

SHRINE OF FORSAKEN MOONS

Scroll of Ruin #002

This humble moon shrine fell into ruin after its priests attempted to spare one of their own from a lycanthropic curse by blocking out the divine light of Mother Moon.



DETAILS

- + **{History}** When the priests attempted to conceal the shrine in the shadow of the New Moon, the enraged Mother Moon cursed all of her wayward followers with a dark and sinister form of lycanthropy.
- + **{Key Visual}** Unnaturally dark shadows.
- + **{Threats}** Inhabited by a pack of shadow werewolves.

POINTS OF INTEREST

1. **{Journal}** Belongs to the original priest cursed with lycanthropy. Recounts their plan to protect themselves from the curse by blocking out the light of the full moon.
2. **{Statue}** Standing atop a stone column is a statue of Mother Moon covered in deep claw marks. Grime and water stains make it appear as if she is weeping.
3. **{Spiked Pit Trap}** Concealed in the rubble leading up to area 4. Set by the werewolves to catch animals or hunters that try to climb up and investigate the shrine.
4. **{Moon Shrine}** A large silver bowl set into the floor once perfectly reflected the moon above. Now it is filled with the blood

and bones of the werewolves' victims.

5. **{Priest Chambers}** This communal living space is now littered with rotting carcasses and hundreds of skulls with bloody moons carved into their foreheads.
6. **{Treasure}** The werewolves keep all the treasure they've collected over the years in a large burrow dug beneath this dying oak tree and covered with a moon tapestry.

INHABITANTS

- + **{Shadow Werewolves}** As punishment for trying to live in the shadows and avoid her light, Mother Moon turned her priests into shadow werewolves. They can leap from shadow to shadow and their bites drain creatures of their vitality, but they cannot tolerate being in bright light.
- + **{Radivar Newprayer}** Former high priest of Mother Moon and now the alpha of the shadow werewolf pack. His fangs and claws curl in like crescent moons, but his eyes are as bleak as a starless night sky.
- + **{Gadil Emberbow}** A young ranger known for his signature red scarf and red-fletched arrows. Stalks the nearby woods and warns that any who enter these ruins perishes.