jelly takes lightning or slashing damage and has at least 10 hit points, it splits into two new jellies. Each new jelly has hit points equal to half the original's, rounded up, and is half as large.

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

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. **Hit:** 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

The Fate of the Melarues



Beneath Cragmaw Castle, an old secret sleeps.

More than 150 years ago, this castle was the ancestral seat of the Melarues — an elven noble family whose magic answered to the moonlight and whose fall was sealed by betrayal. Today, goblins roam the crumbling halls. But deep beneath the desecrated altar, undiscovered by Grol's minions, the family's sanctuary still lies waiting.

And in a wild grove near Conyberry, Auglatha waits — trapped for a century in guilt and self-reproach, unable to let go of the deaths of her family. The truth about the betrayal that destroyed her life has never reached her.

Until now.

The Fate of the Melarues is a homebrew expansion for *Lost Mine of Phandelver* for 3–6 characters of levels 3–4. It replaces the encounter with the banshee Agatha with a deep story of deception, guilt, and redemption — and leads characters into the hidden secrets of Cragmaw Castle.