Through The Veil

Tales of the Feywild



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Introduction

The Feywild is a realm that exists on the very edges of reality. It is the home of the fey—creatures such as sprites, dryads, and other fairy folk. The portals to this plane come in many forms. Adventurers may stumble into the Feywild by passing through unseen portals along a creek or by touching a single drop of dew that falls from a spider web. The fey realm is a place where time and physics do not always work as expected. Everything about the Feywild is intoxicating to the senses, and some might find it difficult to ever leave.

This book contains ten one-shot adventures set in the Feywild. The following fifth edition books are required to play some of these adventures: *Monster Manual*, *Dungeon Masters Guide*, and *Volo's Guide to Monsters*. These adventures can be played on their own or woven into ongoing campaigns.

A big thank you to the entire team who worked on this project and the folks in the Discord chat who encouraged me to start this project last year. I thought this would be a small adventure collection with four to five adventures, and it expanded into a large multi-volume Feywild themed project with custom art and maps. Thank you to everyone who supported me during my first journey leading and producing a DMs Guild collaborative project. Also, thank you to the online D&D community! This project would not be possible without the TTRPG community.

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Foreword

I started Dungeons & Dragons with 4th edition. Like most of us, I struggled to find a gaming group and it became apparent that if I wanted to play this game I would have to become a Dungeon Master. I was petrified at the idea—I wasn't a writer or story teller. I didn't know all the rules, characters, and mythology. I sheepishly asked my friends and ran the adventure Keep on the Shadowfell. This was one of the best decisions I have ever made. Game Mastering RPGs is consistently one of the most creative and rewarding parts of my life.

I invested in the Player's Handbook and Monster Manual for D&D 4th edition. I grabbed numerous PDFs (the first of my DriveThru RPG purchases), absorbing all I could. Of everything I consumed, Heroes of the Feywild stood out as one of my favorites. I loved the idea of a light and dark reflection of the physical world. The Feywild had the nonsensical "Wonderland" feel that I wanted in my games. In Alice's Adventures in Wonderland, many of the characters represent real world people and the locations and themes were symbolic of actual places and ideas. Depending on the artist's interpretation, Wonderland could be a place of joy and excitement, or dark and foreboding.

Relating back to Dungeons & Dragons, the Feywild is a reflection of the Material Plane. Therefore, it is a reflection of you and the world you've established. The Feywild isn't heavily defined, there is little "canon" and that is part of its charm. Dungeon Masters are encouraged to mold this magical place however they please, which leads to some very interesting adventures. As a child, you accepted the fact that a witch could make a house out of candy. You accepted the fact that a wolf could swallow a grandmother whole. It was magical. The Feywild sparks that magic in both player and Dungeon Master.

My Feywild was an ever-twilight forest. The sun perpetually rose, but was never able to break the horizon. At the center of the forest an enormous castle, a kingdom. An imposter princess controlled the king and queen with my players their only hope. In the end, the doppelganger was revealed. The lost daughter returned and as my players left the castle, it faded away. The forest around them melted into the ground. The sun rose on a gnome waking from his nap. He vaguely remembered a dream involving a party, a princess, and a tap dancing bullywug.

The Feywild is dangerous and beautiful, infinite and unexplored. Over that ridge could be a traveling circus, a talking frog that grants wishes, a forest that sings in elvish, or the Summer Queen herself. This collection of Feywild adventures is just the beginning. Each author and artist in this book has their own beautiful interpretation of the Feywild. My hope is that you take this book and make it your own. Use it to craft a Feywild unique to you and explore that Wonderland. If you ever catch me at a convention, I'd love to hear about your Feywild and the stories you created.

—Jorphdan

Jorphdan is a writer on the DMsGuild and Fantasy Lore Historian on YouTube. You can find him as Jorphdan (with a silent PH) on social media, or on his podcast "The Saturday Morning D&D Show" where he talks about all things Dungeons & Dragons.



Setting Sun in the Emerald Forest

A sudden wildfire has engulfed the Emerald Forest. The party is summoned to an injured high elf named Vittoria, who is planning her "final" journey to the afterlife.

Written by Elise Cretel

Content Notice: This adventure explores dying, loss, and letting go.

This adventure is designed for four to six 3rd level characters and is optimized for a party of five.

Adventure Background

Orcs and other creatures from the Feydark have started small fires in the Emerald Forest in an attempt to clear out the area so they could conduct petty theft of the nearby houses. The leader of these operations has been targeting Vittoria's home; as she is a retired wizard, they hope to find some prized treasures in her possession. However, the small fires quickly spread out of control because of the dry vegetation and started a large scale forest fire, which caused some of the bandits to meet their demise.

The party finds themselves surrounded by fire and must discover a way out. There seems to be one path ahead free of flames where they stumble upon Lady Vittoria, an elderly elven spellcaster, who has been injured. Lady Vittoria asks for their assistance in finding her apprentice and getting to her boats in search of safety.

Emerald Forest. This forest is tucked away on the outskirts of the Feywild. It is known for its intense green flora in the summer and a brilliant rainbow of warm colors in the fall. A majority of the forest has been untouched by civilization and only a small number of humanoids call this place home. A few hidden ruins and multiple paths enter the forest.

Dramatis Personae

Vittoria is a high elf archmage who is now in retirement after a lifetime of adventuring for a mages' guild. She lives in a cottage tucked away in the northern Emerald Forest. Vittoria spends her time studying magic and training her apprentice, Pythia.

Pythia is a young elven druid who enjoys the outdoors. Pythia is Vittoria's apprentice. She hunts for small game and fish to support herself and Vittoria. She also collects herbs in the forest to make potions.

The bandits are mostly orcs and other creatures who have managed to slither out from an encampment in the Feydark. They have an agenda to loot the area in order to support their group. They are not the most forward thinking bunch and attack immediately on sight.

Adventure Hooks

Bounty Hunters. The local tavern has offered a bounty to hunt down bandits in the Emerald Forest who have been breaking into homes. The bounty is for 500 gp and a free round of drinks.

Hidden Treasure. A shopkeeper asks the party to travel to the Emerald Forest to recover a rare spell component said to be hidden away in a cave. He is in search of an emerald worth 100 gp and says it can be found in the caves.

Mage's Satchel. A member of the mages' guild asks the adventures to travel to the Emerald Forest to find Lady Vittoria for special herbs and spell components necessary for their research. A satchel should already be prepared by Pythia.

Adventure Summary

As the party sets out on their quest, they notice that the fall season has transformed the Emerald Forest into an ocean of reds and oranges. Animals begin to flee the trees as smoke fills the air. The dry autumn leaves quickly catch fire and the party finds themselves surrounded by flames. A cave and ruins ahead are the only paths out.

As the adventurers travel the forest path, they find Lady Vittoria leaning against a tree and trying to wrap her burns with cloth she has torn from her robes. She explains that a burning branch fell on her. Vittoria says she has a cottage in the forest, with boats which they can use to escape. She needs to find her apprentice, who stayed behind in the cottage.

1. Southern Region of the Emerald Forest

The trees rustle as birds frantically flee. Deer and small forest creatures begin racing out of the forest as flames and smoke close in on the area. A heavy wind picks up, feeding the flames. The heat radiates fiercely.

The path is narrow and choked with smoke. It dips into a ravine. Huge cliffs rise 100 feet on either side and the forest above is in flames. Branches from above fall with a burst of embers. The path has not been affected by the flames. Ahead, the party can see a cave and the ruins of a temple.

Falling Branches. Adventurers must make a successful DC 15 Dexterity saving throw or take 1d6 fire damage from hot embers flying off the burning branches. A murder of crows calls out and quickly flies away as a branch hits the ground with an explosion of crackling fire.

Vittoria. An elderly wizard leans against a large tree. There is a charred branch nearby, and she has sustained large burns, making it difficult for her to walk. This is Vittoria, an elven **archmage** (MM 342). She tells the party she feels exhausted, but she needs to find her apprentice. She says she also has boats up north so everyone can escape the fire.

2. Bandit Hideaway

Heavy smoke billows past a dark cave entrance that is covered with hanging moss and vines. The thick smoke burns your lungs as the wind carries the heat of the fire to you.

The cave entrance leads down into a dark passageway approximately 10 feet long. At the end of the tunnel is a cavern, and within are 3 **orcs** (MM 246) hiding behind a barrier of stacked crates. They attack anyone who comes within 5 feet of the crates or who passes the barrier. Anyone who makes a successful DC 18 Wisdom (Perception) check notices the hidden orcs. Behind the crates is their encampment. The area is lit by oil lanterns sitting on empty barrels next to a stump which serves as a table. The lanterns provide dim lighting in the cavern.

Trap. A successful DC 14 Intelligence (Investigation) check reveals a thin tripwire 6 inches off the ground running across the cavern entrance. The wire leads to a trough containing five flasks of alchemist's fire mounted above the entrance. If the wire is tripped, the alchemist's fire falls onto those standing in the entrance. When the trap is triggered, adventurers in a 5-foot radius of the trap must make a Dexterity saving throw. On a failure, they take 2d4 fire damage. On a success, they take half damage.

Crates. One crate contains five flasks of alchemist's fire and the other crates contain rope (100 ft.), a grappling hook, and ten days of rations (cheese, jerky, berries, and pecans).

Large Stump. There is a large stump that has



two rations, a waterskin full of wine, a wooden cup, and a set of dice carved from animal bones.

Bedrolls. Adventurers find a small burlap sack if they search the bedrolls. The sack contains fresh apples, rounded stones, and a key.

DM's Note: The key opens a chest in the Cliffside Cave (Area 10).

3. Dark Cavern

The air grows cooler and the smoke thins as you delve farther into the cavern. This area is completely dark, and some forest animals hide behind piles of stones and old brush.

The cave is dark, and dripping water can be heard in the distance. Deer, rabbits, and rodents scurry and hide within the cave system as the adventurers explore.

Bears. This cavern contains 5 sleeping **brown bears** (PHB 304). If anyone comes within 5 feet of the bears, they wake up alarmed and run out toward the cave entrance. They stay in the cave system because of the smoke and fires outside the cave, and they do not attack unless provoked.

Moldy Crates. There are three old, rotten crates hidden in a small alcove. They appear older than the crates in the orc encampment. It appears other creatures have inhabited this cave in the past. These crates are discovered with a successful DC 14 Intelligence (Investigation) check. The crates contain the following:

- **Crate 1.** If the crate is opened, a **swarm of beetles** (MM 338) scurries across the floor. 1d10 beetles crawl onto anyone within 5 feet. They have


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prickly feet and don't harm the party.

- **Crate 2.** This wooden crate is full of disintegrated pieces of parchment. Taking out the parchment reveals a leather bag containing a letter opener, a ring with the seal of the fey Seelie court, old unused wax, 25 gp, and a silver quill pen worth 10 gp.
- **Crate 3.** This crate contains a sack of solidified salt, two vials of sand, and rotten wooden nails.

4. Cavernous Crawl Space

The cave narrows into a small tunnel. The temperature is cool and humid. The walls drip with water, and patches of clay collect condensation along the tunnel creating a thick mud on the ground.

The narrow, dark crawl space is 3 feet high. The cavern walls are damp, and there are patches of mud along the way.

5. The Light

The sound of crows passes overhead as a beam of light pours into the cavern. Dead leaves are scattered across the cave floor, and vines and roots hang down. A shaft of warm light pours through a natural opening in the ceiling. The smell of stale smoke lingers in the damp air.

A shaft of light pours into the cavern from an opening in the ceiling. The ceiling is 20-feet high. Rocks, boulders, and forest detritus litter the floor.

Hidden Satchel. A successful DC 15 Intelligence (Investigation) check reveals loose, upturned earth along the wall. If the earth is dug up, a leather satchel can be found. Inside is 27 gp, a rusty ink pen, a jar of old ink, a book on meditation, and a traveler's journal. The journal contains a map of the forest, as well as drawings and descriptions of the flora and fauna of the Emerald Forest. On close inspection, the journal appears to be more than 100 years old.

Emeralds. A DC 15 Intelligence (Investigation) check reveals emeralds sparkling in the dim light from the cavern walls. A DC 13 Strength check using a blunt metal tool uncovers one item from the table below.

Cavern Wall Treasure

d6	Treasure
1	A large piece of normal rock
2	An emerald worth 10 gp
3	An emerald worth 50 gp
4	An emerald worth 100 gp
5	A handful of pebbles, which fall from the cavern wall
6	About a bucket full of broken rock and debris, which falls from the cavern wall

6. Temple Ruins

A magical barrier blocks the flames, but not the heat of the forest fire devouring everything in its path. Small woodland creatures hide in nearby bushes and amongst the rubble of the long fallen temple.

The entrance to the ruins has a wide set of stairs covered in a blanket of fresh fall leaves. The stairway leads to the moss-covered sanctuary of Mystra, the mistress of the Weave. Morning glory vines, dry with autumn, cling to a lichen-draped statue of Mystra. A large stone offering bowl has been placed on the altar before the goddess. Anyone who places an item they value in the bowl receives a one-time blessing and regains 8 (2d4+4) hit points.

Statue. A DC 14 Intelligence (Religion) check reveals that this is a statue of the goddess Mystra, deity of magic and the Weave.

Lever. There is a lever at the back of the sanctuary chamber. Pulling the lever opens a secret door that leads to the Hidden Cavern (Area 7).

Locked Chest. A chest is tucked away in a corner full of dead leaves. Picking the lock on this chest requires a successful DC 15 Dexterity check made with thieves' tools. The chest holds a pewter locket worth 10 gp, a gold bracelet worth 50 gp, a topaz worth 10 gp, and a piece of amber with a dragonfly trapped inside worth 100 gp.

7. Hidden Cavern

Cobwebs hang from the cavern ceiling, and the air is thick with moisture. Furniture and bookshelves crowd the room like an old attic. Moldy books crumble on rows of bookshelves. Against the west wall sits a desk covered in deteriorating tomes, schematics, and clay tablets. Small beetles scurry across the floor.

This cave is uncomfortably packed with furniture. It appears to be an office turned into a storage facility.

Rotting Bookshelf. A successful DC 14 Intelligence (Investigation) check reveals a spell scroll of *ice knife* and a *periapt of health* (DMG 184).

Desk. The desk has two drawers. The drawers are full of crumbling parchment and a clay tablet with the *frostbite* spell carved into it. The desk contains a journal and yellowed letters.

Journal. The journal contains sketches and descriptions of flora and fauna of the Emerald Forest. The journal suggests that this space used to belong to a spellcaster and natural scientist.

Letters. Some of the letters go into detail about new forest plants and animals discovered alongside other natural scientists in the Feywild. One letter expresses condolences to a natural scientist who had to pack up their home and leave the Feywild. They used this area to store their house furnishings, but never returned.

Lever. Beside one of the bookshelves is a rusted lever. Pulling this lever requires a successful DC 16 Strength check. On a success, this lever closes the previous door the adventurers entered through, and opens a hidden door in the cavern wall leading to The Tomb (Area 8).

8. The Tomb

Glowing veins of purple and blue stone spider their way across the granite cavern walls. In the center of the room lies a tomb. A statue of a female paladin forms part of the lid of the sarcophagus, which is gilded in silver. A dusty placard with an inscription sits at the foot of the tomb.

Placard. The placard has the following inscription: *"Those who desecrate this place will face the wrath of the gods. Those who leave tribute will be granted the favor of the gods."*

Opening, looting, or disturbing the tomb causes a **ghast** and a **ghoul** (MM 148) to appear.

Gwenllian's Sarcophagus. An adventurer who disturbs the tomb must make a successful DC 15 Wisdom saving throw or be inflicted with *bestow curse*. A fallen warrior who led an army to protect Mystra and her followers is buried in this tomb according to its engravings.

9. Northern Region of the Emerald Forest

Ash and smoke fill the air as blackened branches crackle with embers. The fire roars loudly in the distance, sending thick smoke into the sky. The charred ground crunches beneath each footstep.

The fire has partially burnt this forested area. The path ahead leads to Vittoria's cottage, and a small, cliffside cave.

Buried Loot. A successful DC 14 Intelligence (Investigation) check reveals a pile of dirt next to a tree stump that appears to have been disturbed. If anyone digs, they find a sack with a mage's spellbook, a necklace worth 100 gp, and the following alchemist's ingredients: sapphire powder, blue dragon scales, and a tourmaline stone worth 50 gp. If the party shows these items to Pythia, she confirms that they were stolen from the cottage.

10. Cliffside Cave

The stone cliff face is scarred with blackened soot. The burnt vines and foliage curl and recede to reveal a cave opening. Inside, the stale smell of smoke fills a dark cavern.

The fire has burned away thick brush and vines that were hiding a small, 4-foot high cavern opening. Upon stepping in, the ceiling rises to 10 feet. Shelves and furniture line the walls and a large mural spans the eastern cave wall.

Crates. A stack of crates covered in a net lies against the western cave wall. Inside is an amethyst sphere worth 100 gp, woodworking tools, oranges, and 1d100 gp.

Clay Pots. A collection of clay jars is tucked in a corner. Inside is a hematite sphere worth 75 gp, wine, and dried deer jerky.

Tool Shelf. A tool shelf sits beside a wooden workbench. On the shelf is a locked metal box. The box can be opened with the key found in the bedroll in the Bandit Hideaway (Area 2) or with a successful DC 17 Dexterity check made with thieves' tools. It contains a howlite sphere worth 100 gp, a mechanical drill, and a whistle.

Work Bench. The bench holds ball bearings, caltrops, rope, a whistle, a pickaxe, a hatchet, a rusty and brittle sword, and a mirror.

Great Wheel Mural. The mural along the eastern wall depicts the Great Wheel of cosmology. Each plane has a semiprecious stone placed in it. Three stones are missing. Placing the three spherical stones found in this room into the mural in any order creates an opening to the Secret Cavern (Area 11).

11. Secret Cavern

Thick tree vines cling to the damp cavern walls. In the center is a large pile of stolen goods packed into burlap sacks. Two occupied bed rolls line the wall.

Bedrolls. The sound of the cavern entrance opening wakes up 2 **ogres** (MM 237) sleeping in the bedrolls. One of the ogres has hidden a metal tin in its bedroll. There is a piece of cherry cake inside of it.

Loot Pile. The loot looks like stolen goods from a nearby town. Disturbing the loot pile causes an **invisible stalker** (MM 192) to appear. A successful DC 13 Intelligence (Investigation) check reveals a large bag containing 50 gp and five emeralds worth 10 gp. If the check succeeds by 5 or more, the adventurers also find a diamond worth 500 gp.



12. The Cottage

Over the years, the old cottage has sunk into the mud. Patches of fresh shingles cover old leaks in the fading roof. A young elven woman with a worried look on her face and carrying a bag steps out of the cottage.

This is one of the few areas that was not touched by the forest fire. The worried woman is Pythia (**druid** MM 346), Vittoria's apprentice. She tells the party that the cottage was ransacked and robbed while she was fishing in the nearby river. She came back to find her mentor, Vittoria, was also missing. She is extremely worried about her because of the forest fire.

Cottage. The cottage has three bedrooms. Each bedroom has one bed, and trunks opened with clothing strewn about. The main area has a table and a small fireplace with a cooking pot. The food has been eaten, wooden water pitchers have been spilled over, and wooden plates are scattered across the floor. The few valuables in the home are missing.



13. River of Fire

The sky darkens and the sun sets. Oranges and reds of the wispy sky silhouette the skeletal remains of scorched trees still glowing with embers. Two boats gently dip and bump against the untouched dock. Vittoria points to the larger boat, explaining that this boat is for her young student and the party. She says the small boat is for her as she asks for help getting into it.

Vittoria insists she be placed in the smaller boat with the shallow bottom. Once in the boat, she lays back and asks for a push. A great portal opens on the water revealing a peaceful nebula of stars amidst a soft mix of blues and purples. She grabs Pythia's hand and gives her a spellbook and arcane focus, a swirling crystal orb. *"Now is my time,"* she says to her apprentice. *"You are smart and capable, and never let anyone say you cannot achieve your dreams."*

Tears stream down Pythia's face. Her hand shakes as she holds her mentor's hands in her own. *"This old soul is tired. I have climbed mountains, felt the power of the outer reaches of the Weave flow through me, and have passed my art of the arcane to others."* Vittoria looks at everyone. *"Now, it is your time to go out into the world. See everything there is to see and help others along the way. Live every day as if it were your last so you have a sense of fulfillment when your time comes. Now I feel it is my time. I feel I have accomplished and seen everything I set out to see in life. I will always be watching down over all of you."*

A great light begins to emanate from Vittoria as she lays down in the boat with relief. Everyone within 5 feet of her regains 14 (4d4+4) hit points. She seems at complete peace as the boat glides across the lake toward the portal. The boat floats gently through the nebula to the other side and then the portal closes, leaving everyone with the sounds of crackling embers and the thick smell of burning wood.

Lallwyn's Lament

The party is led through the Feywild by the verses of "Lallwyn's Lament," and try to bring resolution to the tale of heartbreak and loss.

Written by Ciaran O'Halloran

Lallwyn's Lament is a 2-3 hour adventure for four to six 3rd-5th level characters. The adventure is linear and the order of events is controlled by the magic of the Unseelie fey. The adventure features the famous song, "Lallwyn's Lament," originally written by the renowned elven bard Ellowen Jhaellaon-Colleith, and reproduced with her permission in the Appendix: Lallwyn's Lament. The encounters can be deadly if resolved with direct combat. The task is to overcome each encounter using the relevant song lyrics, in the manner of a classic fairy tale. For this reason, the adventure can be scaled for higher or lower level parties.

Adventure Background

In taverns and roadsides up and down the Sword Coast, travelers won't go far before hearing "Lallwyn's Lament." The song details the crime of a father's jealous rage and the tragic death of his daughter, Princess Lallwyn. It is famously sung in two parts; the father's part in a rich tenor and Lallwyn's response in a mournful soprano, capturing her words from beyond the grave and keeping the memory of her innocence alive.

It is widely believed that the song describes true events. Years ago, the high elf Laeillon of Faerhullach traveled through the human realm to attend the wedding of an eladrin noble. His traveling retinue, dubbed the Golden Palisade for its extravagance, carried such finery that it is spoken about to this day. It was when they stopped in the heavily forested hills above the hamlet now called Oak Ridge that the tragic events unfolded.

Deep within the forest, a wood elf named Nemeth spied the approach of the wondrous caravan. When he saw Laeillon's daughter, the beautiful Lallwyn, it was love at first sight. Their eyes met at twilight and Lallwyn pursued her fascinating admirer through the forest. Night after night, she crept outside to meet him. One night, her father found her tent abandoned. Against the pleas of the company, he ordered his guards to find her and to kill whoever had stolen her away. When they failed to return, he set his dogs to follow the scent, chasing them through the forest himself with blade in hand.

Laeillon caught his daughter standing on the edge of a ridge, beneath a waterfall. As he commanded her to turn around, a hound jumped to his master's bidding. In fright, Lallwyn slipped and fell to the rocky ground below, splitting her skull open as she landed. Her life blood leaked into the stream that flowed from the waterfall, along the forest floor and through the hamlet of Oak Ridge, where they call the water the Red Ribbon.

Laeillon was apprehended by his family and taken home under guard. He was tried for the crime of unwarranted personal possession and exiled from the lands of the elves for eternity. Nemeth swore revenge on all those who seek to coerce and control,

and took the paladin's Oath of Vengeance. Centuries later, he can still be seen wandering the highways, an ancient knight errant whose long, white hair cascades down over blackened armor.

When asked about the strange ribbons of red that streak through the Red Ribbon, the villagers refer to this story. They are proud of their connection to the famous tale and the interest it brings to their home.

Adventure Summary

The site of Lallwyn's death is a grotto a day's travel from Oak Ridge through thickly forested hills. Over the years, sorrow has warped the environment and attracted the attention of a green hag named Alice Malice. Weaving her fey magic, she has created a twisted realm where nature itself leeches emotion from travelers passing through. She lures travelers to the grotto to prey on their sorrow for Lallwyn, hoping to eventually lead them to their deaths. The hag enlisted the help of a satyr named Pantilimion, who has become addicted to the *gnothic wine* (Appendix: Items) she brews from fermented moss. She gives him the wine in exchange for luring travelers to follow in Lallwyn's footsteps. He loathes what he has become and longs to be free of both Alice Malice and his addiction.

The party can investigate the tale behind the song. The hike upstream leads them to meet the satyr Pantilimion, who is singing "Lallwyn's Lament" when they arrive. He hints at great treasure to be found near Lallwyn's bones, which lie still at the site of her death. The party find the remains of the Golden Palisade and enter the twilight realm Alice Malice has weaved from the sorrow bred by the tale. Eventually, they confront Alice herself and if they defeat her, have the chance to lay Lallwyn to rest.

Running the Adventure

The encounters in this adventure are deadly if faced directly; the party's objective should be to overcome, rather than eliminate, the opponents. Each encounter can be navigated using clues from the song. As the party realizes they are reliving the last moments of Lallwyn's life, they suffer magical exhaustion from the profound sorrow that Alice's fey power has woven into the environment.

Lallwyn's Sorrow. Whenever you hear a player make a connection between the events they witness and the song, they must make a DC 12 Wisdom (Insight) check. On a success, their insight evokes feelings of sorrow and they must succeed on a DC 12 Constitution saving throw or their character gains a level of exhaustion. Use this mechanic flexibly; as the players figure out their talk is being monitored, you will have to be more perceptive for the signs they have made connections with the song!

The lyrics to Lallwyn's song are a key to the adventure. Often they contain a prompt that helps the characters move from one area to another. Any character who succeeds on a DC 12 Charisma (Performance) check can recall the words themselves and write them down. Throughout the adventure, the satyr Pantilimion stays close to the party. He appears without warning and sings relevant verses of the famous song. He tries to get the heroes to sing the response in preparation for the final encounter. You can print the lyrics and give them to the players. You can put the song to music, perhaps playing the melody throughout the adventure. Although they are not exact matches, the melody from "She Moves Through the Fair" or "Sonny's Dream" create the desired atmosphere. These are both well-known folk songs with many recordings available. Brave DMs may even sing the song themselves!

Adventure Hooks

A Children's Song. The characters hear a young lady singing to a group of children. She sings two verses and then they sing two lines back to her. The characters are caught up in the haunting melody, and recognize it from the fields and farms of this area. As they ask her about it, she tells them the story and mentions that the site where Lallwyn met her death is near. She gives them directions to Oak Ridge and wishes them luck.

Lallwyn's Treasure. Late at night in a tavern, a bard begins to sing. A hooded woman joins in to sing the response. She has an astonishing voice, and at the end of the song she leaves in a hurry. The customers are full of excitement about the incident, and one of them regales the audience with the story.

He mentions a local satyr who guards Lallwyn's treasure. The last part, of course, is only partly true.

Ribbons in the Stream. While traveling, the party stops to rest beside a stream and notices ribbons of red streaked through the water. The stream runs through a hamlet called Oak Ridge. When they inqure, locals tell them the story and sing the famous song, if asked.

A Singing Satyr. Walking through a forested hillside, the party hears a deep voice singing through the trees. They follow the sound until they meet a handsome satyr leaning against a tree. *"Have you heard the story of 'Lallwyn's Lament?' Well, let me tell it to you."* As he sings, the party is filled with great sadness. The satyr tells them that the site of the princess's death is near, and he will lead them to it, if they wish.



Part 1: Chasing the Melody

Regardless of hook, the party finds themselves following the Red Ribbon stream. There is no path alongside the stream, which often runs through rocky terrain, forming pools and cascades along the way. The party must hike through the heavily wooded slopes alongside the stream. The area by the stream is considered difficult terrain. In parts, the party must climb steep slopes. They will all suffer minor scratches from slips and falls, but not enough to cause serious damage. If in the stream or climbing the rocks around it, a character must succeed on a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check to keep their footing.

Pantilimion

After a morning of hard travel, you come to a series of pools formed by a small waterfall. The stream tumbles down the rock face ahead, flashes of red passing visibly in the water. The rock face is about 15 feet high, but the rocks give plenty of hand and foot holds. Over and under the sound of rushing water skips a familiar melody in a deep and husky voice.

About halfway up the rock face to the side of the waterfall is Pantilimion. He is repeatedly singing the first two verses of the song. He ignores the party unless someone sings the response. After they have done so, he looks down towards them.

Smiling down is a heavily tanned and unkempt satyr, twigs and leaves intertwined through his beard and hair. His wrinkled face broadens to a smile and the dark bags under his sunken eyes deepen. The satyr jumps to a crouch, hooves striking rock, patches of mud-matted fur visible on his goat hind legs. He leaps from the rock and splashes the pool in front of you.

Features:

Pantilimion wants to know if the party is on Lallwyn's trail. He tells them if they follow the



stream, they will enter Lallwyn's land, warning that the memory of her death haunts the surroundings. As they talk, Pantilimion produces a leather-bound drinking vessel and greedily swallows, bracing himself after each gulp. It is clear he is drinking something strong. A successful DC 12 Insight (Wisdom) check reveals he is telling the truth and is preoccupied by a compulsion to drink.

Success on a DC 12 Strength (Athletics) check is needed to climb the rock face without assistance. If a rope or other method of assistance is used, no check is needed.

Pantilimion follows the party at a distance, emerging from the environment when needed. You can use his appearance to prompt the players to think about the song lyrics.

The Golden Palisade

Ahead of you, the stream becomes wider and shallower. The trees hang over steep mud banks that rise from the water on each side. Wading to your ankles, you follow the stream around a bend. By the water's edge, the trees part to form a clearing and within it are the remains of a large campsite. As you approach, you see the wooden ribs of tents exposed under decayed canvas, in places heavy with mold. Rotten lengths of string that might once have held bunting hang between the remains of four large square tents.

Features:

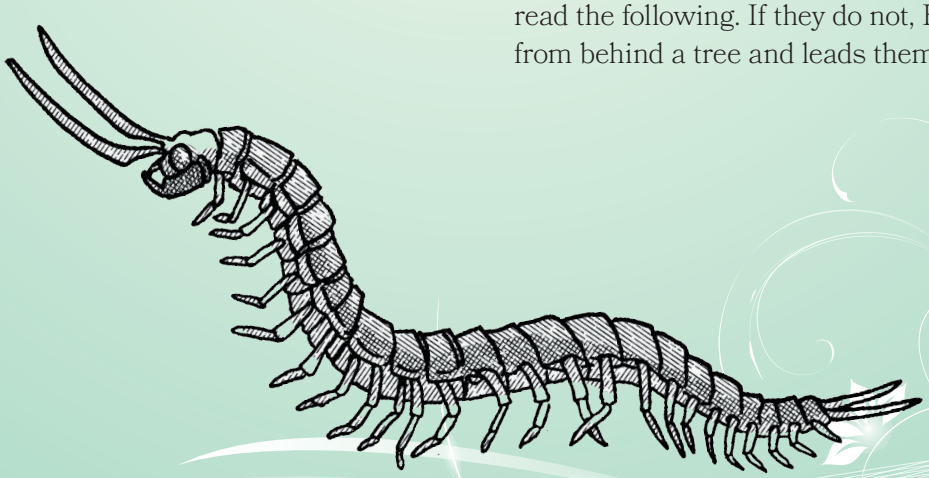
The party has found the site of the Golden Palisade. This area has been preserved in an advanced state of decay by fey magic, which can be identified with *detect magic*. As the party looks into the four tents, they find bedrolls stained with mold, thick damp blankets infested with woodlice, and cracked plates and bowls of fine elven design that now house caterpillars, spiders, and other creepy crawlies. If the party begins to search methodically, a **giant centipede** (MM 323) emerges.

Lallwyn's Tent. Furthest from the stream and closest to the forest is a tent with three intact but heavily molded canvas walls. A character who looks inside should make a DC 10 Wisdom (Perception) check. If they succeed, they catch a glimpse of white hair flash behind a tree. Regardless, read the following:

Searching through the rotten litter of the campsite, you hear a whistle outside. Peering through the sunken canvas wall, you see the thick trees of the forest behind. Just when you decide to turn away, the breeze seems to whisper the name, "Lallwyn."

As soon as a character steps into the forest, they hear the name "Lallwyn" on the breeze. Characters who succeed on a DC 12 Wisdom (Perception) check notice through the trees a slight male form, possibly an elf, dressed in black, as well as a white head of hair. This is a programmed illusion created by Alice Malice.

Once any character mentions the name "Nemeth," read the following. If they do not, Pantilimion appears from behind a tree and leads them to say the name.



The breeze increases and a gust of wind circles through the deserted camp. It picks up leaves and debris from the floor, and you watch them start to swirl as the gust seems to circle back on itself. The force of the wind increases, and the old tent walls start to flutter freely, the poles strengthening as they rise and straighten. As they stiffen, each canvas becomes a golden square, the dirt of ages falling as they form their old shapes. Triangular flags unfurl in an array of bright colors as the bunting stretches taut between the tents. Before long, the entire site is restored to its old glory as Laeillon's Golden Palisade.

As they realize what's happening, each character must make a DC 12 Wisdom (Insight) check, as detailed in "Lallwyn's Sorrow" (Running the Adventure) above. On a success, they connect the events with the emotion in the song and must make a DC 12 Constitution saving throw or gain a level of exhaustion.

Entering the Feywild

The characters are now in Lallwyn's Grotto, a realm that exists partly in the Feywild. The environment is controlled by Alice Malice. If they explore the tents again, they find them full of the finest crockery, satin sheets and bedclothes, and beautiful chests and traveling cases. All of these are empty; there are no clothes, equipment, or any sign of inhabitants. In one of the tents, they find an unmade bed and an open square window. As they explore this tent, they hear a voice singing the third verse of the song, carried from deep in the forest on a gentle breeze.

Part 2: Lallwyn's Demesne

Following Nemeth

The party must retrace Lallwyn's footsteps through the forest. Use sightings of Nemeth to lure them in. They are now partly in the Feywild and their environment is only partially real. They can use their knowledge of the song to resolve the encounters that follow. Any attempts to retrace their steps back or to find alternate routes through the forest end in failure. The DM should describe how they become disoriented as they seem to come upon the same trees and clearings where they shouldn't. Once the party is on the right track, move quickly to the next description. Progress should feel disjointed. As the party makes their way through the trees, read the following:

Between the highest branches, you see the sky suddenly darken. Through the dark greens, you see the blue of twilight fading in. Surely you have only been traveling for a few hours? Scanning the trees, you can't remember the way back to the camp. From somewhere deep in the forest, you hear the famous melody. The singing seems to come from behind a tree, only to echo again from the other side.

Features:

Disorienting Woods. In this area, successful navigation is impossible. If the party performs relevant skill checks in this part of the forest, consult the list below. All results are cumulative:

Wisdom (Survival)

- DC 8: The forest floor is covered with tracks made by heavy boots.
- DC 10: The forest floor looks as though troops have been rushing forward and backward repeatedly.

Wisdom (Perception)

- DC 10: The breeze seems to have been changing direction without you noticing.

Wisdom (Perception based on hearing**)**

- DC 8: The sound of the name "Nemeth" can be heard, coming from a location seemingly just out of sight.
- DC 10: Another male voice also shouts the name from the distance.
- DC 12: A third, female voice joins in.

Wisdom (Nature or Survival) or Intelligence (Arcana)

- DC 18: The presence of powerful fey magic can be felt.
- DC 20: The sounds and sights seem partly illusory.

As twilight settles, the shadows visibly lengthen underneath the broad tree branches, in some cases casting knots and twists in the bark into darkness. If a character succeeds on a DC 12 Wisdom (Perception) check or actively looks at the shadows, they notice that the shadows thicken and swirl, as though dark forms are hiding within. Whether they pass or not, as they approach, they notice a shadow that seems to hang between two branches like a covering, all the way to the ground beneath. A character who passes an arm or leg through meets no resistance. Walking between the branches leads to the next encounter. If the party connects this with verse five of the song, refer to "Lallwyn's Sorrow" (Running the Adventure).

The Guards' Redoubt

A well worn path emerges from between the branches. As the party advances, read the following:

Following the path, you notice the ground on both sides becoming much more wet. Two earthen banks, thickly spread with trees, rise up from either side, forming a narrow valley. Water from the stream has soaked through the ground, making a muddy bog. Planks laid along the left side make your passage easier.

As the party proceeds, read the following:

The path has a wooden handrail along the side and stretches along the inside of a steep crevice then stops abruptly. The stream seems to have disappeared into heavily boggy ground under the path. About eighty feet ahead, you see a narrow waterfall pouring into a muddy pool. Standing at points around the bog are six finely-armored humanoid forms, as still and



silent as statues. Their armor is rusted and decayed in places, their faces hollow and gaunt. The wooden path forms a balcony over the side of the bog.

Features:

Mud. The party must find a route through the boggy ground to the waterfall. The most direct path spans 80 feet. The boggy ground is considered difficult terrain. In addition, creatures stuck in the mud are slowed even more. On each turn that a creature ends their movement in the bog, they must succeed on a DC 12 Strength (Athletics) check or their movement is halved the following round. Movement cannot be reduced below 5 feet in this way.

Nightgown. On a successful DC 10 Wisdom (Perception) check, a character notices a white silken length of material caught on a branch about three quarters of the way up the waterfall. On a 15 or higher, they identify it as a fine nightgown. If the characters are next to the waterfall, no check is needed to see the gown.

Creatures:

The 6 humanoids are **wights** (MM 300) armed with shortswords. They are the undead remains of Laeillon's guards, necrotic manifestations of sorrow and grief. Their movement is reduced to 5 feet. Party members can try to distract them while others pass. If they help their slowed comrades, allow them to make another DC 12 Strength check. On a success, they can move at half their normal speed again.

Tactics. The wights move toward any creature they notice and attack with their shortswords.

Development:

The party must cross the bog and climb the waterfall's rock face. If they don't become stuck, they can bypass the wights. As the heroes climb, the wights congregate at the foot, waiting for them to fall. Climbing without assistance requires success on a DC 15 Strength (Athletics) check. A failed check means a character falls to the bottom. If climbing with a rope, the DC is reduced to 10. Assistance from another character gives advantage on this check. With a secure rope, failed checks may not mean falling, but a failure to progress. Characters must pass this check every time they take the climb action, and most will need two successful checks to ascend the full height of 25 feet.

Treasure. Each wight carries a thin, single-edged shortsword of ancient elven design with an emerald inlaid in the hilt. One of them is a *+1 magic weapon* worth 120 gp. The mundane shortswords are worth 75 gp to a collector.

> **DM's Note: Adjusting the Difficulty**
> Alter the placement of the wights in order to decrease or increase the difficulty of this encounter. If the party is strong, at least 1 wight blocks the path to the waterfall.

Laeillon's Hounds

The waterfall is preceded by small sections of rapids. The ground slopes steeply on both sides. The party can walk up the slope on either side of the stream, which collects in alternating long drops and pools.





Hand and foot, you pull yourself up the slope. In the distance, you hear a voice. It seems to be shouting the name "Lallwyn." The call is echoed by sharp barks. As you climb, the barking seems to get louder. Suddenly, in front of you growls a heavily-built hound. As you back away, another closes in behind. Barks give warning, and through the trees appear two more, flanking you on either side.

Features:

Slope. The slope can be climbed at half speed. The area is thickly grown with trees, which could stop the movement of any character who falls. Characters who fall on the slope are prone and must succeed on a DC 12 Dexterity (Athletics) check or roll 5 x (1d4 - 1) feet down the slope.

Creatures:

5 **mastiffs** (MM 332) surround the party.

Tactics. The mastiffs attempt to knock the characters prone, and two then attack a character on the ground. They try to drag opponents away from the group, take them back to the waterfall, and knock them to the wights below.

Lallwyn's Ridge

The characters make their way up a steep slope, climbing hand over foot. Before long, it levels off and they find themselves high above a large creek at the bottom of another section of waterfall. The waterfall itself is on the other side of this crevice, about 30 feet along a narrow ridge.

Her long black hair slick with water, a female figure stands under the torrent of water. The rapids pour over her body and obscure her face from view. The knuckles of her white hands are visible by her side. The water falls into a pool 20 feet below that spreads over a wide rock shelf before tumbling over the far edge. Partly submerged within is an ornate wrought iron summer house, green and slick with moss, its roof pounded by spray from the water.

Features:

The lower shelf forms a rough circle 20 feet in diameter. The old summer house is near its far edge. From there, the party can look over the course of the stream below, back to the Golden Palisade.

Creatures:

The female figure is Alice Malice, a **green hag** (MM 177). She waits for the characters to approach and then turns to reveal her true appearance.

Tactics. Alice Malice attempts to grapple her opponents and throw them to the rocks, 20 feet below. Falling onto the rock shelf deals 2d6 bludgeoning damage. Alice jumps down with the thrown character to engage in combat.

Banshee Arrival. The summer house contains the bones of Lallwyn. If the final response to her song is sung over the noise of the waterfall, the bones stir and a **banshee** (MM 23) flies from the summer house, spiraling through the crevice to join the combat.

The banshee's main target is Alice Malice. In the first round, she reveals her Horrifying Visage. In the second round, she returns to the site of her bones and lets out her Wail. Party members still on the upper ledge will be farther than 30 feet away. Any party member that has sung the lament is spared.

Development:

After the first round of combat, Pantilimion appears over the head of the stream. He sings the last two verses of the song to prompt party members to sing the response. If Alice Malice is killed, he thanks the party and explains that she forced him to lure people to her.

Treasure. In the pool lie the remains of travelers lured to their deaths, standard weapons, and armor. There are also potions of *spider climb, giant strength,* and *restoration*. One of the bodies has a gold necklace worth 80 gp. Another has a signet ring with a sapphire worth 40 gp. Scattered around are 132 gp, 178 sp, and 208 cp. There are 5 bottles of *gnothic wine* (Appendix: Items) stashed behind a rock.

Around the neck of the bones laid in the summer house is *Lallwyn's brooch* (Appendix: Items).

Concluding the Adventure

The party can find out the information in the Adventure Summary by interviewing Pantilimion. If the characters have defeated Alice Malice, they can trace their way back to the ruins of the Golden Palisade with little trouble.

Continuing the Adventure

The party has a story to tell all those who know the song. Over the coming season, when they hear it sung they find that two verses have been added, detailing their exploits. This new version is rumored to have been composed by a well-known satyr bard, and proves very popular.

The party could try to track down Nemeth and give him the brooch. He could make a powerful and well-connected ally in the future.

Appendix: Items

Gnothic Wine

Potion, common

Brewed from moss and lichen, *gnothic wine* is a black, foul-smelling liquid and a highly addictive poison. A bottle contains three standard servings of wine.

After consuming the wine, a creature must succeed on a DC 10 Constitution saving throw or spend an action nursing stomach cramps. They must also make a DC 12 Wisdom saving throw. On a failure, the creature becomes addicted to the wine and all of their attack rolls and ability checks are made with disadvantage. Consuming another serving of wine temporarily removes these effects until the creature completes a short or long rest. The addiction can be removed with a *lesser restoration* spell or after passing a number of days without consumption equal to the number of servings they consumed. The creature can repeat the saving throw after completing a short or long rest.

Lallwyn's Brooch

Wondrous item, very rare

This silver brooch takes the form of three blades of grass laid over each other. The pin on the back is still intact and can be fastened onto any material.

When you use an action to rub the brooch, it emits a mournful wail. All creatures within 30 feet of you that can hear the wail must make a DC 13 Constitution saving throw. On a failure, the creatures drop to 0 hit points. On a success, they take 3d6 psychic damage. The brooch has no effect on constructs or undead. Once used in this way, the brooch cannot be used again until the next dawn.

Appendix: Lallwyn's Lament

Oh, you want me to sing one of my own? Lallwyn's Lament, you say? Such a sad story, a real tragedy. Fortunately for us, like all tragedies, it makes for a great song. Well, let me start. You will have to sing the response—it's bad luck to sing both parts yourself. Here we are now—you'll have to forgive me, it's translated from Elvish—it's lost some of its poetry, but you get the idea....

Oh, let me free to come to you
Come to you my daughter
Like a dream I see you
Our lives entwined in death

Why couldn't I see your heart was full
Why didn't I see your longing
I was blinded by my fear
I was guided by my anger

Response: My father, years have passed now
And we all are wisps of dust

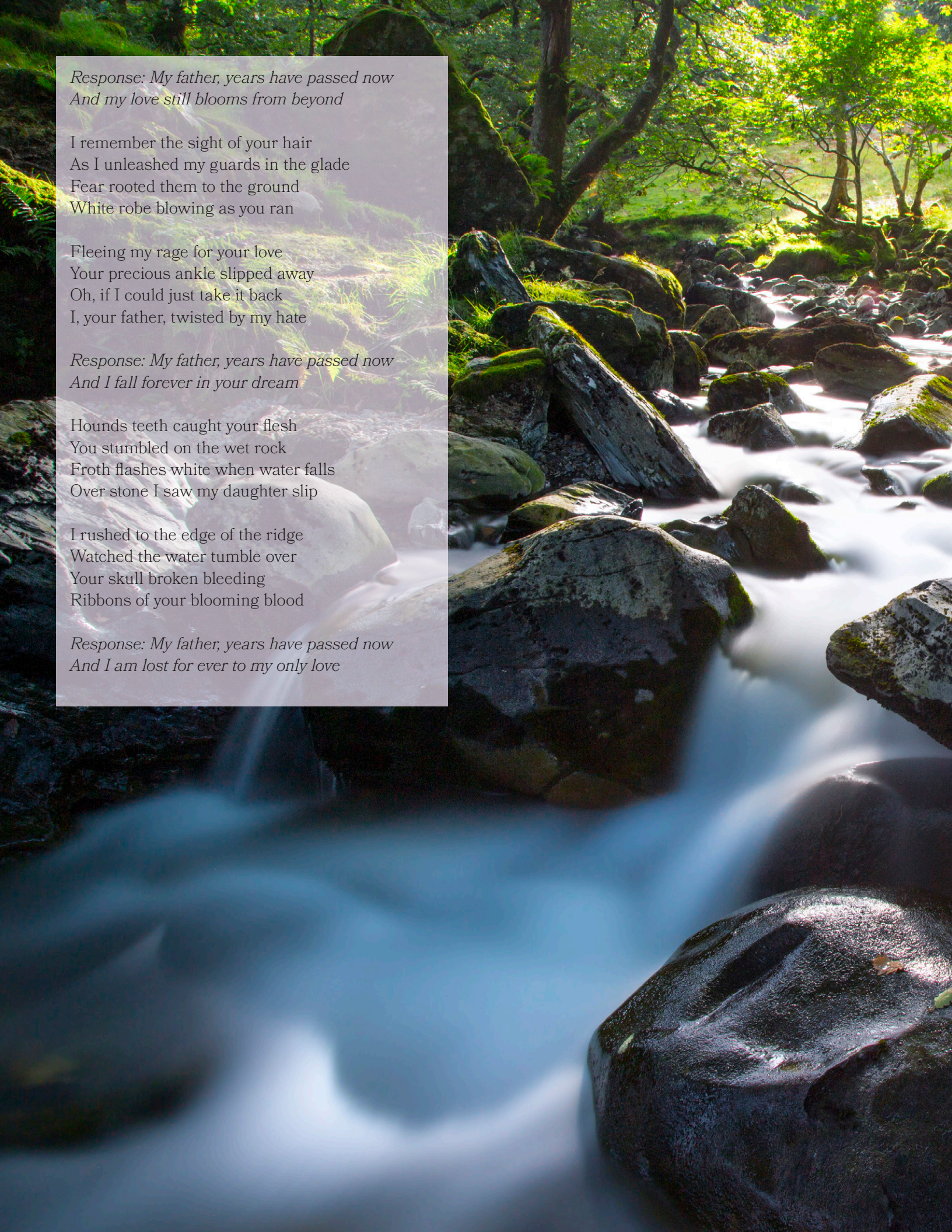
Like a curse I remember that boy
Nemeth appeared through the trees
Where our caravan camped
Not worthy of the house of Laeillon

I recall the rage at my throat
As I tore at the walls of your heart
Your bed empty, your window open
In my rage, I was ready to kill

Response: My father, years have passed now
My blood washed through the stream

He hid among the trees that night
And helped you find the shadows
Rage burst through my heart
I screamed at your gentle face

A mask to hide your defiance
To defend what I thought was mine
Stay a step before my guards
Disappear between the branches



Response: My father, years have passed now
And my love still blooms from beyond

I remember the sight of your hair
As I unleashed my guards in the glade
Fear rooted them to the ground
White robe blowing as you ran

Fleeing my rage for your love
Your precious ankle slipped away
Oh, if I could just take it back
I, your father, twisted by my hate

Response: My father, years have passed now
And I fall forever in your dream

Hounds teeth caught your flesh
You stumbled on the wet rock
Froth flashes white when water falls
Over stone I saw my daughter slip

I rushed to the edge of the ridge
Watched the water tumble over
Your skull broken bleeding
Ribbons of your blooming blood

Response: My father, years have passed now
And I am lost for ever to my only love

Eyes of Stone

A lover with a stone heart and a faerie queen ruling a maze of wondrous horrors. In *Eyes of Stone*, a group of adventurers endure trials to break a terrible curse and save a fey knight from the clutches of the Wild Hunt.

Written by Eleanor Hingley

This adventure is optimized for a party of four 4th level characters.

Adventure Background

The Night Huntsman is a cruel fey lord who renews his power every hundred years through the ritualistic Wild Hunt. Centuries ago, the Night Huntsman made a bargain with a fey noble named Mabilly. This bargain gave Mabilly incredible power, but the Night Huntsman tricked her into agreeing to give up a member of her court every century to the Wild Hunt. If Mabilly does not offer up a sacrifice, she will lose not only the power she gained from the bargain but also the power she had before that.

The time of the Wild Hunt approaches, when a shade of the Night Huntsman will ride across the Feywild with his hounds to the outskirts of Mabilly's domain and claim his victim. The fey knight Tamlin was willing to sacrifice himself for Mabilly until recently, when he met and fell in love with a human woman named Janae. To force Tamlin to do his duty, Mabilly turned Janae's heart to stone and cursed Tamlin with crystalline eyes that would transform Janae into a statue if he ever saw her again. Now, Tamlin patrols his lady's lands, broken-hearted and resigned to his fate.

The village of Mantlegreen, Janae's home, lies on the border of the Feywild. Mantlegreen has been protected from fey influence for centuries by a carved stone that sits at its center. Time and weather have eroded the stone's power and a group of mischievous boggles have kidnapped the only person who can fix it, Gilbert Carver. The boggles spirited him away to Mabilly's domain, allowing them to interfere more freely with the lives of the villagers.

Adventure Summary

The adventurers begin in the village of Mantlegreen, on the edge of the forest of Carterhaugh. They meet Janae, the village leader, and her brother Sean, who asks for their help in tracking down a local man named Gilbert Carver. Gilbert's family passed down the knowledge of how to repair the failing Feystone, an ancient ward of protection against the local fey. The characters learn that Janae fell in love with a fey knight named Tamlin and her heart was turned to stone by a powerful curse.

Journeying into the forest, the party encounters Tamlin engaged in a fight with bandits. He reveals that his liege Mabilly gave him eyes of crystal that will turn Janae into a statue if he ever looks upon her. To break the curse, the characters must travel into Mabilly's Stone Maze.

The characters encounter three dryad guardians with the power to open a portal into the Stone Maze. They face a series of trials with the help of Bardo, a member of Mabilly's court. As they journey through the maze, they learn that saving Tamlin from the Wild Hunt means that Mabilly will be stripped of her power and the Night Huntsman will gain it instead. The characters may each choose to take on a part of Mabilly's curse while they are in the Feywild to prevent the Huntsman from growing more powerful.

The characters and Tamlin are pursued across a moonlit moor during the Wild Hunt, culminating in a confrontation with the Night Huntsman before they can escape the Feywild.

Adventure Hooks

A Friend in Need. One of the party members knows Sean, who wrote a letter expressing concerns about changes in his sister Janae's personality, the failing of the anti-fey protections on the village, and the disappearance of one of the villagers.

Hunt the Huntsman. The party has encountered the Night Huntsman before and want to frustrate his efforts. He gains power from the Wild Hunt, so interrupting it serves their interests.

The Bard's Song. The party once met the renowned bard Aelfstan, who told them of the Stone Maze in the forest of Carterhaugh. He spoke of wonders and treasures, including the discovery of his most famous song.

Family Heirloom. An ancestor of a party member sought out Mabilly but never returned. Lost with them were the *pipes of haunting*, a magic item passed down through generations.

Part 1: Mantlegreen

Mantlegreen is a small village on the edge of the forest of Carterhaugh. A dozen houses surround a stone with runes carved into it, creating a labyrinthine design in the center. Your presence attracts a great deal of interest and a small group of villagers gather outside a house, murmuring. Moments later, a young man and woman with a familial resemblance emerge from the house and the villagers point toward you.

The woman is Janae (**commoner**, MM 345), the village leader. She tells the characters in no uncertain terms that they need to leave, as they don't want trouble in Mantlegreen. However, her brother Sean (**commoner**, MM 345) quickly intervenes and takes the characters to a private back room in the small tavern he runs, where he asks them for help.

Sean explains that things have been most strange lately in Mantlegreen. Because the village is close to a portal to the Feywild, the Feystone was erected in the village center to protect the villagers against fey intrusions. Unfortunately, the stone is old and in need of repair and the only person who knows how to fix it, Gilbert Carver, has disappeared. Sean explains that Gilbert mentioned going to study a grove where a set of carved stones may hold more insight into repairing the Feystone, but he never returned.

Furthermore, something has happened to Janae: her personality has changed, her skin has a gray pallor, and her heart has stopped beating, though she is miraculously still alive. Janae has always been compassionate and fair, but recently she's become cold and domineering. Sean is afraid that Janae will die if this malady is not removed. He believes that Tamlin, a fey knight Janae met in the forest, may know what to do. Sean asks the characters to help his sister and find Gilbert Carver so he can fix the Feystone. He can only offer 60 gp in goods and crafts as a reward, but he promises that the characters will always have free food and lodging whenever they pass through Mantlegreen.

Sean can direct the characters to the forest grove where Gilbert was said to be headed. The grove is located near the edge of the Feywild, where the forest paths tend to shift without warning.

Questioning Janae

Sean persuades his sister to submit to an examination and answer any questions the characters might have. Janae explains that she went into the forest looking for Gilbert nearly 30 days ago, right after he disappeared. There she encountered a fey knight called Tamlin. They spoke and laughed for hours, until he gave her a rose with twin blooms growing from a single stem, illuminated with a strange glow.

Janae returned to the village alone and she put the rose in a vase on her bedside table. That night, she experienced terrible dreams in which the sun, the moon, and the stars were in the sky together, and the stars winked out one by one. When Janae awoke, she found the rose had disappeared. She soon noticed her skin had taken on a grayish tone, though she felt fine. Sean insists this is when her personality changed, though Janae maintains she is just the same.

A successful DC 14 Wisdom (Insight) check reveals Janae fell in love with Tamlin but has since convinced herself that her feelings were just a passing fancy. A successful DC 14 Intelligence (Arcana) check reveals she is under a powerful curse that cannot be dispelled with *remove curse*: Janae's heart, normally loving and kind, has been turned to stone. Her skin has a gray pallor and a successful DC 14 Intelligence (Medicine) check reveals that her heart is not beating anymore. It has undergone a physical transformation to stone, kept alive by fey magic. If presented with this information, Janae refuses to believe it. However, without the protection of the fey magic, she will either die or become a statue.

Janae's House

If the characters investigate Janae's house, a lingering sensation of magic hangs in the air from the curse that was laid upon Janae. A successful DC 14 Intelligence (Investigation) check reveals tiny scratches around the windows of Janae's bedroom, suggesting that tiny creatures may have stolen the rose. A successful DC 16 Intelligence (Arcana) or Wisdom (Survival) check suggests the marks were left by pixies, given Mantlegreen's proximity to the Feywild.

The pixies who broke into Janae's bedroom not only stole the rose, but they also conveyed Mabilly's curse to Janae, which manifested as her nightmare. The nightmare represents the Wild Hunt, during which the moon (the Night Huntsman) comes to the domain of the sun (Mabilly) and destroys the stars (Tamlin).

The Feystone

This carved stone in the center of Mantlegreen once protected the village against fey influence, for everyone here is aware of how close the Feywild is. But the stone is old and weathered, and most of its protection is gone. While only the Carver family knows the secrets of repairing the Feystone, the party can temporarily bolster it with a successful DC 15 Intelligence (Arcana) or (Religion) check.

Gilbert Carver was trying to find the grove with the Feywild portal in the forest, as it contains a carved stone that he believed might give him information about fixing the Feystone. A group of boggles and satyrs recognized Gilbert as the descendent of the family that created the Feystone. They dragged him into the Stone Maze, where they are keeping him captive until the Feystone fails permanently.

Hunter's End Tavern

Hunter's End Tavern is the cozy center of the community, currently filled with farmers and traders swapping stories over tankards of rich beer. Beside the roaring fire, a minstrel with travel-worn clothes strums an irresistibly catchy tune on a lute.

The patrons are wary of strangers but can be persuaded to talk with a round of drinks. A barrel-chested blacksmith tells the story of the Night Huntsman for whom the inn is named: a powerful fey lord who stands taller than a human with bright white hair and pale skin tinged with blue. His eyes are solid black and his leather hunting armor, stained with blood, is the only part of his appearance that is less than perfect. When he smiles, his teeth are white, sharp, and bloodstained. He rides

a steed that appears to be made of moonlight, and he calls it his "lunargent charger."

If the characters have encountered Aelfstan, the bard mentioned in the Adventure Hooks, they will recognize his signature tune from the minstrel beside the fire. The minstrel is more than happy to talk about it to someone of a similar musical ear (see "Performance" on the table below).

The characters may also listen for rumors if they have proficiency in the appropriate skill and make a successful ability check:

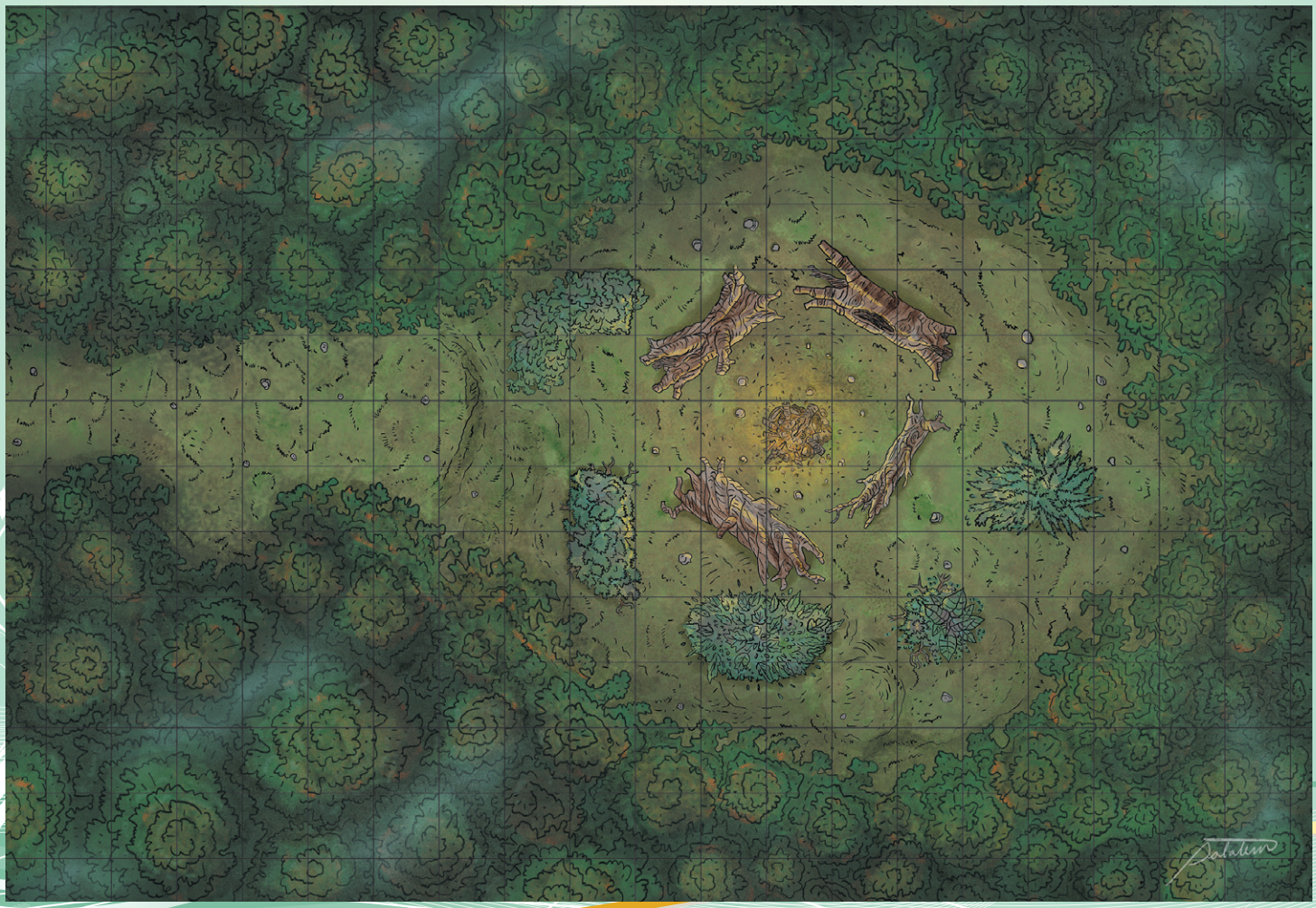
Skill (DC 14)	Rumor
Arcana	The guardians of the gate to the Feywild love music and find it soothing.
History	Somewhere in the nearby Feywild is a maze made of stone filled with lost treasures.
Nature	The blood-chilling howls heard recently in the forest of Carterhaugh cannot be explained by the local wildlife.
Performance	The famous bard Aelfstan wrote his greatest song while inspired by the forest of Carterhaugh.

Part 2: The Forest of Carterhaugh

Carterhaugh is a thick forest filled with ancient trees. There is an odd hush to the air, and at times you believe you hear the sound of distant bells and laughter. More definite are the smell of smoke and the sounds of fighting from a clearing ahead.

The Bandit Camp

The characters find a clearing deep in the forest with a makeshift camp and discover **Tamlin** (Appendix: Stat Blocks) fighting a group of **bandits** (MM 343) who have strayed too close to Queen Mabilly's domain. Tamlin, who patrols the forest near the portal, plans to kill them or drive them away.



Features:

Obstacles. Felled trunks are arranged around a central firepit with glowing embers, which all count as difficult terrain.

Undergrowth. A few patches of undergrowth and brambles litter the clearing, which count as difficult terrain and provide half cover.

Creatures:

1 **bandit captain** (MM 344) and 5 **bandits** (MM 343) are engaging **Tamlin**.

> **DM's Note: Adjusting the Difficulty**
> If the party is strong, add an **archer** (VGtM 210).

Tactics. Three bandits surround Tamlin in the firepit area at the start of the encounter. The bandit captain and two bandits are spread around the clearing and use their ranged weapons. The bandits flee with a successful DC 16 Charisma (Intimidation) check or if half the group is reduced to less than half their hit points.

Tamlin attempts to kill any bandits within reach, but he can be persuaded to let them go with a successful DC 15 Charisma (Persuasion) check. He uses his first action to attempt to turn a bandit to stone with his Petrification Ray. If the effect fails, the bandit's legs briefly turn to stone before returning to normal. If the bandits kill Tamlin during the fight, his body turns to motes of sunlight. Thanks to a powerful blessing, he reforms into a solid person after several minutes.

Development:

Tamlin is a courtier of the fey noble Mabilly. He is stunningly handsome and clad in gleaming armor decorated with a distinctive star motif. On his head rests a slim band engraved with stars, which appears to be decorative rather than magical. His eyes look as if they are made of pale blue crystal, which is unusual, even for an eladrin. His skin and eyes glow slightly in the gloom of the forest.

If Tamlin is killed, either during or after the fight with the bandits, his body turns to motes of sunlight. He reforms into a solid person after a few minutes. This is a powerful blessing from his service to Mabilly: he cannot be killed while patrolling his Lady's lands, but this blessing can be revoked if he disobeys her.



Tamlin thanks the party for their assistance but tells them not to stray further into the forest. They are nearing the domain of Mabilly, Queen of the Stone Maze, and he will be forced to stop them.

If the characters try to persuade Tamlin to let them pass without mentioning Janae or the curse, they must succeed on a DC 20 Charisma (Persuasion) check.

Tamlin and Janae

If the characters mention Janae, Tamlin tells the story of their meeting. Tamlin regularly patrols the woods near the portal to Mabilly's domain to protect it from bandits seeking to steal the treasures within. Recently, he met Janae in the woods and fell in love with her. As a token of his love, Tamlin gave Janae a flower that is only found in the Feywild: a glowing rose with twin blooms growing from the same stem.

Tamlin explains that Mabilly must sacrifice a member of her court to another fey noble, the Night Huntsman, every one hundred years. That sacrifice is pursued in the Wild Hunt by a company of hounds and a shade of the Huntsman himself. At the end of the Wild Hunt, the courtier is torn to pieces and the agreement between Mabilly and the Night Huntsman is renewed for another century. The Wild Hunt is imminent and Tamlin was to be this sacrifice. However, having fallen in love with a human, he refused to go willingly to his death.

In response, Mabilly cursed the lovers. She turned Janae's heart to stone and gave Tamlin eyes of crystal. Janae is doomed to become as cold and lifeless as her stone heart, and Tamlin cannot look upon his beloved or she will become a statue. Tamlin knows the only person capable of breaking the curse is Mabilly herself, and that the characters could earn a boon from her if they journey to the center of Mabilly's Stone Maze. The rules of Mabilly's existence require her to grant one request to any group that endures her trials and reaches her tower. With the curse broken, Tamlin must still endure the Wild Hunt, but he can do so with something to fight for.

If the characters agree to help Tamlin and Janae, or if they convince him to let them pass through the portal, he takes them to the Grove Gate. On the way, he explains that the portal is the only way into the Stone Maze. However, he is bound by the rules of Mabilly's court and cannot tell them how to open it.

Treasure. The bandits have 60 gp worth of coins and stolen goods in their camp.

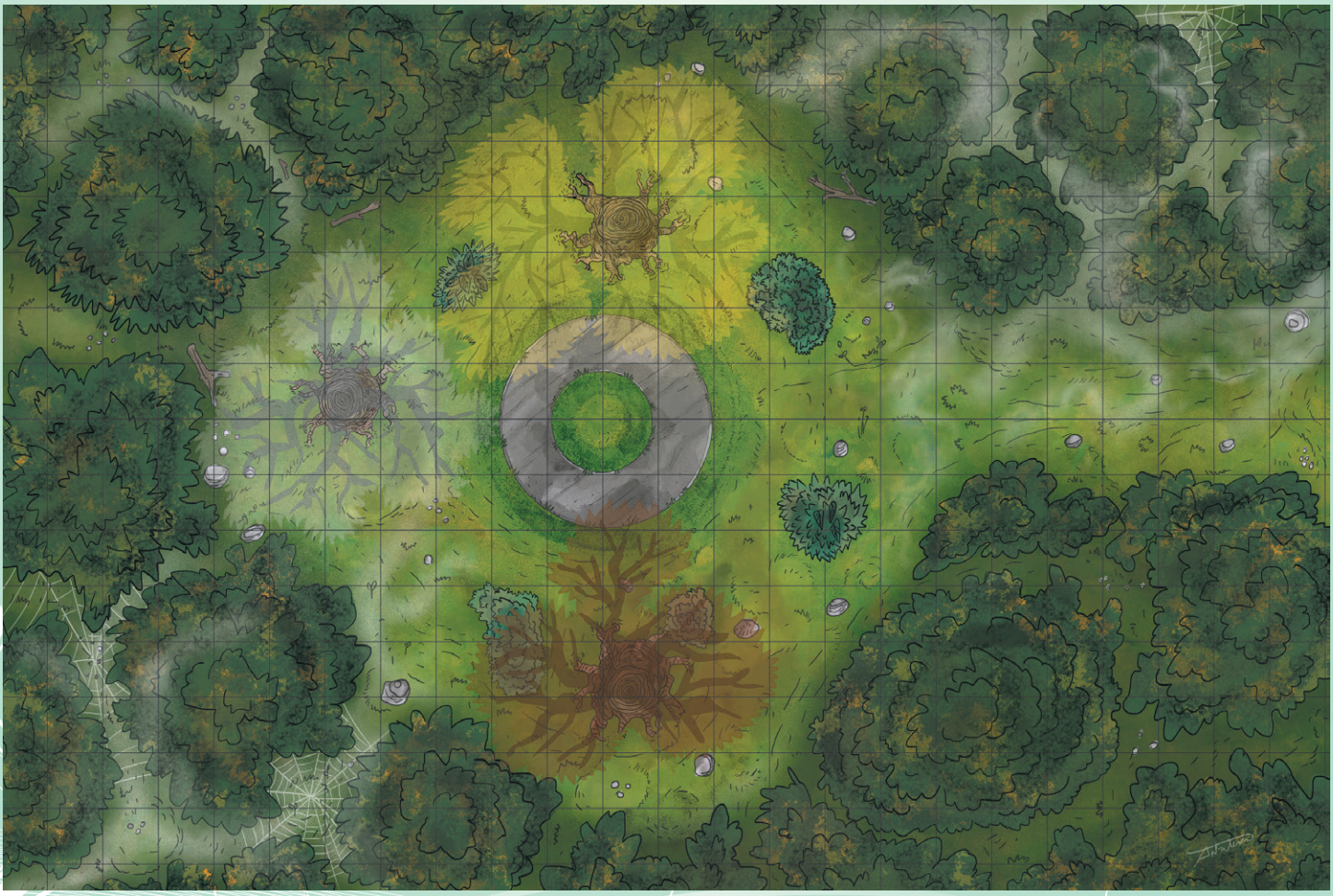
The Grove Gate

Three ancient-looking trees surround a clearing with a large, carved stone disc in the center. The bark of each tree forms a symbol. One of the trees has gold leaves, one silver, and one copper. As soon as the characters enter the grove, 3 **dryads** (MM 121) emerge from the trees.

The dryads can sense all life within their grove, and Dexterity (Stealth) checks in this area are made with disadvantage. The dryads cannot be negotiated with, for they are driven by the single-minded desire to protect this grove. When the dryads step out of their trees, they tell the characters to leave. If the characters stay, the dryads attempt to use Fey Charm on them. If this fails, they engage the party in combat.

A successful DC 14 Intelligence (Arcana) check can connect the symbols on each tree with a corresponding metal, celestial body, and elemental type:

- The symbol on the tree with gold leaves represents: Gold, Sun, and Fire



- The symbol on the tree with silver leaves represents: Silver, Moon, and Cold
- The symbol on the tree with copper leaves represents: Copper, Stars, and Radiant

A successful DC 14 Intelligence (Investigation) check on the stone disc shows musical notes carved into the pattern along with the symbols from the trees. If a character plays or sings the tune, which does not require a check, the dryads disappear into their trees, and the portal opens.

Creatures:

3 **dryads** (MM 121)

Tactics. In the first round of combat, the dryads cast *barkskin* on themselves and fight defensively. If any characters have been affected by Fey Charm, roleplay or creative thinking could provide opportunities for them to repeat the saving throw against the effect, at the DM's discretion. The dryads have the following energy types corresponding to the tree from which they emerged: fire from gold, cold from silver, and radiant from copper. The dryads are immune to this type of damage and resistant to all magical damage. The dryads' attacks deal an extra 3 (1d4 + 1) damage of their energy type.

DM's Note: Adjusting the Difficulty

If the party is strong, add 3 **sprites** (MM 283) or have the dryads emerge from their trees with *barkskin* already cast. If the sprites are present when a character performs the music carved into the disc, they retreat and disappear.

Development:

When reduced to 0 hit points, the dryads vanish in a burst of energy and return to their corresponding tree. Their faces can be seen in the patterns of the bark. Like Tamlin, they cannot be killed. Instead, they return to their trees when destroyed. If, at any point, the tune from the stone disc is played or sung, a portal opens above the disc and reveals the stone walls of Mabilly's maze realm. Unnaturally bright sunlight pours out from the portal. Once the characters are inside, the portal closes behind them.

Part 3: The Stone Maze

The Stone Maze is a fey realm and a manifestation of Mabilly's power and personality. It shifts according to her whims and the fey magic that built it cannot be dispelled. It is not bound by the laws of physics or nature. It appears as an ornamental maze garden, burgeoning with plantlife yet strangely devoid of animals.

Stone walls creeping with vines and flowers stretch in all directions. Huge stone faces with closed eyes and fine features have been carved in relief all along the walls. The sun seems to shift randomly to a different position every time you look up. In the distance, you can see an elegant tower standing proud at the heart of the maze.

At a dramatically appropriate moment, Mabilly speaks directly to the characters through one of the stone faces. She will not release Tamlin because she will lose her power if the Night Huntsman does not have his prey. She tells the characters they are wasting their time, as they will never be able to complete her three trials and navigate the maze. Mabilly claims to feel sorrow for the cruelty of what she did to Tamlin and Janae, but a successful DC 15 Wisdom (Insight) check reveals that she does not truly care.

Understanding the Maze

Success on one or more of the following (DC 14) ability checks allows the characters to navigate the maze:

Wisdom (Insight): This maze is a personality, and the characters gain a sense of direction as if sensing social cues in a conversation.

Wisdom (Perception): The sun has stopped moving around randomly and acts more like a compass point leading the characters through the maze toward their trials.

Intelligence (Arcana): This place is under Mabilly's control and is a magical projection of her will. Damaging it does not hurt her because this is where she is most powerful.

If the characters attempt to use brute force to get through the maze, they quickly discover that it does not obey the rules of space or time, and they always end up back on the path where they started. Unconventional movement, such as flight toward the tower, leads to an immediate teleport back to the ground.

Unless otherwise stated, once the characters have entered a trial, the maze shifts to prevent them from leaving and the exit from a trial area is either closed or invisible until the trial has been completed. The realm is highly magical, which makes using magical senses extremely difficult. Traveling through the maze is a strange experience, as the usual markers of space and time can be altered at Mabilly's whims. Short and long rests, however, can be completed as normal within the Stone Maze.

Bardo

The characters soon encounter a **darkling elder** (VGtM 134) sitting on a statue, merrily twirling a dark parasol and waiting for them. This is **Bardo**, a member of Mabilly's court who has lived in the Stone Maze for centuries and has started to get restless.

Bardo relates the story of a bard named Aelfstan who came to the maze many years ago seeking a boon from Mabilly, a piece of music that would make him famous. Aelfstan was kind to Bardo and wrote him a song, but then he succeeded at the trials and left the Feywild. Bardo wants to get out of the Feywild to find Aelfstan again, but he is bound to Mabilly's service. He offers his *pipes of haunting* in exchange for help leaving the maze. Bardo teaches the party the song Aelfstan wrote for him. If the characters sing a line from the song when they reach the portal out of the Feywild, Bardo can go with them to the Material Plane.

Bardo tells the party about Mabilly's deal with the Night Huntsman. He explains that if they pass Mabilly's three trials, they will reach the tower in the center of the maze and can request one favor (as a group) from Mabilly and break the curse upon Tamlin. They can then choose to let Mabilly's deal with the Night Huntsman dissolve entirely, giving the Night Huntsman all of her power, or each take on a part of the curse themselves. They would each take on only one aspect of the curse, which would break when they leave the Feywild.



If the characters refuse to help Bardo or become rude or aggressive, he teleports to another part of the maze. If the characters choose to fight or restrain Bardo, he attempts to escape but fights if forced. If the characters agree to help, Bardo says that the rules of the trials allow him to grant them a single piece of information if they become stuck. One time while within the maze, the party may speak Bardo's name and he will teleport to their location to answer their question. He is direct and honest about a solution if summoned, but he can only convey one simple piece of information, rather than anything complex. If they ask him for information multiple times, he regretfully and truthfully informs them that he cannot assist.

1st Trial: The Sickly Orchard

The characters emerge into an orchard that seeps poison and slowly paralyses them.

The way widens out into an orchard where strange fruit trees provide welcome shade from the bright sunlight. There is a heavy feeling to the air, which is saturated with the heady scent of fruit and warm earth. Each tree bears a different kind of unfamiliar fruit. Occasionally, you hear the sound of buzzing wings and catch a glimpse of something small and fast fluttering out of your vision. The orchard extends off into the distance.

Features:

Entrance. A placard growing out of a tree trunk near the entrance says *"The Fey Knight's guiding light will win the day."* The exit from the orchard remains hidden under the branches of a weeping willow tree until the characters find the correct fruit.

Sweet Sleep Poison. The orchard is suffused with sweet sleep poison, an inhaled poison exuded by the trees which induces paralysis. As the characters enter the orchard, they must succeed on a DC 13 Constitution saving throw to avoid the poison's effects. The party continues to make this saving throw at regular intervals as they progress through the orchard. Once a character has been affected by the poison, they proceed to the first stage of the poison's effects and their save DC increases to 15. On subsequent failures, a character progresses to the second and third stages of exposure. Poison removal spells temporarily remove the condition, but ongoing exposure requires saving throws as though the character was exposed for the first time. *Protection from poison* or similar spells ward against this poison.

In Stage One of exposure to the poison, a character has a -1 penalty to all attack rolls and ability checks. In Stage Two, the character is poisoned. In Stage Three, the character is paralyzed. If all the characters become paralyzed, they may temporarily fight off the paralysis with a successful DC 16 Constitution saving throw. The effect ends long enough to cast a spell to remove the poison or to locate and apply one of the many fruits growing on the orchard trees. Doing so requires relevant skill checks. The players can repeat this process until one of them successfully applies the antidote without the condition growing worse. The players may still make checks to examine the fruit while paralyzed. The sweet sleep poison wears off a few minutes after the characters leave the grove.

The table below displays a list of fruits the party can find in the orchard. If the characters eat any of the fruits, they must succeed on a DC 14 saving throw or fall under the fruit's effects. A cursory examination of the plants reveals these are not ordinary fruit trees. A successful DC 14 Intelligence (Investigation) check or DC 19 Intelligence (Nature) check reveals that the tree with the antidote, the glowing, star-shaped fruit, also bears a single twin-blooming rose between its branches.

Sickly Orchard Fruits

1d8	Fruit's Description	Effect	Saving Throw (DC 14)
1	Rich purple with a light dusting of gold	You think you are the most important person in the world	Wisdom
2	Pale green and slick	Your skin oozes slime and you find it a challenge to hold anything	Constitution
3	Bright red and prickly	You become very itchy	Intelligence
4	Long, blue, and thin	Your limbs seize up as though bound by invisible ropes	Strength
5	A pulsing pale thing	You become transparent but not insubstantial	Charisma
6	Dark pink with yellow veins and a hard rind	Your hair (or scales, feathers, etc.) changes to a random, bright hue that fades over the next few days	Constitution
7	Yellow and plump	There is no effect, for this fruit is safe (and delicious)	No saving throw
8	Star-shaped and glowing with a soft light **(antidote)**	This antidote removes all effects of the sweet sleep poison and you are now immune to the poison	No saving throw

If the characters are having trouble determining which fruit to eat, the DM may provide the following information in response to skill checks:

- Tamlin's armor bore a star motif
- Tamlin gave Janae a glowing rose with twin blooms
- The three celestial bodies in Janae's dream were the sun (Mabilly), the moon (the Night Huntsman) and the stars (Tamlin)

Creatures:

2 **quicklings** (VGtM 187) and 4 **pixies** (MM 253) inhabit the Sickly Orchard.

Tactics. The quicklings and pixies can be persuaded or forced to tell the characters which fruit is the correct one with a successful DC 15 Charisma (Persuasion) or (Intimidation) check. If attacked or provoked, they fight back but attempt to flee when more than half of them are defeated.

Development:

When the characters consume the star-shaped fruit, the branches of a weeping willow roll back to reveal the path out of the orchard. Any fruit the characters try to take with them disappears once they leave the Feywild, but the fruit's effects remain until removed with a *lesser restoration* spell or similar magic.

2nd Trial: Boggles in the Machine

The characters emerge onto the bright, sunlit path of an ornamental garden maze and hear the sounds of some kind of ruckus up ahead.

In a long, paved area surrounded by high hedges and a thick canopy of trees, a group of waist-high creatures and goat-legged people are arguing in Sylvan. Strewn in all directions are parts of some kind of machine, which seem designed to fit into a section of ground in the maze. At the far end, you can see an exit, as well as a human trying to fit the pieces of the machine together.

Features:

Gilbert Carver. The man currently trying to fit pieces of machinery together without much success. He understands Sylvan and will translate for the characters if asked.

Machinery. Large parts of machinery lie all over the ground, creating treacherous areas covered in screws and bolts that act as difficult terrain.

Creatures:

6 **boggles** (VGtM 128) and 3 **satyrs** (MM 267) are supposed to be building the machine for the second trial, but they have fallen into arguments about how best to proceed.

> **DM's Note: Adjusting the Difficulty**
> If the party is strong, add 2 **darklings** (VGtM 134)

Tactics. If the characters fix the machine, are able to translate what the boggles and satyrs are saying, or study the parts for any length of time, they can tell that the machine is a mechanized obstacle course designed to test the characters' agility and physical prowess. The boggles and satyrs will not pursue the characters beyond the ornamental garden maze.

The characters can take different approaches here:

Fight. The boggles and satyrs put up a brief fight and run away when all remaining creatures are reduced to half or fewer hit points.

Negotiate. A successful DC 16 Charisma (Deception) or (Persuasion) check calms the creatures enough to pass or incites further squabbling and makes the fey creatures attack one another.

Help. The characters can help fix the machine with a successful DC 14 Intelligence (Investigation) or (Arcana) check. Time does not pass as normal here and it is still bright daylight when they have finished. The boggles and satyrs thank the characters for helping out and wave them on their way, seemingly unaware that they have skipped the trial entirely.

Destroy. The characters can smash the machinery, which will provoke a fight.

Run the Gauntlet. If the characters help or wait for the machine to be built, they can choose to run through the obstacle course. Each character must succeed on a DC 15 Dexterity saving throw or take 2d8 piercing damage.

Development:

Once the characters are on the opposite side of the machine, they can escort Gilbert out. He is relieved to be rescued and explains that he has been kept in the maze as entertainment for the fey creatures. He has not been hurt but he has been overworked. Gilbert informs them that the creatures let slip their real purpose, which was to prevent him from returning to Mantlegreen and fixing the Feystone. He has seen Bardo in the distance but has not spoken to him. Since he was kidnapped rather than coming willingly, Gilbert is not allowed to undergo Mabilly's trials.

Treasure. Inside the fey creatures' work tents are 60 gp, a *potion of healing*, and a *potion of growth*. The party discovers these after killing the creatures or when Gilbert points them out.

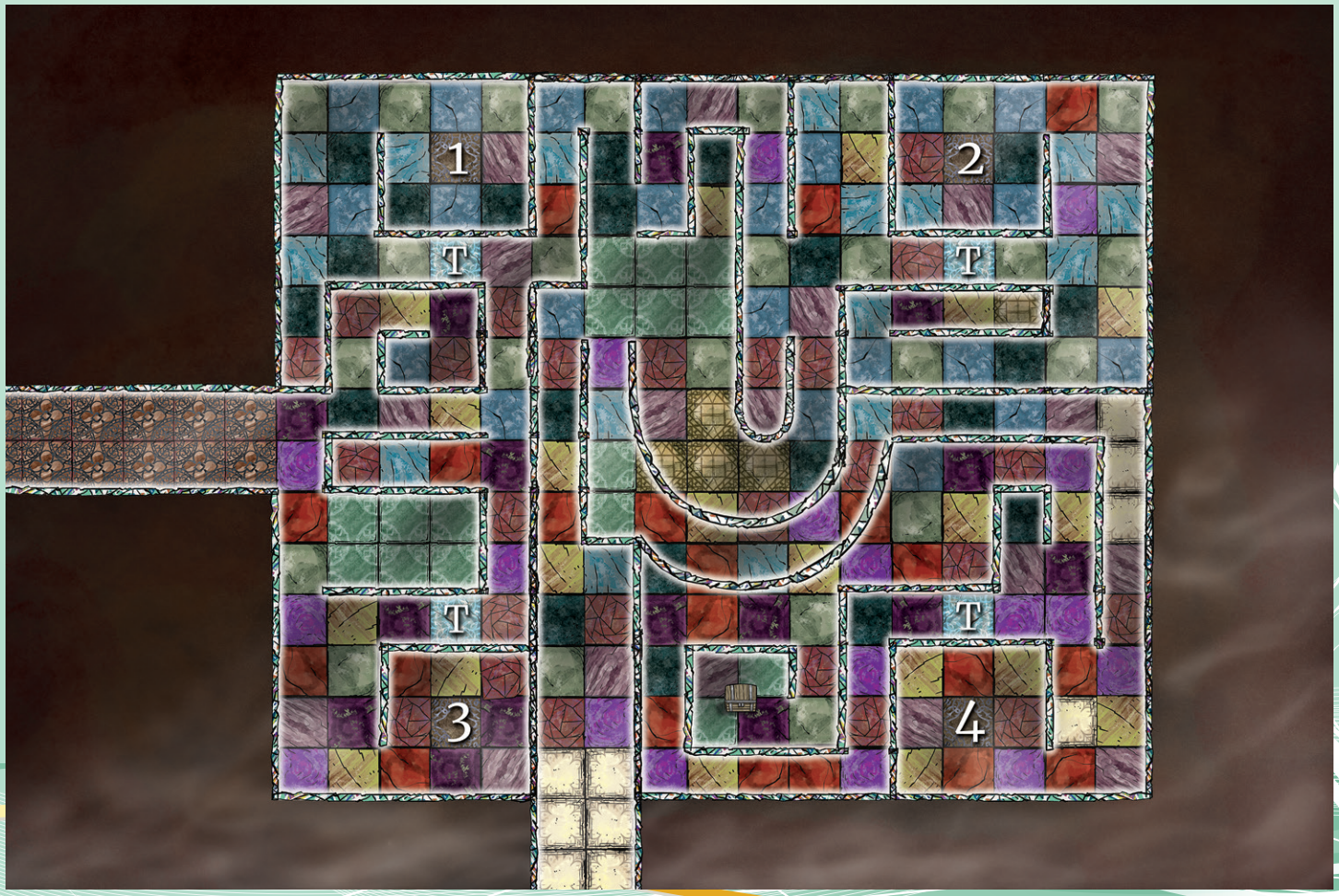
3rd Trial: The Mirror Maze

As the characters enter the next part of the maze, the wall seals over behind them as magic changes the environment. This maze is designed to confuse, deceive, separate, and impersonate the characters. The entrance to the Mirror Maze disappears as soon as the characters enter, and the exit is accessible throughout, if the characters can discover it. If Gilbert is with the characters, he disappears as they enter the Mirror Maze and reappears safely at the exit to the maze.

A narrow path leads down into a dell, where stepping stones mark a path across a shady pond. Ahead, you can see the pillared front of a building, the surface of which is set with tiny mirrors. Two heavy doors stand open at the end of a short corridor. Beyond, you can see walls covered in fractured mirrors.

Features:

Teleportation. This maze contains teleportation squares (teleportation squares are marked on the map with a 'T' and transport characters to the starting points labeled 1-4). Their location should be hidden from the players. As soon as the characters pass the threshold of the room, they each teleport to a different teleportation square, determined at random by rolling a d4. To pass this trial, the party must navigate the maze and make it to the exit. Anytime



they move onto one of the teleportation squares, they are teleported back to one of the starting points, determined by rolling a d4.

Doubles. The maze also produces doubles that impersonate the characters. Whenever the characters are teleported, a double appears in the spot where they were previously located. The maze uses magic to block sound and misdirect the characters about which is the real character and which is the double. It cannot block sight lines, so take care when moving the characters' doubles around.

Creatures:

The doubles use the stats of **animated armor** (MM 19). A **mimic** (MM 220) is pretending to be one of the floor tiles in the maze. It does not attack unless stepped on or otherwise disturbed.

Tactics. The doubles impersonate the characters. If challenged, they argue that they are the real person. If their true nature is revealed, they move toward the nearest teleportation square and try to fool someone else in the maze. A successful DC 18 Wisdom (Perception) check allows a character to notice that the doubles are mirrored reflections of the original characters. Any visible symbol or words on the characters are backwards, objects are located on the opposite side, and right handed characters are left handed. A successful DC 16 Intelligence (Arcana) check reveals that speaking or spelling the name of the impersonated individual backwards causes the double to disappear into the nearest mirror.

Treasure. The mimic contains a *bag of holding*.

Development:

The exit is available to the players throughout this encounter. As soon as the characters have left the maze, the mimic and any remaining doubles stop following them, and Gilbert reappears. The exit from the maze is an archway that leads to a set of stairs.

Mabilly's Tower

The staircase leads up to Mabilly's tower.

The spiral staircase ascends to a high, bright room filled with sunlight. The walls hold three impressive stained glass windows. The first depicts a regal woman decked in gold with the sun in the sky above her. The second is of an intimidating man dressed in silver with the moon above him. The third window depicts Tamlin and Janae. Tamlin's eyes are made of crystal, as are the stars above him, and a patch of dark glass rests where Janae's heart should be. Outside, the sun shines impossibly bright from all angles at once and the moon and the stars are rising.

Features:

Balconies. The tower has wide arches in the walls leading out to balconies that give a fine view across the maze, which stretches out to the horizon. The tower is near the edge of the maze, beyond which is a mist-covered moor.

Windows. If the characters break the windows, the fragments lie on the ground for a moment before shivering and reforming.

Mabilly's Projection. The stained glass windows shiver and an illusory projection of Mabilly steps out from the image of the regal woman dressed in gold. She begrudgingly congratulates the characters on passing the trials and grants the group a single boon. Mabilly can only grant boons within her influence, such as things that affect the Stone Maze, her court, or the Material Realm near the entrance to the maze.

The boon can be used to release Tamlin and Janae from their linked curse. If the characters choose to do this, Mabilly hands them the glowing twin rose Tamlin gave Janae and instructs them to place the rose against the glass where Janae's heart should be. If the characters do this, the windows visibly shift so Janae and Tamlin's hands are linked, and Janae holds a stained glass version of the rose over her heart.

Mabilly begs the characters not to leave her powerless. If she breaks her bargain with the Night Huntsman, he gains her power and will become the

dominant power in this part of the Feywild. Mabilly assures the characters that the Night Huntsman is a crueller fey than she. A successful DC 15 Wisdom (Insight) check reveals that Mabilly is not lying but she is still trying to manipulate the characters into helping her.

She offers to bargain with the characters in exchange for their help, suggesting a piece of knowledge of interest to the characters, as deemed appropriate by the DM. Mabilly has existed for centuries and has learned many things about the wider world. In exchange for the information, Mabilly requires the characters each to take on an aspect of her curse. Doing so allows Mabilly to retain her original powers.

Curse. If the characters agree to take on aspects of the fey curse, the DM should apply one curse aspect to each character or roll randomly on the table below a number of times equal to the number of characters. If each character takes on an aspect of the curse, Mabilly's deal will be resolved. These aspects cannot be removed with a *remove curse* spell, but they disappear when the characters leave the Feywild. Each character can only be affected by one aspect of the curse, and the same aspect cannot affect more than one character.

Mabilly's Curse

1d6	Curse Aspect	Effect
1	Sun	When you miss with a spell attack, it hits a random creature.
2	Moon	You have disadvantage on all ranged attacks unless the target is surrounded by light.
3	Stars	You have disadvantage on all ability checks.
4	Rose	When you roll a natural 1 in combat, you are charmed by a random enemy, as with a dryad's Fey Charm.
5	Thorn	Whenever you take damage, you take an additional 1d4 piercing damage.
6	Stone	Your speed is halved and any ability checks related to movement are made with disadvantage.

Development:

If the characters took on the curse, they feel it settle upon them as the sound of baying hounds fills the air and the windows of the tower room shatter outward. Tamlin steps out from the shards of his window and points to where the moon and stars are rising to meet the sun in the sky. An elegant staircase appears, leading down and outside the maze to a wide moor filled with mist, briars, and the ruins of stone walls. The bright sunlight cuts off at the edge of the moor, replaced by the unnatural shadow of a Feywild night.

The Wild Hunt

The path back to the Material Plane is beyond the moor, but the Wild Hunt has begun.

Things move in the mist rolling across the moor: glowing eyes, sharp teeth. The moor is dotted with hedges and brambles, the ruins of old fey architecture, and a mass of briars. Past the briars, you see an ancient, elegant archway and a moonlit forest beyond.

The Wild Hunt is the name of the ritual performed by a shade of the Night Huntsman and his hounds. They hunt their target across the moor and tear them to pieces, renewing the Huntsman's powers.

The portal out of the Feywild is on the opposite side of the misty moor. The characters must get across the moor and through the portal before the Night Huntsman and his hounds can kill them.

Features:

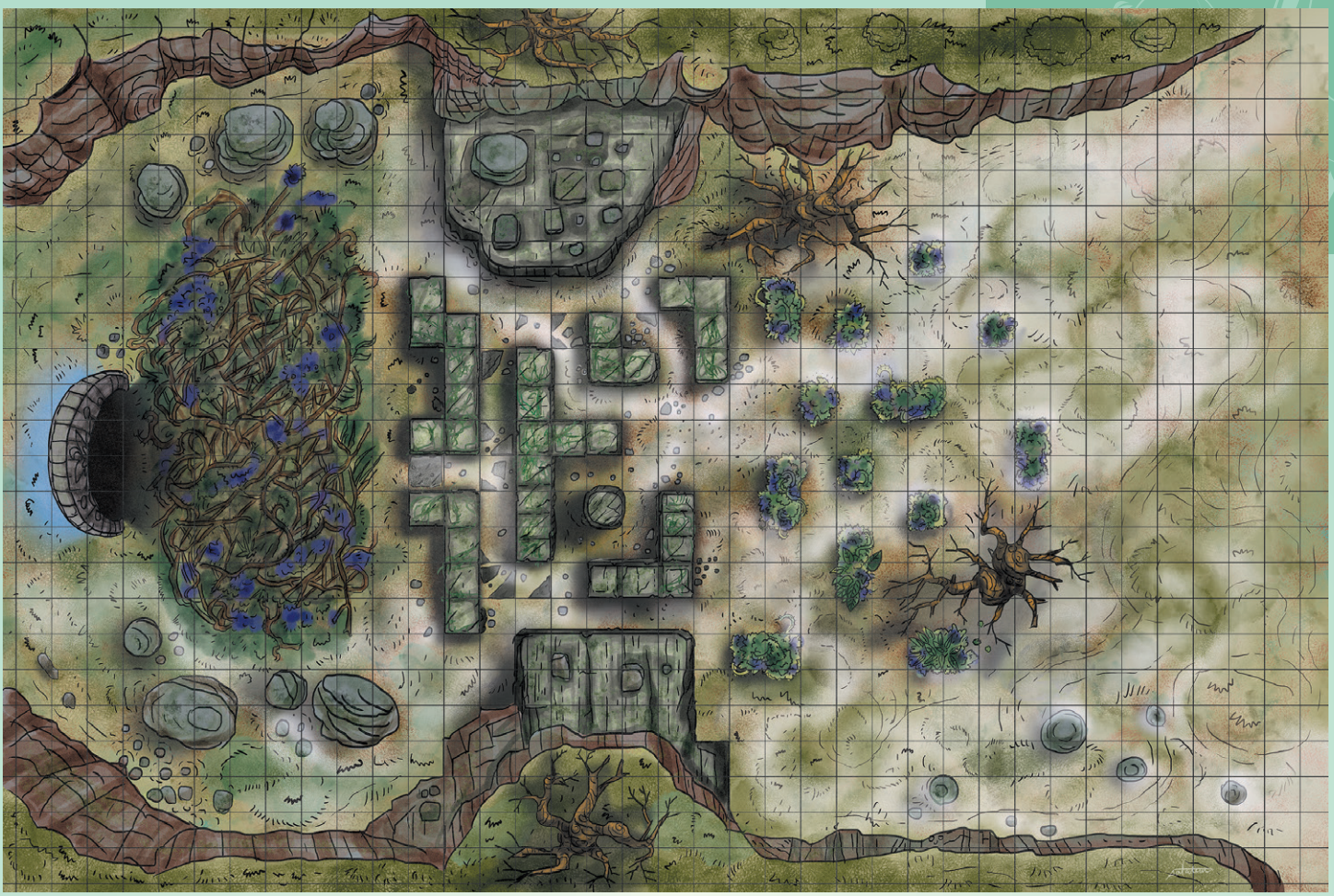
Mist. The hounds lurk in the thick mist, which obscures them until they are within 15 feet of the characters.

Bushes. Shrubs scatter the moor and count as difficult terrain.

Ruins. The old stone ruins are impassable unless a character makes a successful DC 16 Strength (Athletics) or Dexterity (Acrobatics) check to scramble over them. The crumbling stone walls are 10 feet high.

Briars. A wide patch of briars grasps at the characters, slowing them down. The briars count as difficult terrain and ability checks affected by the environment are made at disadvantage.





Creatures:

3 **blink dogs** (MM 318) and 1 **shadow mastiff alpha** (VGtM 190) lead the hunt. They attempt to get ahead of the party and slow them down.

> **DM's Note: Adjusting the Difficulty**
> If the party is strong, replace the shadow mastiff alpha with a **yeth hound** (VGtM 201).

Once the hounds are defeated, a shade of **The Night Huntsman** (Appendix: Stat Blocks) appears. It rides a lunargent charger which has the statistics of a **nightmare** (MM 235) with several changes: it is immune to cold and radiant damage and its melee attacks deal an additional 2d6 cold (not fire) damage. The Night Huntsman attempts to slay the characters before they escape the Feywild.

Tactics. Tamlin attempts to escape with Gilbert to the portal. He follows the characters' suggestions, as long as they are reasonable.

The blink dogs attempt to slow the characters down by using their Teleport ability to get ahead of them. The shadow mastiff attempts to knock characters prone and uses its Terrifying Howl to slow their escape.

The Night Huntsman ignores difficult terrain while on the moor and attempts to ride down characters with his Charge ability. If a character would otherwise die or be left behind, Tamlin goes back to defend them. If the shade of the Night Huntsman is defeated in combat, it disappears. The true Night Huntsman, however, remains a powerful force in the Feywild.

Development:

When the characters reach the ancient archway, they can choose to sing the line of Bardo's song and summon him to leave with them. If they don't, there are no consequences for the party, but Bardo remains trapped in Mabilly's domain.

Concluding the Adventure

You arrive back in the moonlit forest of Carterhaugh, which feels eerily peaceful after your race across the moor. The gate closes and your pursuers do not seem to follow.

The party can find their way back to the road and onward to Mantlegreen.

If the characters have broken the curse, Tamlin is reunited with Janae, whose heart is no longer stone. Janae thanks them warmly for their help and apologizes for her rudeness before.

If Gilbert has been rescued, he immediately sets to work repairing the Feystone. He learned a great deal from his time in the Stone Maze and ensures that the stone's magic does not affect Tamlin.

If the characters summoned Bardo at the portal, he vanishes as soon as they reach the edge of the village. He reappears when they leave and asks their advice on how to find Aelfstan.

The party may stay in Mantlegreen to rest and recover. The tavern is full of locals eager to buy them drinks and hear the stories of their adventures in the Feywild.

Rewards. If the characters bring Bardo out of the Feywild with them, he gives them his *pipes of haunting* (DMG 185).

If successfully rescued from the Wild Hunt, Tamlin gives the characters the following rewards: a *deck of illusions* (DMG 161), a *potion of animal friendship* (DMG 187), and 175 gp in gems.

If Janae's curse is removed and/or Gilbert is returned, Sean gives the characters 60 gp worth of goods and craft out of gratitude, as well as free lodging and food whenever they are in Mantlegreen.

Continuing the Adventure

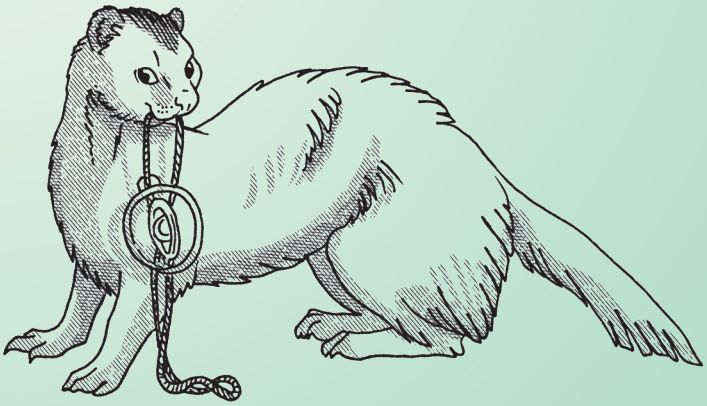
There are a number of ways one can continue this adventure. Below are a few options:

The Hunt Continues. The characters have made a powerful enemy in the Night Huntsman. They could decide to track the Night Huntsman to his own realm within the Feywild and put an end to him, or the Night Huntsman could send agents to steal something valuable from the characters.

A Musical Reunion. Bardo wants to track down the bard Aelfstan to hear him play again. Aelfstan is set to perform a brand new piece for a monarch in a major city. If the characters go there, they find that he is terrified that he can never match the beauty of the fey music he learned in the Stone Maze.

Hidden Heart. Tamlin recalls that a fey courtier escaped Mabilly's domain decades ago. She took a powerful artifact with her and hid it somewhere on the Material Plane. Supposedly, it holds the heart of a fey lord who collected secrets and knowledge.

A Patron's Quest. A mysterious robed figure approaches the party after hearing of their victory over two fey nobles. The figure asks them to bring down a powerful enemy, such as a lich, a dragon, or an archfiend who rules a shadowy cult. Are the robed figure's motives selfless, or do they have another agenda?



Appendix: Stat Blocks

Tamlin

Tamlin's eyes have been turned to crystal through Mabilly's curses. He can see as normal, but can turn creatures to stone with his gaze if he chooses. When Mabilly's curse is broken, his eyes return to their usual silver color and he loses the Petrifying Eyes ability. Breaking the curse also removes Tamlin's immortality.

Tamlin

Medium humanoid (eladrin), neutral good

Armor Class 11
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6
Skills Arcana +2, Perception +3, Persuasion +6, Nature +2
Condition Immunities charmed
Senses passive Perception 13
Languages Common, Sylvan
Challenge 3 (700 XP)

Petrifying Eyes (at will). Tamlin can choose one to three targets he can see within 120 feet and target them with a petrification ray. The targeted creatures must make a DC 16 Dexterity saving throw. On a failed save, a creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

Blessed Immortality. While blessed by Mabilly, Tamlin does not age and cannot be slain by mortal hands while he still patrols her lands. If he dies by any means except the Wild Hunt, he turns to motes of sunlight and recorporealizes after several minutes.

Actions

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

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, Tamlin turns invisible and teleports up to 60 feet to an unoccupied space he can see. He remains invisible until the start of his next turn or until he attacks, makes a damage roll, or casts a spell.

The Night Huntsman

The Night Huntsman and his lunargent charger can pass through all obstacles on the battlefield unimpeded. They are separate creatures but act on the same initiative. While riding, the Night Huntsman uses Charge along with lance attacks against his targets. If unhorsed, he attacks with his longsword.

The Night Huntsman

Medium fey, lawful evil

Armor Class 12 (leather armor)
Hit Points 67 (9d10 + 18)
Speed 40 ft., 60 ft. (riding)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	10 (+0)	8 (–1)	16 (+3)

Damage Vulnerabilities fire
Damage Immunities cold, radiant
Senses darkvision 60 ft., passive Perception 9
Languages Common, Sylvan
Challenge 4 (1,100 XP)

Charge. If the Night Huntsman moves at least 10 feet straight toward a target on his horse and then hits it with a lance attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

Lance. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.



In this adventure, the characters save a doomed village from a coven of hags. Through their endeavors, the party experiences the whimsical and deadly nature of the Feywild.

Written by Chris Love

This adventure is optimized for three to four 1st-4th level characters.

Adventure Background

Arowin and Lorin are sister villages connected through a planar portal. Nobleman Curtis Galloway runs both towns and breeds exotic plants on the side. Lorin exists on the Material Plane, while Arowin is in the Feywild. Curtis's only success has been a flower called the "iron lady" that has silver patterns cascading across its white petals which repels creatures of fey heritage.

Adventure Summary

Fourteen days ago, a nearby coven of hags sent boggles and blink dogs to overrun Arowin in the Feywild and distract the villagers. Afterward, creatures began to pass through the portal to the village of Lorin on the Material Plane, causing multiple casualties. Curtis has made a distress call to nearby villages.

Part 1: Trickster Sisters
When the boggles recently poured through the portal into Lorin, the villagers fought back. However, they were forced to flee when they failed to capture any creatures. Curtis arrived at the village and trapped the boggles in the general store. He requests that the adventurers get rid of the boggles and travel to the Feywild to help Arowin.

Part 2: Into the Wilds
After being trapped in the Feywild, the party is asked to find the hag cave in the forest and take care of some blink dogs in Arowin. Inside the cave, the party discovers what the hags have been up to. After the adventurers return from the forest, a human noblewoman named Amelia speaks to them about a celebration.

Part 3: Fleeting Fun
The next day, the town holds a full-day celebration for the heroes. A hag pretending to be an injured villager stumbles into the party, convincing the partygoers that several boggles and a hag have been hiding in the Bird Rat Inn. Amelia asks the party to investigate.

Part 4: A New Frontier
While the adventurers are away, two of the hags take the form of Amelia and another villager and try to convince the remaining villagers to get rid of the iron lady flowers and the adventurers. They claim the iron ladies are attracting the creatures and that the adventurers are pawns of the hags. They recommend seeking help from the fey in the forest to fix the portal.

Adventure Hooks

Request. Curtis Galloway approaches the adventurers to rid Lorin of boggles and free Arowin.

Travelers. The adventurers pass a large caravan of evacuees from Lorin asking for help capturing the boggles.

Exploration. Curtis is offering free travel to the Feywild if the party can capture the boggles in Arowin.

Part 1: Trickster Sisters

The Village of Lorin (Material Plane)

Lorin is nestled in a valley with sparse trees. The village is surrounded by a large wall dotted with silver bell flowers. The buildings are basic and bare; however, in the center of the village sits a large stone platform which gives off a strange, blue-green light. The area around the village smells of cut grass and freshly turned soil. Birds call to each other across the valley, filling the air with their song.

1. Village Entrance

A wooden five-foot-high wall, lined with iron ladies, surrounds the village and a wooden archway on the east side marks the entrance. A disjointed building stands just inside the walls on the west side of the entrance with a sign that reads The Iron Lady Inn.

2. Portal

In the center of the village, a bright, blue-green light flickers on a stone platform with runes inscribed in its base. A successful DC 16 Intelligence (Arcana) check allows the adventurers to identify the runes as a *glyph of warding* with a modified version of *plant growth*.

3. Villagers' Houses

To the west are twelve log houses no bigger than sheds, poorly made and empty since the villagers evacuated.



4. General Store

The general store is to the right of the entrance and is where the boggles have been for the past several days. It is used for baking bread and pastries, but other items are sold as well.

5. Guardhouse

The largest building in the village is the guardhouse on the north wall which can hold 12 people. It's the only building still being used when the adventurers arrive at the village.

When the boggles poured through the portal, the villagers of Lorin fought some off, but the remainder have holed up in the general store. Curtis Galloway is unwilling to lose any more villagers and has evacuated Lorin. The townsfolk used iron ladies to trap the boggles in the store before they left. The adventurers must defeat the boggles and find out what happened to Arowin in the Feywild.

Curtis Galloway (LN male human **noble** MM 348) is accompanied by 2 **guards** (MM 347). Curtis is willing to reward the party with 20 gp each if they get rid of the boggles in the store and help Arowin on the other side of the portal.

General Store

The general store is a simple building with only three rooms. It is constructed of wood with a clay tile roof.

1. Entrance

The only entrance is a large red door at the front of the building. The boggles have placed several traps in the building to notify them when someone is around to "play" with.

Features:

Front Door (trapped). A successful DC 15 Intelligence (Investigation) check reveals tension on the handle, indicating that it is trapped. The handle is tied with string to two buckets, one filled with *boggle oil* and the other with feathers. The buckets rest above the inside of the door so that when it opens the buckets tip, splashing the doorway and anyone in it with the contents. A successful DC 15 Dexterity check using thieves' tools disables the trap.

Buckets. The buckets contain *boggle oil* (sticky) and feathers. If these fall on an adventurer, the mixture is so sticky that, for 1 hour, they must succeed on a DC 15 Strength check to draw weapons, and all surfaces are considered difficult terrain for them. The noise of the buckets falling not only alerts the boggles that someone has entered the building, but also gives the boggles a laugh at the adventurer's new outfit.

2. Front Room

The floor consists of gray wooden boards strewn with straw. The scent of bread still fills the air. In the front room, two wooden tables are positioned against the walls on the left and right. There are benches made from weathered raw timber. A wooden counter stretches the entire of the width of the room with cabinets underneath. A pair of swinging doors allows access behind the counter. Behind the counter is a large open window with a rack holding some bread. A wooden door to the right of the window leads to the back of the building. Stairs on the right side lead up to a small landing with a closed wooden door.

Features:

Straw. The straw on the floor helps adventurers track the boggles, but it also gives disadvantage on Wisdom (Perception) rolls.

Floor. In addition to the straw, the boggles have placed several traps. The main traps in the floor are pressure plates made from wooden boards. When these plates are depressed, they make a loud click, which alerts the boggles.

Pressure Plates. There are four pressure plates in total: one at the main entrance, one at the base of the stairs, one at the counter doors, and one at the back door. To spot the pressure plates, the adventurers must make a successful DC 16 Wisdom (Perception) check, with disadvantage due to the straw. The pressure plates can be avoided with a successful DC 14 Dexterity (Acrobatics) check.

Stairs. Since the boggles don't need to use the stairs to enter the office, they have trapped the stairs to keep the party on the ground floor. About a third of the way up, a trip rope is strung across the stairs. It can be spotted with a successful DC 15 Intelligence (Investigation) check. Characters with a passive Perception of 13 or higher notice a puddle of slick



oil at the top of the stairs. Anyone moving through the oil must make a DC 15 Dexterity (Acrobatics) check, or fall back down the stairs. Anyone behind the falling adventurer must succeed on a DC 14 Dexterity saving throw to get out of the way.

Door to Second Floor. This door is locked. A successful DC 15 Dexterity check using thieves' tools unlocks the door.

Floor Cabinets (trapped). The boggles have rigged these cabinets into a shooting gallery trap. A DC 15 Intelligence (Investigation) check reveals that if any of the cabinet doors are opened, a trap will be triggered. If the trap is engaged, several sharpened, wooden utensils spring out of the cabinets. Any adventurers behind the trapped cabinets must make a DC 14 Dexterity saving throw. On a failed save, they take 1d8 damage and only take half damage on a success. The cabinets contain 10 gp, 6 sp, and some moldy bread.

Backroom Door. If the party has not set off any traps, then this door is not trapped. If the party has set off traps, the boggles heard them. They gather coal from the ovens and put it in a bucket, propping it against the door handle. A successful DC 15 Wisdom (Perception) check allows the adventurers to hear the boggles in the backroom. If alerted, the boggles hide in the spice barrels. The backroom door opens outward. A successful DC 15 Intelligence (Investigation) check reveals fresh burn marks around the handle indicating the handle is very hot and could burn the person opening the door. On the back side of the door is a stool with the coal-filled bucket leaning on the door handle. If opened, the bucket falls forward toward the adventurers. The

target must succeed on a DC 11 Dexterity saving throw or take 1d4 bludgeoning damage from the falling bucket.

Rewards. 10 gp, 6 sp, 5 kitchen knives, 10 feet of rope, 20 feet of wire, and a 20-foot springboard.

Development:

For every trap set off or triggered, the boggles make a DC 10 Wisdom (Perception) check. If they succeed on any check, they set up the trap on the backroom door.

3. Backroom

The smell of bread grows stronger here and the sweet scent of honey lightly fills the room. There are tables on the left side of the room with two large mixing bowls and fresh pies on them. Three ovens are placed against the back wall and are still lit. Straw is strewn across the floor in this room as well. On one of the tables is the body of a person wearing an apron and covered in flour. The figure seems to missing his right leg, and a note written in blood sits near the body, stating the following:

"Run, gingerbread man, run."

Features:

Spice Barrels. Four barrels are placed around the room with their tops off and filled with spice. Hidden in the barrels are 2 **boggles** (VGtM 128) waiting to ambush the adventurers. Adventurers with a passive Perception of 13 or higher notice the boggles hiding in the barrels and are not surprised when they attack.

Floors. Straw is strewn across the room and blood stains the floors and tables.

Ovens. The floorboards directly in front of the ovens have been replaced with pressure plates. If an adventurer stands in front of an oven, a smoke bomb goes off and temporarily blinds them. The pressure plate can be spotted with a successful DC 16 Wisdom (Perception) check and can be disabled with a successful DC 14 Dexterity check made with thieves' tools. Next to each oven is a small sack filled with powder. If dropped down into the coals, the powder produces enough smoke to blind anyone within 10 feet of the oven. The effect lasts for 1d4 minutes.

Tables. On the tables are various baking tools and pies that smell like gingerbread. The adventurers must succeed on a DC 13 Wisdom saving throw to resist eating a pie.

Body. The body of the baker on the table is missing a leg. In his pockets are 10 gp, 6 cp, a *mood ring*, and a key to the office upstairs.

Creatures:

Two **boggles** lay hidden in the spice barrels.

Tactics. The boggles wait until the adventurers set off one of the traps, then try to surprise and attack them. If the boggles realize they've been detected, one tries to distract the party with attacks while the other retreats. The boggle leaves the back room and moves to the office using its Dimensional Rift ability.

Development:

If any boggles escape the backroom and make it to the office, they drink the potions stored there to heal any wounds.



Rewards. *Mood ring* (Appendix: Items), key to the office, 3 smoke bombs, 4 meat pies, 10 gp, and 6 sp.

4. Office

Four boggles are waiting for the adventurers in this area, as are any that escaped from the backroom. When the adventurers try to open the door, the boggles push the office desk out the door and down the stairs. The boggles try to run if the desk pushes the adventurers down the stairs. If some of the adventurers avoid the desk, then the boggles remain, ready to fight. The office contains a few cabinets, a desk, and a severed leg,

which lies discarded on the floor.

Office Door. The office door is locked. A successful DC 15 Dexterity check using thieves' tools unlocks the door, as does using the key obtained from the baker's corpse. The door opens toward the stairs.

Desk. The boggles wait for the door to be unlocked and then start to open it before shoving the desk down the stairs. Anyone on the stairs must make a DC 15 Dexterity saving throw to dodge the desk. The adventurer closest to the door makes the roll with disadvantage. Inside the desk are 50 gp and a book entitled *The Feywild and You*.

Cabinets. The cabinets contain 3 *spell scrolls*, 2 *potions of healing*, a set of knives, and notes indicating that the baker was conducting nefarious experiments on his employees to see if he could make them work nonstop on the production of items.

Creatures:

4 **boggles**, plus any that escaped from the backroom.

Tactics. The boggles don't want to fight, but have been trapped in this bakery with no one to torment, so they are willing to fight the adventurers. They use their Dimensional Rift ability to move around the adventurers and attack from behind.

DM's Note: Adjusting the Difficulty

If the party is strong, double the boggles' hit points. If the party is very strong, each boggle also wields a *dagger of venom*.

Development:

If the party captures any boggles alive, Curtis gives them a large floral wreath made of iron ladies to temporarily restrain the creatures. He then asks the party to take the boggles back to the Feywild and help save Arowin. If the party asks for a reward, Curtis gives them 10 gp each as they have only caught and not yet returned the boggles. If the party takes the boggles through the portal, Curtis then orders his guards to break the portal, claiming it is too dangerous and expensive to keep open.

Rewards. 6 knives, a scroll of *goodberry*, a scroll of *suggestion*, a scroll of *calm emotions*, 2 *potions of healing* (unless the boggles that escaped the kitchen drank them), *The Feywild and You* (Appendix: Items), and 50 gp.

Part 2: Into The Wilds

Arowin (Feywild)

Passing through the portal, the adventurers look out upon Arowin, a dark, war-torn village that appears to have suffered an attack. A short, round woman stands in front of the portal. She gives a look of relief, then fear, as a bright light begins to shine from behind the portal and then vanishes.

1. Village Entrance

A 5-foot wooden wall surrounds the village and has been reinforced with several tables. A small wooden archway on the east side of the wall marks the entrance, which has been blocked off by wagons. Smashed iron ladies litter the wall. To the right of the entrance is the Golden Saddle Inn, where all the surviving villagers have gathered. To the left of the entrance is the general store, which is currently being used as a shelter for the villagers.

2. Portal

The portal is in the center of Arowin, on a stone platform with runes inscribed in its base. Once the adventurers arrive in Arowin, they notice that the light coming from the portal fades and then dissipates (**DM's Note:** this is a sign that the portal is no longer active).

3. Houses

To the west are five dismantled homes, the parts of which are being used for barricades. Three plots have homes that have been burnt down. The four remaining log houses are empty, as the villagers have gathered at the Golden Saddle Inn.

4. Golden Saddle Inn

A robust building made of wood and clay tile sits west of the village entrance. A sign with the image of a saddle indicates that this is an inn.

5. Guardhouse

The largest building by far is the guardhouse on the north wall. It can hold up to twelve people comfortably.

6. Bird Rat Inn

The Bird Rat Inn is on the south side of the village. It is an old tavern that was built when Arowin was established. A storm ravaged it shortly after its completion and it was never rebuilt.

Into the Wilds

After the party is trapped in the Feywild, the short round woman introduces herself as **Amelia Quarterfang** (NG female human **noble** MM 348). She explains she can't believe Curtis decided to use the contingency plan of closing the portal after requesting help. Amelia takes the party to the Golden Saddle Inn, where most of the remaining villagers have gathered. She provides the information described in the Adventure Summary and explains her plan to lure the hags and boggles to the west side of the village. Thanks to **Zenon** (CN male dwarf **bandit captain** MM 343), they have found the hags' cave, which lies to the east of Arowin.

Amelia asks the party to go to the hags' cave and kill or drive off the blink dogs that are there. If necessary, the party can try to convince Zenon to lead the way.

> Amelia Quarterfang is the head of the village of Arowin. She is outgoing and full of wonder of the outside. She likes most people and puts up with Zenon because he brings back new plants and information on the village surroundings.
>
> Zenon Tenvor works in a small shack next to the Golden Saddle Inn. It is only open at night, as he travels during the day. He respects Amelia, but thinks she is too naive. He has a bad relationship with a local dryad because he stole several plants from her part of the forest and has been warned not to return.

1. Forest

Thick, green underbrush covers the forest floor and thick tree branches block the sky overhead. The scent of decaying leaves and damp earth fills the air. As the sun begins to set, light shines from below, coming from the mushrooms and moss that cling to the trees.

Features:

Thick Underbrush. The underbrush is full of raspberries, blueberries, and other edible plants. This area is considered difficult terrain, but all Wisdom (Perception) and (Survival) checks here are made with advantage.

Forest Floor. A successful DC 10 Wisdom (Perception) or (Survival) check reveals the blink dog tracks. Due to the difficult terrain, it takes a full day to find the cave where the creatures lair.

If the adventurers are accompanied by Zenon, a **dryad** appears in a nearby tree and uses her Fey Charm on the party. Whether she succeeds or fails, she begins shouting at Zenon that he was warned never to return.

Creatures:

Dryad (MM 121), and 2 **black bears** (MM 318)

Tactics. The dryad can be talked out of fighting with a successful DC 16 Charisma (Persuasion) check. She begins the battle by sending in her bears, then casts *shillelagh* on herself before entering combat. If combat is going poorly for her, she attempts to escape using Tree Stride.

Rewards. Two bear corpses and, if the dryad is defeated, 1 club and 1 gold ring. If the party convinces the dryad to calm down, she prepares them a hearty meal which grants them 10 temporary hit points and advantage on all Strength saving throws for the next 24 hours.

Development:

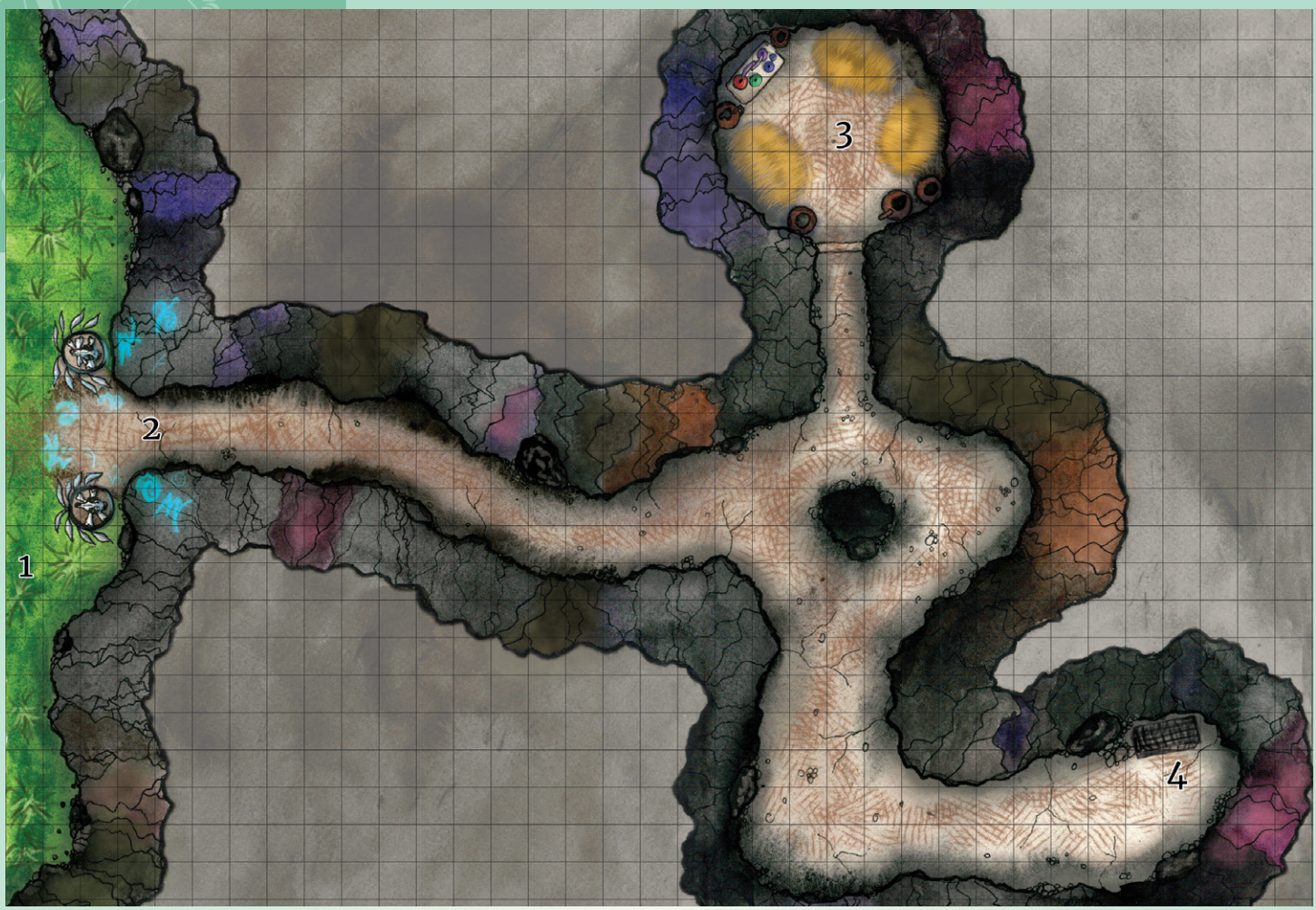
If the party fights the dryad and is likely to defeat her, she attempts to disengage and flee and will not return. If the adventurers convince her to stand down and eat with them, she may come to the party later to make another meal for the town.

2. Hag Cave Entrance

The cave entrance is covered in runes. Two identical totems stand on either side of the entrance; they are made with sticks and covered with feathers, small animal bones, and a dog skull. A number of blink dog and hag tracks lead into the cave.

Features:

Totems. Both totems are actually staves inscribed with runes. The staff to the left of the entrance is a *staff of the python* (DMG 204) and the staff to



the right is a *staff of blindness/deafness (cursed)* (Appendix: Items). A successful DC 17 Intelligence (Arcana) check reveals the runes on the staves.

Runes. The runes leading into the cave are notes on experiments. A successful DC 12 Intelligence (Investigation) check reveals several failed attempts to create a creature. The notes state that the creatures expired; however, one note describes a new idea for a creature to "devour all."

Development:

If the party takes the staves and the hags return to the cave, they refuse to enter, believing that it may be rigged with traps.

Tracks. A successful DC 13 Wisdom (Survival) check reveals that the tracks continue into the cave. The tunnel is 10 feet wide and it is apparent that large creatures have often passed through. The smooth cave floor slowly descends into the earth. There is no natural light as the passage twists to the left and right before splitting. The passage forks with the tracks continuing to the left. If the party goes left at the fork, the passage ends after 20 feet at a crude door leading to the Hags' Room. If they go right, they arrive at the Cage (Area 4).

3. Hags' Room

The entrance to this room is 5 feet wide and is blocked with a crude, locked wooden door. The lock can be picked with a successful DC 12 Dexterity check using thieves' tools. The interior is pitch black unless the adventurers brought a light or possess darkvision. The door leads into a large room, 30 feet in each dimension and furnished like a hut. The room contains a small table with alchemical equipment, several clay jars that line the walls, and three hay beds. Atop the beds are 3 **blink dogs** (MM 318). One is dead, with a wand sticking out of its back. If the party flees, the 2 living blink dogs follow.

Features:

Jars. The clay jars are filled with a milky substance. A successful DC 15 Intelligence (Nature) or Wisdom (Perception) check reveals it to be tiny oozes. They are contained in the jars and can only dissolve tiny bits of cloth or fat. A successful DC 17 Wisdom (Perception) check reveals that two of the jars have diamonds embedded in the oozes.

Blink Dog Corpse. The blink dog died a few hours ago from a wound on its back.

Alchemical Supplies. The table is littered with alchemical supplies used by the hags.

Journal. Inside one of the hay beds is a journal. On the cover, *"Ooze"* is written in Draconic. The journal contains instructions for creating a gelatinous ooze. A character who possesses and is proficient with alchemist's supplies can follow the instructions to create one. This process requires two months and a cool, dark place.

Creatures:

2 **blink dogs** (MM 318). The third blink dog is dead.

Tactics. The blink dogs have been resting in the room and attack the adventurers when they enter. If the party stays at the door, the blink dogs use Teleport to blink behind them.

DM's Note: Adjusting the Difficulty

If the party is weak, the blink dogs are injured and have lost half of their hit points.

If the party is strong, add 2 two blink dogs or increase the blink dogs' AC to 14.

Rewards. 2 diamonds worth 100 gp, a *wand of cure wounds* (Appendix: Items) from the dead blink dog, a journal, 3 blink dog corpses, 3 *collars of suggestion* (Appendix: Items), and alchemist's tools.

Development:

After the party defeats the blink dogs, the gelatinous cube in Area 4 begins searching for them.

4. Cage

If the party goes right down the corridor and rounds a curve, they see a pile of bones and a cage built into the cave. Inside the cage, they can see armor and weapons. They must succeed on a DC 15 Wisdom (Perception) check to see the **gelatinous cube** (MM 242) in front of the bones and the cage.

Features:

Cage. An absent hag has the key to this medium sized cage. The lock is corroded and can be opened with a successful DC 15 Dexterity check using thieves' tools or broken with a successful DC 12 Strength check.

Skeletons. There are three skeletons outside of the cage. With a successful DC 12 Intelligence (Nature) check, the party can identify them as blink dog skeletons. Two human skeletons are inside the cage along with two sets of leather armor and equipment.

Creatures:

1 **gelatinous cube** (MM 242)

Tactics. The gelatinous cube pursues the adventurers until they are defeated.

DM's Note: Adjusting the Difficulty

If the party is weak, the gelatinous cube is injured and has lost half of its hit points.

If the party is strong, increase its AC.

Rewards. 2 sets of leather armor (one is mundane and the other is a set of *armor of betting* (Appendix: Items)), 2 longswords, 2 utility belts containing 1 vial of acid each, 1 vial of antitoxin, 2 *healing potions*, and a *bone flute* (Appendix: Items).

Returning to Town. When the adventurers return to town, Amelia demands a feast and wants to know everything that happened. She throws a party in their honor.

Part 3: Fleeting Joy

The celebration party lasts all day and into the night. Once the party is in full swing, Amelia tells the adventurers that an injured woman just reported that the old Bird Rat Inn is teeming with boggles. To make matters worse, someone is trapped in there!

Festival. As the sun begins to rise, the scent of baked goods fills the air. Cheers and laughter can be heard throughout Arowin, as though all their problems have been solved. The adventurers can enjoy several

food stalls around the portal. There are free games such as arm wrestling, a ring toss, and a dance contest.

1. Bird Rat inn

The roof of the Bird Rat Inn has fallen in and exposed the interior to the elements. Bird nests and mud make it easy for rats to hide inside. The door of the inn is broken, jutting out from the inside where a hag broke through. On the far side of the inn are a bar counter and a set of stairs leading up to a balcony, but the roof has collapsed in this area. An open door juts out from under the stairs. It leads down to a basement where cries can be heard.

Features:

Bar Area. This area is well scavenged. A successful DC 15 Wisdom (Perception) check spots a lever under the counter which blends into the wall. The lever opens and closes the basement door under the stairs.

Balcony. A successful DC 14 Strength (Athletics) or Dexterity (Acrobatics) check allows a character to climb up the debris and get to the roof of the building. Once on the roof, the character must succeed on a DC 14 Intelligence (Investigation) or Wisdom (Perception) check to discover tracks of a creature. A successful DC 15 Intelligence (Nature) check reveals that these match the hag tracks at the cave.

Secret Door. A worn door that was once hidden is now exposed. Claw marks run along the side of the door. The adventurers can hear a man crying and begging for help inside. A **green hag** hides in the basement and creates the sounds using Mimicry. The party must succeed on a DC 14 Wisdom (Insight) check to tell that the cries are imitations.

Basement Stairs. The stairs leading down to the basement turn slightly, making it impossible to see the basement from the top of the stairs. However, lit torches can be seen at the bend. A successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check reveals that the stairs are covered in slippery oil.

2. Basement

Torches on the wall provide this area with dim light. As the adventurers descend the stairs, they see several cabinets and a desk. On top of the desk is the upper half of a body.

Features:

Stairs. Both the top and bottom steps of the staircase are coated in oil. A successful DC 14 Dexterity (Acrobatics) check is needed to maintain balance on the steps. If a character loses balance, they fall to the bottom of the steps and land prone.

Cabinets. The boggles use these to teleport in and out of combat.

Desk. Hidden under the desk is a tunnel that leads outside of town. This is how the hags and boggles have been entering.

Body. The upper half of a large human body lies on the desk. See the Development section below.

Creatures:

2 **boggles** (VGTM 128) and 1 **green hag** (MM 177)

Tactics. The boggles keep a watch on the main floor when the adventurers arrive. They use their Dimensional Rift to retreat to the basement stairs and alert the hag. The hag hides behind the desk, then calls out to the party using her Mimicry (a successful DC 14 Wisdom (Insight) check reveals it as mimicry).

When the party arrives at the bottom of the stairs, the boggles use Dimensional Rift and attack them with daggers or grapple them, then retreat into the cabinets. The hag then casts *vicious mockery* on the party, staying away as best she can until the boggles are defeated. If the hag drops below 15 hit points, she casts *invisibility* on herself and attempts to flee. The hag proceeds through the tunnel under the desk and returns to the cave, which has already been cleared by the party.

Development:

After the adventurers defeat the boggles and the hag is either defeated or retreats, the party encounters the upper half of a large male on the desk. The lower half lies on the floor behind the desk. The arms have been chewed on but the face remains intact. The man has dark brown hair and a large scar over his right eye. If the adventurers search the body, they find the name Walter Twinges stitched on his money pouch.

Rewards. 1 *copper bracelet* (Appendix: Items), 30 gp, 1 *potion belt* containing 3 *potions of speed* (DMG 188), a *cloak of protection* (DMG 159), a money pouch, and a pair of boots. One boot conceals a dagger and a large ruby worth 150 gp is set into its hollow heel.

If the hag escapes, she may return to attack the

party when they confront the other two hags.

Rewards. 2 daggers. If they defeat the hag, the party gains a *copper bracelet* (Appendix: Items) and a key.

DM's Note: Adjusting the Difficulty
If the party is weak, remove the boggles.
If the party is strong, increase the hag's hit points by 30.
If the party is very strong, increase the hag's hit points by 30 and each boggle wields a *dagger of venom*.

3. Tunnel

Roots poke out of the sides of the tunnel under the desk, which extends for 200 feet and opens into the forest. This area is just far enough to see the village while avoiding detection.

Part 4: Homecoming

When the party returns to town, many people are milling around outside the Golden Saddle Inn. As they enter, Amelia (a hag in disguise) is instructing the villagers to dispose of the iron ladies. She states that it's clear the flowers aren't working, given the constant attacks over the past days. When the hag notices the adventurers, she is quick to blame them for the destruction of the portal. If the party tries to reason with the crowd, Walter Twinges (also a hag in disguise) rises and claims he saw the party enter the Bird Rat Inn as he escaped, so they must be working with the hag.

If the adventurers checked the body in the basement, they recall it was Walter Twinges, alerting them to the hags' deception. At this point, the party has some choices: attempt to fight, expose the hags, or flee.

Encounter:

If the adventurers enter combat without exposing the hags, they will have to fight the villagers first. If they successfully expose the hags, the villagers flee.

Creatures:

2 **green hags** (MM 177) disguised as Amelia and Walter and 12 villagers who have the statistics of **commoners** (MM 343)

Tactics. The villagers attempt to surround and overpower the party. Once 6 or fewer remain, they attempt to flee. The hags use *vicious mockery* to weaken the party before fighting. If the hags drop below 25 hit points, they attempt to flee. If the hags are exposed, one attacks while the other casts *vicious mockery* on the party. If the party flees the village, they do not advance to the next level.

Rewards. If the party kills the villagers, they gain 52 sp and 10 clubs. If the party kills the hags, they gain 2 *copper bracelets*.

Development:

Amelia is in the backroom of the Golden Saddle Inn. She and any other survivors try to find a way back to the Material Plane and hope they can someday. For now, the survivors must take care of the dead and it will be a while before they consider leaving the village.

DM's Note: Adjusting the Difficulty
If the party is weak, Zenon appears and fights alongside the adventurers.
If the party is strong, several villagers enter combat and fight against them.
If the party is very strong, add 1 green hag, who attacks from behind. This forms a coven and grants the hags access to Shared Spellcasting and a Hag Eye.

Concluding the Adventure

The survivors are now terrified of the Feywild and Amelia's curiosity about the plane has turned into fear. She gives the party a *bone hand axe* and 200 gp. She advises them to keep a journal of everything that happens to them in the Feywild so they can make a book of all the dangers they encounter.

Continuing the Adventure

The party's adventures can continue in the Feywild if Amelia asks them to explore this new world or to find a portal that can take them back home. Alternatively, Zenon or Amelia may have heard of other events nearby in the Feywild or they may ask the adventurers to seek out help for the village.

Appendix: Items

Armor of Betting

Armor (leather), uncommon

This leather armor is inscribed with runes and has 3 charges. Any spent charges are regained at dawn each day. While wearing the armor, you can speak the command word and spend a charge to cast *enhance ability*. The ability is random and determined by rolling on the following table:

d6	Ability
1	Bear's Endurance
2	Bull's Strength
3	Cat's Grace
4	Eagle's Splendor
5	Fox's Cunning
6	Owl's Wisdom

Bone Handaxe

Weapon (axe), uncommon

This axe is made from the horn of a blue dragon and its handle is wrapped in leather. When you hit a creature with this magical axe, you cause the target to take an extra 1d6 lighting damage.

Collar of Suggestion

Wondrous item, uncommon

When you use an action to place this iron collar around a Medium or Small creature's neck, they must make a DC 12 Wisdom saving throw or they are compelled to follow the first order given to them as though under the *suggestion* spell. Once used in this way, the collar cannot be used again until the next dawn.

Copper Bracelet

Wondrous item, common

While wearing this copper bracelet, you can cast *message* at will, targeting a creature who is wearing a matching bracelet.

The Feywild and You

Wondrous item, uncommon

This book contains a variety of information about the Feywild and its inhabitants. After reading the book for 1 hour, all Intelligence checks to find information related to the Feywild are made with advantage.

Flute of Silence

Wondrous item, uncommon

This flute is made of bone. Once per day, you can blow into the flute and cast *silence*. The flute makes no sound when the spell is cast. The effect lasts for 1d4 minutes and is centered on the flute.

Mood Ring

Ring, uncommon

This ring is made of bone and has the power to influence the mood of its wearer. Each time you complete a long rest while wearing the ring, roll a d6 to determine your mood and the ring's related effects. The mood and its effect last until you complete your next long rest, even if you remove the ring.

d6	Mood	Effect
1	Amorous	+1 bonus to all Charisma checks
2	Angry	+1 bonus to all Strength checks
3	Apathetic	-1 penalty to all ability checks and saving throws
4	Happy	+1 bonus to all ability checks and saving throws
5	Jealous	-1 penalty to all Wisdom checks
6	Sad	-1 penalty to all Dexterity checks

Staff of Blindness/Deafness

Staff, uncommon

While holding this staff, you can cast *blindness/deafness* on a creature you can see within range. However, the spell also targets you with the remaining effect. Both you and the target must succeed on a DC 12 Constitution saving throw or be blinded or deafened for the duration. Once used in this way, the staff cannot be used again until the next dawn.

Wand of Cure Wounds

Wand, uncommon

This wand has 3 charges. While holding the wand, you can use an action to spend a charge and cast *cure wounds*. The wand regains all spent charges at dawn.

Corruption of the Mother Dryad

A glowing, oozing blight upon the ancient trees of the Feywild is spreading. As it grows, it warps and twists the form of the plants and creatures under its touch. The adventurers must venture deep into the corrupted wilds and put an end to the foul plague at its heart, within the giant tree known as the Mother Dryad.

Written by Clan Crafter Hralding

Corruption of the Mother Dryad is designed for three to five 5th-8th level characters and is optimized for four characters with an average party level (APL) of 6.

This adventure is set in the Feywild, but the Mother Dryad could be placed in any large, dense forest that a party is traveling through. Combat is intended to be tough, but rewards quick thinking and good strategies.

Adventure Background

The lonely ruler of the Unseelie Court, the Queen of Air and Darkness, has no heir; this was not always so. In ages past, she consorted with Oran the Green Lord and gave birth to a half-dryad, Valeera. The servants of the court took care of Valeera, but the queen had no love for her child and did not intend to bequeath the Unseelie throne to her. As Valeera grew, a vicious hatred of her mother festered inside her, corrupting her heart. Wherever Valeera stepped, the plants and animals around her died, and a foul rot followed soon after. Fearing her daughter's betrayal, the queen of darkness ordered Valeera to be taken deep into the forests and abandoned, far away from the land of the Unseelie. Valeera awoke from a magical sleep alone. She cried out into the wild, and in her fear and rage, she let herself be consumed by the darkness and hatred within her. Glowing blue tendrils sprouted from her chest, wrapping around her, and lashing out, attaching to the trees. Soon the tendrils had covered her completely, like a writhing blue cocoon.

As the years passed, Valeera transformed, losing her humanoid figure and becoming a shambling, oozing mass of corrupting vines and tendrils: a blight on the land. Somewhere inside she heard a warm voice that beckoned her closer. It was the giant tree known as Mother Dryad reaching out to her children, touching Valeera's dryad half. Valeera arrived at the great tree and attached herself to the heart of Mother Dryad. Since then, the dark sickness has been spreading through the forests through the roots of the Mother Dryad. The animals afflicted by the sickness become aggressive, and the plants become animated with evil intent. Most of the dryads living within the temple beneath the great tree have been corrupted by the creeping sickness, and now serve as protectors of both the Mother Dryad and Valeera.

Adventure Summary

In Part 1 of the adventure, the characters encounter a strange sickness upon the trees and animals. They are covered in vines and surrounded by foul smelling ooze. After encountering a dryad and an alchemist being attacked by wolves, the characters locate

the source as the great tree Mother Dryad. The characters talk to Mother Dryad and the personality that is parasitically inhabiting her before entering the dryad's temple.

In Part 2, the characters enter the dryad's temple. They navigate its hidden passage to find the dryad's staff and use it to open the door to the Mother Dryad's heart. Once inside the great tree's chest, they must fight the mass of tendrils that is corrupting the wilds and have the chance to save the half-dryad princess that is trapped within it.

Adventure Hooks

A Spreading Darkness. A blight upon the land is spreading quickly, catching the attention of the eladrin druid Tirsi. Tirsi is busy preventing the sickness from spreading any farther, and tasks the characters with locating the source and curing or destroying it. If the characters will do this, Tirsi promises them a sizable reward (up to 100 gp per party member) or a favor in kind. Tirsi says that she knows a talented alchemist named Ceril who lives nearby and sends the characters to meet him (this alchemist is the wood elf who dies during Attack of the Blight Wolf).

A Village in Danger. The wood elf village of Toravale has been suffering from a strange blight. Their crops have become poisonous, and their livestock have begun to attack each other. One villager near the forest's edge has said there is a pack of wolves that stare at him each night with glowing blue eyes. The elves' leader asks the party to find the source of the sickness and cure it. He offers the party 350 gp if they will do this. If the party finds the villager who mentioned the wolves, he complains about the foul smell coming from within the forest.

An Afflicted Priestess. While traveling through the forest, the characters meet a dryad named Sylia, who is in the first stages of being corrupted. She coughs out blue ooze occasionally. Sylia says that when her spirit tree, the Mother Dryad, became sick, so too did all her sisters. She also knows that one of her sisters, Eralei, was trying to find a cure with an alchemist. She sends the party to find Eralei and informs the characters that within the temple, beneath a fountain, is a chunk of gold that Sylia hid long ago. Based on her description of its size and shape, the party figures the chunk is worth at least 200 gp.

Part 1: Blight on the Feywild

The Blighted Wilderness

When the characters first come upon the strange sickness in the forest, allow them some time to experiment before the combat sequence begins.

As you move through the underbrush, you smell a foul rot on the wind. Following your nose toward the stench, you come upon an area of trees and bushes covered in glowing blue vines. The ground around the roots of the plants is also coated in a foul-smelling blue ooze which seeps out of the vines.

Features:

Ooze. A character that succeeds on a DC 10 Intelligence (Investigation) or Wisdom (Nature) check to inspect the foul-smelling ooze notices dozens of miniscule dead bugs with their legs stuck in the ooze.

Vines. A character that succeeds on a DC 12 Intelligence (Investigation) or Wisdom (Nature) check to inspect the vines notices that they continue into the ground, and glow slightly beneath the surface. By following the underground glow, the characters can discover that the afflicted plants are connected by an underground network of vines.

Wildlife. A character that succeeds on a DC 13 Intelligence (Investigation) or Wisdom (Nature) check to inspect the wildlife notices a few tiny creatures also afflicted by this sickness in the area. A result of 16 or higher also reveals that the afflicted animals are attacking the healthy animals.

Creatures:

The **blight** has the following properties:

Bursting Vines. If a creature attacks the afflicted plant with slashing, piercing, or fire damage, the vines burst, sending out a wave of sticky blue ooze in a 5-foot circle. Any creature within the circle when the vines burst must succeed on a DC 13 Dexterity saving throw or take 5 (1d6 + 2) necrotic damage as the ooze rots away a layer of flesh. The ground within the circle also becomes coated in sticky blue ooze.

Sticky Ooze. Walking across ground coated in blue ooze coats a creature's feet in sticky goo. The affected creature's movement speed is reduced by 15 feet until someone uses an action to remove the goo.

Magic Source. The blight gives off a faint aura of transmutation magic and comes from a fey magic source.

Attack of the Blight Wolf

If the characters follow the underground vines deeper into the forest, or if they have spent a significant amount of time learning about the disease, read or paraphrase the following to initiate combat:

While moving through the afflicted trees, you hear a woman's scream and the snarling of beasts getting louder and closer. As you look up toward the source of the commotion, you see two humanoid figures: a scrawny, badly-wounded elf and a beautiful woman with wooden skin. Pursuing them is a single large wolf. As the figures run toward you, their path is cut off by a group of wolves that dashes out from the trees. The two humanoids appear to be trapped between the wolves. They cry out the elven word for "help."

Creatures:

A **blight wolf** leading a pack of four **corrupted wolves** in the process of attacking a **dryad** (MM 121) and a wood elf **commoner** (MM 345)

The blight wolf uses the statistics of a **winter wolf** (MM 340) with the following amendments: it can use



Corrupted Animals and Plants

The plants and animals that are corrupted are covered in lattice-like webs of blue vines. The vines glow, making them easy to spot, and tracking creatures affected by the sickness is easy because of the ooze they leave behind. The smell of the ooze is also easily identifiable, putrid and somewhat sour.

its camouflage to gain advantage on Dexterity (Stealth) checks made in forested (not snowy) terrain and its Cold Breath is replaced with Necrotic Breath, which functions the same way but deals necrotic damage.

The corrupted wolves use the statistics of a **dire wolf** (MM 321) with the following addition: Grappling Bite. If a creature fails its saving throw against being knocked prone by the corrupted wolf's bite attack, the wolf can use a bonus action to attempt to grapple the creature in its jaws. It cannot use its bite attack again while grappling a creature in this manner.

DM's Note: Adjusting the Difficulty
If the party is weak, replace the corrupted wolf statistics with those of a **wolf** (PHB 311).
If the party is strong, add a **blight wolf** and a **corrupted wolf**.

Tactics. The dryad and the wood elf (commoner) begin combat 60 feet away from the characters, stuck between the pack of corrupted wolves and the blight wolf, at 10 feet each. The dryad is concentrating on the *barkskin* spell when combat begins and defends herself with a club. The blight wolf initiates combat by killing the wood elf with its bite. The pack of corrupted wolves have already used their action to Dash ahead of the dryad and cannot attack during the first round of combat. If the characters attack the wolves, or otherwise get their attention, the blight wolf and wolf pack choose to attack the characters instead of the dryad.

Read or paraphrase the following after the blight wolf's attack on the wood elf:

As the pack leader drops the lifeless body of the elf, you can see that these wolves' eyes are glowing a dim blue, and their fur is covered by the same kind of vines as the bushes and trees around you. The pack leader growls and bares its teeth at you, its mouth dripping with blue ooze.

Additionally, read the following if the blight wolf uses its Necrotic Breath ability:



The largest wolf opens its mouth as if to howl, but produces a low gurgling in its throat as it spews out a wave of sticky blue ooze in your direction.

Features:

Saving the Dryad. If the party gets the attention of the wolf pack, it should be possible to prevent the dryad from being reduced to 0 hit points, which earns them a minor ally. If she takes too much damage, she speaks the following before dying and transforming into a **corrupted dryad** (Appendix: Stat Blocks), which attacks the characters. Either way, paraphrase the following:

"My name is Eralei."
"I come from the great tree Mother Dryad."
"Go to where the forest has died, and you will find her."
"A sickness has invaded the heart of Mother Dryad."
"My friend was an alchemist devising a cure."
"Take his potions, cure the Mother's heart."

If Eralei was suitably protected, she offers to escort the characters to the Mother Dryad using a *pass without trace* spell. Because of the risk, she will only take the characters to the edge of the great tree and will not join the party inside the temple.

Resurrecting the Alchemist. If the party has a spell that can revive the dead and are willing to use it on the wood elf's corpse, he can be revived. He introduces himself as Ceril and thanks the party, then gifts them all his potions after explaining how to use them. Paraphrase the effect of the *potion of nature's restoration* (Appendix: Items).

At the DM's discretion, 1 minute after being revived, Ceril begins to cough up blue ooze. After 10 minutes, he transforms into a **zombie** (MM 316) with glowing eyes.

Treasure. The wood elf was an alchemist, whose corpse lies on the ground where he was attacked. The corpse has the following in a backpack: 65 gp worth of mixed gems, alchemist's tools, 3 *potions of nature's restoration* (see Appendix: Items), 2 vials of acid, and 1 *potion of healing*.



Outside the Mother Dryad

Following the dryad's directions deeper into the forest, you notice the trees affected by this sickness have lost their leaves, leaving their skeleton-like branches reaching toward the sky. Through the empty canopy you see a giant tree with the shape and face of a woman. Within its sturdy roots sits an ancient stone temple. The blue vines in the ground run towards this massive tree from all directions, and the tree itself has many large areas of oozing blight upon its bark and running up its branches.

Features:

Mother Dryad's Plea. The temple and the Mother Dryad both appear undefended. When a creature comes within 100 feet of the Mother Dryad, she reaches out with her mind to each creature she can see. Allow the characters to roleplay with the great tree during the conversation. Her voice is warm and kind. Paraphrase the following:

"I am dying, and the forest dies with me."
"My heart is being consumed by darkness, I can feel it."
"You must help us, come inside the temple."
"Find the staff and open the passageway that leads to my heart."

After a few moments, the voice of the great tree changes. This second voice is harsh but quiet. Paraphrase the following:

"This is my home now."
"You should leave."
"You're going to hurt me."
"This is my mother now."

Features:

Afflicted Trees. As the second voice speaks in the minds of the party, the forest begins to move and shift, as trees bend unnaturally and reach their branches toward the characters. Some of the afflicted trees uproot themselves and attack, but they are far too large to fit into the temple and can be avoided by entering the Overgrown Entryway (Area 1).

Creatures:

1d4 + 2 **awakened trees** (MM 317) covered in glowing vines. They grow 30-60 feet away from the temple.

DM's Note: Adjusting the Difficulty

If the party is weak, there are only 3 **awakened trees**. The trees begin combat farther away from the temple entrance, making them easier to bypass.

If the party is strong, there are 5 **awakened trees**. The trees possess the **blight's** Bursting Vines trait and their movement speed is not reduced by the sticky ooze.

Tactics. The awakened trees are too simple to use tactics and single-mindedly chase any character within 60 feet of them unless that character is safely within the temple.

If the trees are defeated, or the characters begin to run away from the temple, the Mother Dryad's first voice returns, and she continues asking for the characters to enter the temple and remove the sickness in her heart.

Part 2: Temple of the Great Tree

1. Overgrown Entryway

As you step through the open entrance of the temple, you notice that the stone walls and ceilings are overgrown with roots of the Mother Dryad. Many areas are covered with glowing blue vines, illuminating the interior. On the ground is a large, odorous patch of blue ooze which surrounds a small tree covered in fruit. An open passage leads to the west, and a large stone door with the emblem of a tree stands on the north wall. Next to the door is a stone pedestal with a small depression in the top.

Features:

Poisonous Fruits. The tree has been absorbing ooze, and the fruits are now poisonous. Any creature that eats one of the fruits is unaffected for 1 minute. However, after that minute has passed, they must succeed on a DC 16 Constitution saving throw or be poisoned for 10 minutes.

Pedestal. The rune-inscribed pedestal functions as a magical lock for the door. If a character has the *staff of the dryad* (Appendix: Items), they can place one end of the staff into the slot in the pedestal, and the door will open. The door closes immediately if the staff is removed from the slot.

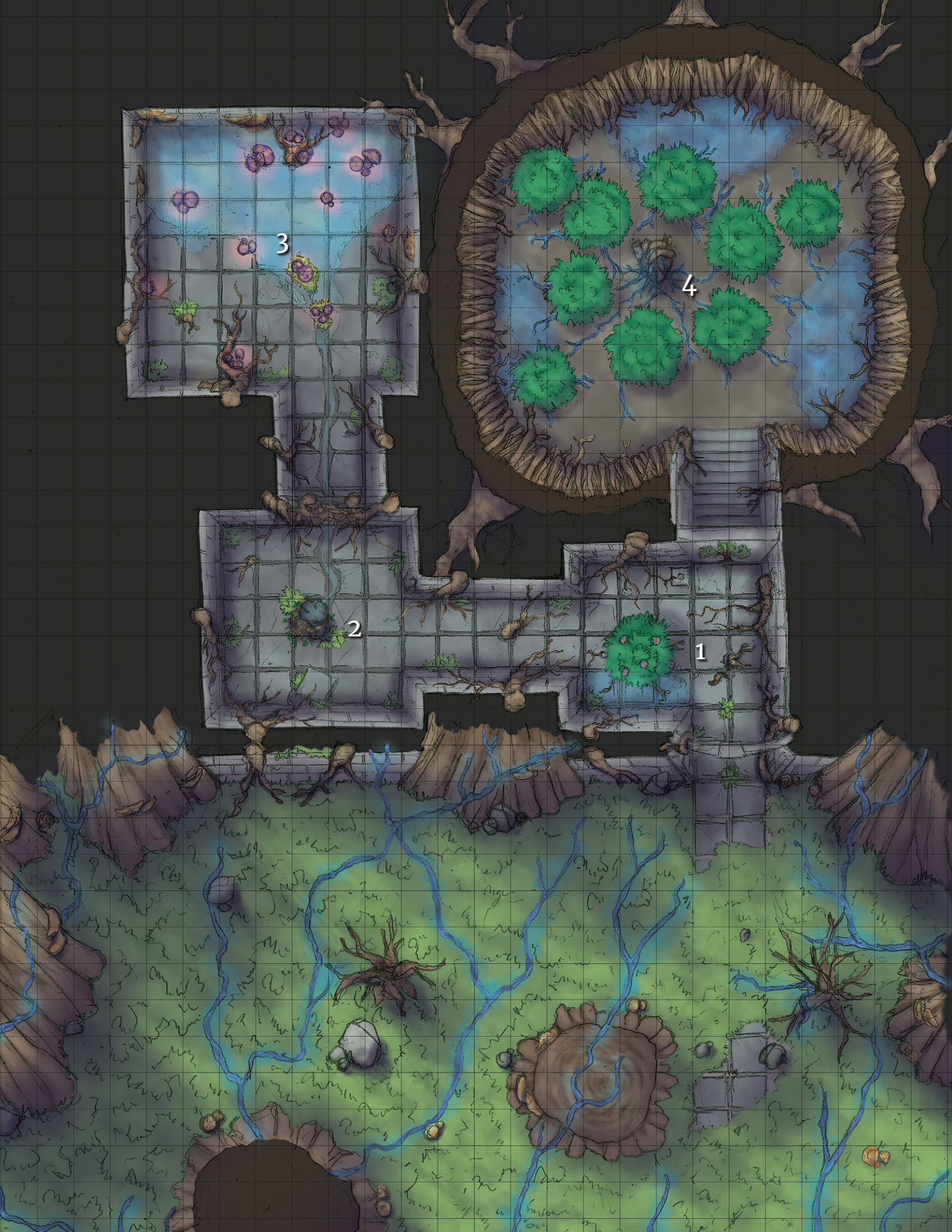
Stone Door. The stone door has 17 AC, 45 hit points, and is protected by a magic ward that mends the stone rapidly when it is damaged. The door regains 15 hit points on initiative count 20, 15, 10, and 5. If the door is reduced to 0 hit points, it is destroyed, and the magic temporarily ceases for 1 minute, after which the door regenerates with 15 hit points. The ward can be removed with *dispel magic*.

2. Dryad's Spring

Walking through the open passage, the air clears as you enter a small room with a fountain in the shape of a dryad at its center. The fountain is overflowing slightly and is overgrown with foliage, but the water looks perfectly clear. The overflow makes a small stream on the floor which abruptly ends beneath a patch of afflicted roots on the northern wall.

Features:

Enchanted Fountain. The fountain's water is enchanted and gives off a faint aura of restoration


3
4
2
1

and transmutation magic. Any creature who drinks a gulp of water from the fountain regains 1 hit point. There is enough water for 15 gulps, and the fountain produces enough water to refill 1 gulp every 30 minutes. A creature can take a number of gulps of water equal to its Constitution modifier without any ill effects. Beyond that, it must begin making saving throws or suffer the following side effects for 1d12 + 8 days:

- If a creature takes 1 additional gulp, it must succeed on a DC 13 Constitution saving throw. On a failure, its eyes and hair turn green.
- If a creature takes 2 additional gulps, it must succeed on a DC 15 Constitution saving throw. On a failure, its hair turns into leaves and its body sprouts 2d8 flowers each dawn.
- If a creature takes 3 or more additional gulps, it must succeed on a DC 17 Constitution saving throw for each additional gulp. On a failure, its skin turns hard and bark-like, granting it a natural armor of 13 + its Dexterity modifier but reducing its movement speed by 5 feet.

A character that succeeds on a DC 15 Intelligence (Arcana) or (Investigation) check to inspect the fountain finds that the water emerges from a green gemstone at the top of the fountain.

When the stream of water on the floor is inspected, the characters discover that it flows underneath a thick covering of afflicted roots that conceal the passageway leading to the Oozing Chamber (Area 3). The root-covered passageway is difficult terrain and requires success on a DC 13 Dexterity (Acrobatics) check to slip through. On a failed attempt, the creature is trapped between the roots, reducing its movement speed to 0 until it successfully completes the check. A stuck creature can also free itself with a successful DC 13 Strength check. Because the roots are afflicted and covered in vines, they burst if cut or burnt, becoming Bursting Vines.

A character trapped between the afflicted roots draws the attention of the ochre jellies in Area 3, which begin to stealthily move across the walls toward the trapped character.

Treasure. The magical source of the fountain's water is an *emerald elemental gem* (DMG 167). If the gem is removed from the fountain's topmost tier with a successful DC 12 Dexterity check made with thieves' tools or jeweler's tools, the water stops flowing and the fountain's magic fades. The gemstone, if not identified as a magic item, is worth 75 gp.

If the plot hook **An Afflicted Priestess** was used, the characters also know of a chunk of gold beneath the fountain worth 200 gp if sold in raw form (or worth 250 + 1d100 gp when minted into coin).

3. Oozing Chamber

Slipping through the roots which cover the passage, you step into a large, damp room, dimly lit by a glowing puddle of water on the south wall. The stream collects here, mixing with patches of ooze which give it a hazy blue glow. From the puddle grows strange and colorful fungi. Around the fungi, a slimy, yellow mold glistens on the wooden roots and stone walls. A small yellowish cloud of haze moves about the ceiling on the opposite end of the room.

Features:

Mysterious Haze. A character with a passive Perception of 14 or higher notices that the cloud of haze moves around the room as if blown on a breeze despite the stillness of the air.

Deadly Spores. A character that succeeds on a DC 12 Wisdom (Nature) check to inspect the fungi notices that among them are two **gas spores** (MM 138), which are known to burst in a huge circle and inflict a deadly disease upon their victims.

Living Ooze. A character that succeeds on a DC 15 Intelligence (Investigation) or Wisdom (Nature) check to inspect the slime mold notices that the molds move slightly when approached and drip like a living ooze, slime, or jelly.

Creatures:

Among the patches of fungi are 3 **ochre jellies** (MM 243) and **2 gas spores** (MM 138). The cloud of haze is a **corrupted dryad** (Appendix: Stat Blocks) using the *gaseous form* spell.

Tactics. When the characters enter the room, everything appears inert. The ochre jellies and the gas spores are motionless and attached to the walls on opposite sides. The corrupted dryad waits in

gaseous form until the characters are in a vulnerable position near the ochre jellies. Then, it initiates combat by shifting out of its gaseous form and using the *entangle* spell, attempting to force the characters to remain within reach of the jellies' attacks. When the dryad moves past the gas spores while in its gaseous form, the movement detaches the gas spores from the walls.

> **DM's Note: Adjusting the Difficulty**
> If the party is weak, reduce the **gas spores** to 1, and reduce the **ochre jellies** to 2.
> If the party is strong, add an additional **corrupted dryad**.

Curing the Dryad. A character with a *potion of nature's restoration* (Appendix: Items) can remove the affliction upon the corrupted dryad, ending the dryad's role in the combat without killing it. If the characters do so, the dryad willingly gifts her *staff of the dryad* (Appendix: Items) to the character who cured her affliction.

Gas Spore Memories. A character who fails their saving throw against a gas spore's Death Burst is subjected to the following memory:

> **Suddenly, you find yourself in the forest, but everything around you is tinted blue and blurry. You hear a young girl crying all around you. As you look down, blue tendrils sprout from your chest, and begin to wrap around your legs, your waist, and your torso. They twist as they engulf you and soon, all is dark as the tendrils cover your eyes. In the darkness, you hear the crying again.**

The memory is Valeera's transformation into the shambling corruptor (as described in the Adventure Background), from her perspective.

Treasure. The corrupted dryad is wielding a *staff of the dryad* (Appendix: Items). The characters require the staff to unlock the great stone door in Area 1.

4. The Heart of Corruption

With a rumble, the stone door swings open, revealing a tall staircase leading up to a huge wooden chamber lit by ebbing blue light. A slow, rhythmic, beating sound echoes through the chamber as you ascend the stairs. As you look into the chamber, you see hundreds of glowing vines lining the walls and ceiling, and patches of blue ooze covering large areas of the ground. Several tall trees afflicted by the sickness stand around the interior.

As you step through the trees, the thumping grows louder. You see a huge ball of roots in the shape of a heart hanging in the middle of the chamber, beating rhythmically. The glowing vines all connect to a large blue mass of oozing tendrils attached to the side of the heart.



Features:

Dryad's Chamber. The chamber is the interior of the Mother Dryad's chest. The source of this magical sickness is the mass of tendrils attached to the heart. Valeera, the half-dryad child, is alive but unconscious inside the blue mass of vines and ooze.

Creatures:

This encounter includes 2 **corrupted dryads** (Appendix: Stat Blocks), one **awakened tree** (MM 317), and the **shambling corruptor** (Appendix: Stat Blocks).

> **DM's Note: Adjusting the Difficulty**
> If the party is weak, remove the **shambling corruptor's** Hit Point Regeneration trait.
> If the party is strong, add 1-2 **awakened trees** that begin combat next to the heart.

Tactics. When the characters enter the chamber, the awakened tree stands motionless, and the corrupted dryads are camouflaged by the other trees. Characters with a passive Perception of 15 or higher notice the dryads. The shambling corruptor is attached to the side of the Mother Dryad's heart. If the party acts aggressively or approaches within 15 feet of the shambling corruptor, it initiates combat using its Slam Attack.

Once combat begins, the awakened tree moves and attacks the creature closest to the heart. At first, the corrupted dryads cast *ray of sickness* and *entangle* from a distance. However, if the shambling corruptor is reduced below half its maximum hit points, the dryads cast *shillelagh* on their quarterstaffs and engage in melee attacks.

If the shambling corruptor is reduced below half its hit points, it detaches from the heart of the Mother Dryad and begins moving around and attacking wildly.

If a character attempts to grapple the shambling mound to aid Valeera (described below in Saving Valeera), all creatures under the corruptor's control attack the character attempting the grapple. If Valeera has been removed from the shambling corruptor, it attempts to move toward her and attacks anyone between itself and her body. If Valeera is not held or protected, the shambling corruptor attempts to grapple and engulf her on its turn.

If a character is engulfed by the shambling corruptor, paraphrase the following:

> **As you are engulfed by the oozing mass, you see a young girl inside the ooze with you. She appears to be 11 or 12 years old, with dark hair and wooden skin. Her body is covered in blue vines and her eyes are closed. As her eyes open, glowing with blue light, she reaches out her hand, and you hear a voice in your mind, like a harsh whisper: "Please let me out. I don't want to hurt you. It's so cold."**

Saving Valeera. Any character who knows there is a person inside the shambling corruptor can attempt to grapple it in order to free her. A creature that starts its turn while engulfed can attempt to escape with Valeera, **dryad** (MM 121), by making a DC 20 Strength (Athletics) or Dexterity (Acrobatics) check. If any character (or combination of characters) successfully wins 3 grapple contests against the shambling corruptor, they free Valeera, and the vines are pulled away from her. When Valeera is freed from the vines in this way, she falls unconscious and the shambling corruptor is immediately reduced to half its current hit points, detaching from the heart of Mother Dryad. However, if the shambling corruptor successfully engulfs Valeera again, its current hit points are doubled, up to its maximum hit points.

If the shambling corruptor is reduced below half of its maximum hit points and detaches itself while Valeera is still trapped inside, small portions of her figure are revealed each time the creature takes



damage. When it is reduced below one-fourth of its hit points, the party becomes aware that their attacks are also harming the girl trapped inside. If the shambling corruptor is reduced to 0 hit points and Valeera has not been removed from its center, she dies.

The Alchemist's Potions. If a character splashes the shambling corruptor with a *potion of nature's restoration* (Appendix: Items), the potion deals 2d8 + 4 radiant damage in place of its normal effects and some of the creature's vines begin to burn away. In addition, the shambling corruptor does not regenerate hit points on its next turn.

If a character uses two or more potions to burn away the vines in this manner, they begin to see portions of a humanoid figure with wooden skin attached to the vines and trapped inside. If a character attempts to rescue Valeera from the shambling corruptor, they gain advantage on their Strength (Athletics) or Dexterity (Acrobatics) checks if any portion of her is revealed in this way.

Concluding the Adventure

Purification of the Mother Dryad

As the deathblow is struck to the oozing mass, it writhes and shakes before going limp and rapidly withering away. A shock goes through the vines, as the glow that pervaded them becomes dimmer and dimmer. Over the next few minutes, the blue vines turn brown and begin to crumble into dust and dirt as the magic within them fades.

If the corrupted dryads are still alive, their sickness is cured as the vines wither and turn to dust. Many more dryads reveal themselves and enter the chamber to thank the characters.

If the characters prevented Valeera from dying and removed her from the shambling corruptor, she awakens 1 minute after combat ends. She has few memories, but knows the voice of the Mother Dryad, and recognizes it when the great tree begins to speak in the minds of the party. The Mother Dryad thanks the characters for their help, and says that she knows Valeera was afraid and did not mean her harm. She offers to allow Valeera to stay with her and the dryad children. Valeera seems happy to agree, and the characters notice that the plants seem to grow more vibrant around her. Wherever she walks, flowers sprout.

If Valeera perished, the Mother Dryad simply thanks the party for their help, and says that she thinks the young girl didn't mean any harm by what she did.

After 8 hours, the sickness disappears completely from the surrounding forest.

Appendix: Items

Potion of Nature's Restoration

Potion, uncommon

This swirling green potion glows with a faint light when shaken. As an action, you can pour the contents of the potion on a 5-foot square of plants or natural material affected by a magical sickness to cure the sickness in that square.

Alternatively, as an action, you can splash the contents of this potion onto a fey creature or plant creature affected by a magical sickness within 5 feet of you. If the afflicted creature is below half its maximum hit points, it must succeed on a DC 13 Constitution saving throw or be restored, removing the sickness and corruption from the creature.

Staff of the Dryad

Weapon (quarterstaff), rare (requires attunement)

While attuned to this staff, you can cast the *druidcraft* and *shillelagh* cantrips at will.

This staff is covered in small flowers and foliage that sprouts up to four berries, which can be used in several ways. The staff regrows 1d4 picked berries daily at dawn. You can pick a berry and use an action to perform one of the following:

Eat the Berry. Eating a berry restores 2d4 + 1 hit points and the berry provides enough nourishment to sustain a creature for one day. If a creature eats more than one berry each day, it must succeed on a DC 13 Constitution saving throw or be poisoned until it finishes a short or long rest.

Plant the Berry. Planting a berry in fertile earth rapidly grows an ordinary, small tree, which reaches

its full size after 1 minute. The tree is 10 feet tall, has a 10-inch-diameter trunk, and its branches at the top spread out in a 10-foot radius.

Toss the Berry. You can toss a berry into an open space within 30 feet of you. Roots spread out from the berry, creating the effect of an entangle spell centered on the berry. The effect ends at the end of your next turn. The spell save DC for this effect is 12.

Appendix: Player Options

Race: Hamadryad

Hamadryad Traits

Ability Score Increase. Your Wisdom score increases by 2, and your Intelligence or Charisma score increases by 1.

Age. As the spirits of the autumn oak, most hamadryads live as long as the trees to which they are bound. Some live short lives, one to several hundred years. Others have been known to live for millennia.

Alignment. At one with nature, hamadryads can be as calm as the autumn sunset one moment and as violent as a thunderstorm the next. As such, they tend toward chaotic alignments.

Size. Hamadryads stand between 5 and 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Forest Walk. You can move across difficult terrain made of part of a tree, underbrush, or some other forest growth without expending extra movement.

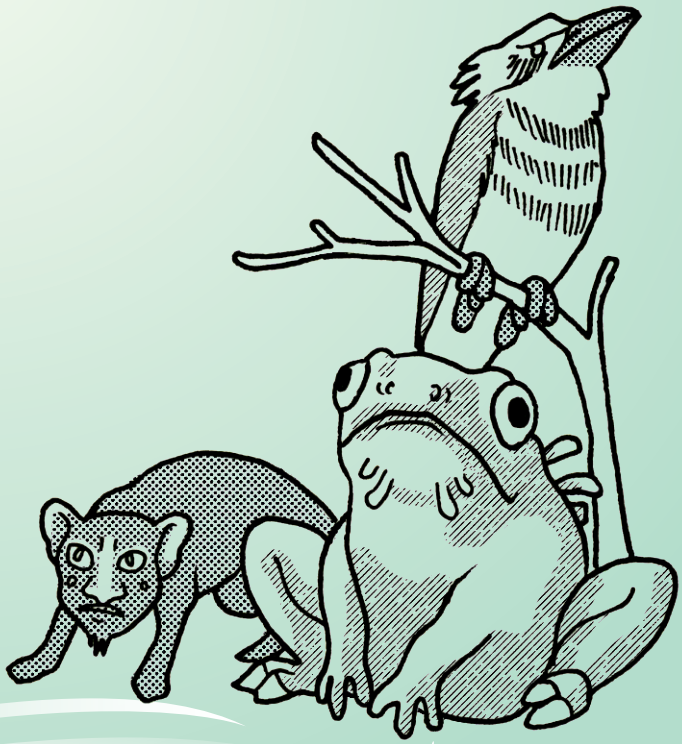
Oaken Rest. Hamadryads don't need to sleep. Instead, they meditate deeply, remaining semiconscious for 4 hours a day. While meditating, you are fully aware of your surroundings and notice approaching enemies and other events as normal. To meditate in this way, you must be in bright light or touching at least six gallons of clean water. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Twin Aspects. You know the *druidcraft* cantrip. The other spells you can cast depend upon your form. Wisdom is your spellcasting ability for these spells. While meditating with Oaken Rest, you can shift between your two forms—nymph and dryad.

Nymph. Once you reach 3rd level, you can cast the *charm person* spell once per day. Once you reach 5th level, you can also cast the *calm emotions* spell once per day.

Dryad. Once you reach 3rd level, you can cast the *entangle* spell once per day. Once you reach 5th level, you can also cast the *barkskin* spell targeting yourself at will.

Languages. You can speak, read, and write Common and Sylvan.



Appendix: Stat Blocks

Corrupted Dryad

Large monstrosity, neutral

Armor Class 11 (16 with *barkskin*)
Hit Points 45 (10d8)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages Elvish, Sylvan
Challenge 2 (450 XP)

Innate Spellcasting. The corrupted dryad's innate spellcasting ability is Charisma (spell save DC 14). The corrupted dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft, shillelagh*
3/day each: *entangle, ray of sickness*
1/day each: *barkskin, gaseous form*

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

Speak with Beasts and Plants. The corrupted dryad can communicate with beasts and plants as if they shared a language.

Blight Stride. Once on her turn, the dryad can use 10 feet of her movement to magically step into one area covered in ooze within her reach and emerge from a second area covered in ooze within 60 feet of the first area. She emerges in an unoccupied space within 5 feet of the second area. Both areas of ooze must at least be Large.

Actions

Multiattack. The corrupted dryad makes two attacks with her quarterstaff.

Quarterstaff. Melee Weapon Attack: +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Shambling Corruptor

Large plant, neutral evil

Armor Class 15 (natural armor)
Hit Points 170 (20d10 + 60)
Speed 45 ft., climb 20 ft. (reduced to 0 while attached to the living heart of Mother Dryad)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2
Damage Resistances cold, fire
Damage Immunities lightning, necrotic
Condition Immunities blinded, deafened, exhaustion
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 7 (2,900 XP)

Lighting and Necrotic Absorption. Whenever the shambling corruptor is subjected to lightning or necrotic damage, it takes no damage and regains a number of hit points equal to the damage dealt.

Parasitic Vines. While attached to the living heart of Mother Dryad, the shambling corruptor regains up to 15 missing hit points at the start of each of its turns.

Extended Reach. While attached to the living heart of Mother Dryad, the shambling corruptor's Slam attack gains a reach of 30 feet. This means it can grapple or engulf a creature from up to 30 feet away. If it does so, the grappled creature is moved to a square adjacent to the shambling corruptor immediately before it is engulfed.

Actions

Multiattack. The shambling corruptor makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) necrotic damage.

Engulf. The shambling corruptor engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the corruptor's turns or take 13 (2d8 + 4) necrotic damage. If the corruptor moves, the engulfed target moves with it. The corruptor can have only one creature engulfed at a time.

Lair Actions

On initiative count 20 (losing initiative ties), the shambling corruptor takes a lair action to cause one of the following magical effects:

Burst Vines. The corruptor selects one tree within 60 feet and bursts its vines (see The Blight's Bursting Vines feature).

Vine Lash. A thick vine sprouts from a point on the ground within 40 feet of the corruptor and lashes out at a creature within 20 feet of that point. The creature must succeed on a DC 14 Dexterity saving throw or be dragged up to 20 feet toward the vine.



The Fomorian Who Would Be King

A dangerous enemy is kidnapping and murdering the good fey of the forest. Can the adventurers end this threat despite the overwhelming danger?

Written by Andy Dempz

The Fomorian Who Would Be King is designed for a party of four to six 5th-8th level characters.

The conflicts and challenges within this adventure are not intended to be solved by sheer force of arms or overwhelming magic, though that may be possible. Rather, the monsters and environments are meant to encourage problem-solving through investigation and social interaction, and thus no encounter adjustments are included. If the heroes convince monsters to join them or find creative ways to avoid them, the DM is encouraged to award experience points (XP) as if they had defeated them in combat.

Adventure Background

The fomorians once had beauty and magic to rival the elves, but in their lust for power, they sought to conquer the Feywild. Their failure incurred a dreadful curse. Stripped of their magic and twisted into hideous monstrosities, they fled into the Feydark where their anger and hatred for the fey of the surface world simmered and seethed.

But greed and evil do not breed contentment, and so a fomorian by the name of Maergun found his way close to the surface to establish a domain of his own. He struck a bargain with a group of seven duergar to mine his halls, and together they enslaved a tribe of goblins to use as laborers. Maergun has found pleasure in the arrangement, as he can hunt on the surface at night and return to the safety of his hall before the sun rises. Maergun imagines he is bringing emissaries from the fey courts to his hall for royal audiences. In reality, he captures fey creatures and tortures them to death to serve his cruel delusions of grandeur. He believes he is a grand king of the Feywild, but he is only the petty tyrant of a cave.

The duergar are treacherous in their own right. As they craft the halls and vaults of Maergun, they also plot to murder him, steal his treasure, and take his halls for their own. They have been amassing a stockpile of explosive crystals from the caverns below Maergun's halls with which they intend to overpower him. Their plan would have surely borne fruit already, except in their tunneling they found a vault with a mysterious statue of a sleeping elven woman made of white stone. Enchanted by its beauty, they now plot and scheme to free her from her sleep.

The white stone statue is the magical prison of a vampire named Aeglossil. Aeglossil's sister, Oliviana, was a righteous paladin, and when she discovered Aeglossil had been stricken with vampirism, she tracked Aeglossil down and defeated her. However, Oliviana found herself unable to deliver the final blow. Instead, she bound Aeglossil inside the statue and sealed it in a vault deep underground. Aeglossil can be freed only by a kiss from one good of heart.

Adventure Summary

This adventure takes place in a small sandbox of sorts. There is no predetermined path to the resolution or even an expectation of what that resolution will look like. The factions in Maergun's domain exist in a social homeostasis and the party's intrusion will likely tip this delicate balance. The adventure is defined by the characters' exploration of Maergun's domain, their interactions with the creatures they meet there, and the events that follow. Familiarity with the different groups is important to effectively running the adventure.

Maergun claims domain over the entire cave and hall complex, but his reach exceeds his grasp. Many of his servants either resent him (the goblins) or directly plot against him (the duergar). His most reliable allies are three dim-witted cyclopes who shepherd rothé and giant goats and guard the main entrance, and his pet displacer beast, Haerbega. Maergun's goals are to capture, torture, and kill fey, accumulate treasure, and establish himself as the king of this region to live out his fantasy.

The goblins do the duergar's dirty work, mostly rough tunneling, disposing of the mining refuse, and some hunting and gathering to feed the dwarves and giants. They hate Maergun and the duergar. They are ambivalent towards the cyclopes, who have never harmed them. The goblins have a network of secret passages through which they can move between the parts of Maergun's lair unseen. Someday they may use the tunnels in the course of a rebellion, but at the present their fear keeps them pacified.

The duergar direct the transformation of the caves into proper halls for Maergun in exchange for whatever gems and mineral deposits they may find along the way. They bear no greater loyalty to him. In fact, they built a secret door into Maergun's treasure vault, and they intend to kill and rob him once he has accumulated enough riches. During their excavations, they found a cavern full of explosive crystals and they have been harvesting these for use in their murder plot.

The duergar also found a vault that holds what appears to be a statue of a sleeping woman made of white stone. The duergar have been charmed by its magic and wish to find someone good of heart to kiss the statue and awaken the woman. They are unaware that the statue of the woman is actually the petrified vampire Aeglossil, but they do know that a kiss from a good-aligned character will break the imprisonment magic and set her free.

Adventure Hooks

By Request. The adventurers are contacted by a familiar patron who asks them to investigate a series of suspicious disappearances and killings by exploring the forest where the bodies have been found. Some of the dead show bite and claw marks, while others were bludgeoned by giant-sized implements. A few corpses even bear hideous deformities. These signs suggest the presence of a fomorian, and the adventurers' patron requests their aid in finding it, and if it is within their means, killing it. The adventure can then proceed to another adventure hook (Rescue, Goblin Attacks, or Exploration) to provide the clues the party needs to locate the fomorian's domain.

Rescue! The characters are approached in the woods by a friendly hunter named **Drauchanar** (CG high elf **scout** MM 349). He does not hunt ordinary game (as if there was such a thing in the Feywild), but instead suspects that a formorian has made its way to the surface, and he intends to bring its head back for the glory of his people. Drauchanar is cheerful and foolhardy and doesn't grasp the immensity of the task.

If the adventurers seem friendly and reasonably competent, Drauchanar suggests they accompany him. If they do so, they travel deeper into a thick, hilly forest littered with silver, moss-covered boulders and crossed by singing brooks and streams. Characters with a high passive Perception score may feel at times like they are being watched, though no specific creature can be found. After a day or two, Drauchanar volunteers to take the last watch before dawn, and while the rest of the group is asleep, he is quietly attacked and dragged off by Maergun's pet displacer beast, Haerbega. The party awakens to find the signs of a struggle, Drauchanar gone, and a trail that looks to have been made by a large beast dragging a medium creature. The trail leads to the

cyclopes' entrance to Maergun's lair.

If the party turns down Drauchanar's suggestion to accompany him, he takes his leave of them. Later in the day, they find signs of a struggle and a trail that seems to have been made by a large beast dragging a medium creature. The trail leads to the cyclopes' entrance to Maergun's lair.

If the party takes exceptional precautions at night, the displacer beast captures Drauchanar when he wanders off from the rest of the group while traveling or foraging. Again, they find signs of a struggle and the trail that leads to the cyclopes' entrance to Maergun's lair.

Goblin Attacks. The goblins have been stealing food and trinkets from a nearby settlement, or they steal from the party's camp while they sleep. The characters can follow the goblins' tracks to the waterfall entrance.

Exploration. While exploring or traveling through the forest, the adventurers discover either the cyclopes' entrance or the waterfall that hides the goblins' entrance into Maergun's halls. They either find the entrance itself or observe Maergun's servants coming and going.

Exploring Maergun's Domain

Features:

Lighting. The entire cave system has a minor infestation of glow pixies, mosquito-sized, unintelligent fey creatures that shed dim light in a one foot radius. They cling to the cave surfaces and slowly flutter about, providing dim light in all areas.

Sounds. Maergun tends to talk to himself and his prisoners, making absurd royal proclamations and horrible threats. His voice echoes through the tunnels whenever he is present and awake, and can be heard more and more clearly as the characters approach Area 7. If Maergun holds Drauchanar prisoner in his hall, then Drauchanar's screams and whimpers can also be heard whether Maergun is there or not.

Other sounds are limited to specific areas as described.

Atmosphere. The upper level of the cave system is cool and slightly humid. The lower level is colder but dry.



1. Cyclopes' Entrance

The main entrance into Maergun's domain is a cave opening, roughly 20 feet in diameter, set into a cliff wall that rises out of the forest. Unless the cyclopes have taken their livestock out, the entrance is blocked with boulders, leaving only enough room for Medium creatures to squeeze through one at a time. One **cyclops** (MM 45) stands guard inside at all times. If the entrance is blocked or the sun has set, the cyclopes keep a campfire burning inside the entrance, providing dim light. There are loose boulders and mining refuse piled near the entrance that the cyclopes can throw.

2. Entrance Tunnel

This tunnel is well traveled by the cyclopes and their livestock. Their tracks obscure those from other creatures, but a successful DC 15 Wisdom (Survival) check reveals tracks from small humanoids, a large feline, and a different giant than the cyclopes. Succeeding on the check by 5 or more identifies the small humanoid tracks as goblin and dwarven.



The tunnel has many natural nooks and crannies big enough for Medium creatures to hide in. If the cyclopes are actively looking for intruders, the characters' Dexterity (Stealth) checks are made against the cyclopes' active Wisdom (Perception) checks. Otherwise, they are made against the cyclopes' passive Wisdom (Perception).

3. Cyclopes' Cavern

This cavern is the cyclopes' residence. One **cyclops** can be found here during the day unless they have taken their herd out to graze. The cyclopes sleep here two at a time during the night while the third maintains the watch at the entrance. There are three crude beds made of animal skins over piled straw. A large nook with a simple wooden gate serves as a pen for 3 **rothé** (VGtM 207) and 5 **giant goats** (MM 326). Two large jugs full of goat milk and the rest of the cyclopes' belongings sit near their beds, but there is little else of use or value.

4. Waterfall Entrance

This entrance to the cave system is used primarily by the goblins and occasionally by Haerbega. The entrance is hidden unless a character specifically searches behind the waterfall or succeeds on a DC 15 Wisdom (Perception) check during a general search of the area. Anyone observing the waterfall for an hour or two is likely to see goblins using the entrance. Tracks near the waterfall are difficult to discern due to the water and stone surfaces, so they are only spotted on a successful DC 20 Wisdom (Survival) check.

A 3-foot-wide path leads behind the 30-foot-high waterfall and into the Goblin Tunnels (Area 6). The path is narrow and slick from the water spray, and it is difficult terrain for Medium or larger creatures.

The goblins use this entrance to leave the caves to fish, gather wild plants, and hunt. Although they resent their present conditions, they do not leave to find a new home because they know they would likely not last long at all in the Feywild forest.

5. Goblin Caves

These caves are home to 20 **goblins** (MM 166) and 2 **goblin bosses** (MM 166) named **Mirk** and **Tleega**. Mirk is shifty and subtly exploits the other goblins to

protect himself while Tleega is honest (for a goblin) and concerned with the tribe's well-being. Mirk is inclined to break his word and flee if the goblins are threatened by Maergun or Haerbega, while Tleega is likely to hold true and assist the party if persuaded to.

All of the tribe's noncombatants, namely children and seniors, have been eaten by Maergun and Haerbega, and this is straining the goblin's normal cultural acceptance of the bully/bullied relationship. It is rare that all the goblins are present at the same time as 7 (1d4+4) are usually mining in Area 9, 4 (1d4+1) are tending the mushroom garden in Area 9b, and 3 (1d4) are out hunting or gathering.

The caves have rough stone surfaces and contain all of the goblins' sundry belongings. There is also a considerable amount of refuse, but nothing useful beyond personal weapons and some trinkets (at the DM's discretion). The smell is quite foul and offensive to most humanoids other than goblinoids.

The goblins hate Maergun and the duergar, but their hatred is balanced by fear. Convincing them to engage in an outright rebellion requires a successful DC 20 Charisma (Persuasion) or (Intimidation) check. They can be convinced to allow the party safe passage through their caves and tunnels with a successful DC 15 Charisma (Persuasion) or (Intimidation) check. This check is made with advantage if the characters retrieve a jug of goat milk from Area 3 for them.

6. Goblin Tunnels

The goblins have dug a network of low, narrow tunnels between the other areas. If pressed, they say the tunnels are just for moving from place to place quickly, but they also serve to keep them safe from larger creatures when necessary. They also enable covert observation of other areas.

Small or Tiny creatures can move through the tunnels uninhibited while Medium creatures must drop prone and crawl. Creatures larger than Medium size cannot fit inside.

Where the tunnels intersect other areas, they provide three-quarters cover and are heavily obscured for observers in the adjoining area unless the creatures in the tunnels are carrying a light source. In that case, their presence is obvious to anyone in the adjoining area, but they still receive the benefits of three-quarters cover.

7. Maergun's Hall

Maergun the **fomorian** (MM 136) spends most of his days here, either brooding, sleeping on his throne, or tormenting captives. Haerbega, Maergun's pet **displacer beast** (MM 81), is also often found here unless she is out hunting, intimidating the goblins, or watching the duergar from the top of the stairs between Areas 2 and 7. One **cyclops** stands guard during the day and sleeps in Area 3 at night.

This newly finished room has smooth stone walls and sconces with torches that provide dim light. It is otherwise virtually empty save for an enormous throne upon a dais and six chains hanging from iron loops set into the ceiling.

Maergun binds his captives in the chains, speaks to them in a caricature of a royal audience, and intermittently tortures them until they die. He tends to keep their corpses hanging about for a tenday or two before feeding them to the goblins or disposing of them in the waterfall pool in Area 4.

The chains act as an *antimagic field* focused entirely on the creature bound by them. Maergun keeps one of the chains loosely secured so he can use it as a weapon if needed. The other chains are firmly secured to the ceiling but each one can be pulled free with a successful DC 20 Strength (Athletics) check.

Unless the adventurers took measures to ensure his safety in the forest, Drauchanar is bound by one of the chains and suspended 5 feet above the ground. He has 2 levels of exhaustion due to a lack of food and water since his capture. There are two other corpses bound by ceiling chains: a goblin and a satyr.

Maergun carries a foot-long iron key that fits into the back of his throne. When it is inserted into the throne and turned, the throne swivels to the side to reveal the stairs that lead down to the Treasure Vault (Area 8).



The lock can be picked with a successful DC 15 Dexterity check using thieves' tools. Failing the check by 5 or more triggers a poison needle trap. The needle extends 3 inches out from the lock and is coated in carrion crawler mucus. The creature takes 1 piercing damage and must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. While poisoned this way, the creature is also paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The throne can be pushed aside with a successful DC 25 Strength (Athletics) check, but this will also break the opening mechanism permanently.

8. Treasure Vault

This room contains Maergun's treasure hoard. It can be accessed by moving the throne in Area 7 or through a secret door at the end of a tunnel from Area 11. It has plain, smooth stone walls and is free of dust





and mining debris. The treasure is piled in a heap with a few small chests and some sacks holding roughly one fifth of the coins. The secret door can be found with a successful DC 18 Wisdom (Perception) check.

The treasure hoard consists of four art objects worth 250 gp each: a box of turquoise figurines (a badger, a fox, and a hedgehog), a brass crown, a carved ivory statuette that matches Aeglossil's petrified form, and a large tapestry depicting a scene of elves feasting. There is also 1,000 cp, 5,000 sp, 2,000 gp, 70 pp, a *potion of greater healing*, and a *potion of water breathing*. The tapestry lies unfurled beneath all the other items.

Maergun sometimes comes to the vault to spend time among his loot, but he prefers cruelty to riches and is more often found in Area 7. If he catches anyone stealing from him, he pursues them either until they're dead or he is reduced to less than one-fourth his hit points.

9. New Construction

The duergar and their goblin slaves are working on an expansion to Maergun's halls in this area. The surfaces are a mixture of natural cave surfaces, newly-mined rock, and partially-finished stone. At least 2 **duergar** (MM 122) can be found here with 7 (1d4+4) **goblins** (from Area 5) at any given time, as mining goes on at all hours. There is mining equipment in the area, including picks, shovels, and wheelbarrows, and 5 (1d4+2) *explosive crystals* (Appendix: Items), which the duergar harvested from Area 11 to use for limited demolitions.

Area 9a contains a pool that drains from the waterfall above and is stocked with blind fish consumed by the denizens of the cave system.

Area 9b contains a mushroom garden tended by 3 (1d4+1) goblins from Area 5.



10. Duergar Cavern

The **duergar** (MM 122) have made their living area in this cavern. The stone was worked to make hard beds set into the walls and various shelves and nooks for the duergar's belongings. Among their possessions are their weapons, bedrolls, personal effects, food stores (including a small cask of liquor distilled from cave fisher blood), and mining equipment. Also among the duergar's belongings are 9 (1d8+4) *explosive crystals*, concealed and kept safe in a rolled blanket.

Seven male duergar live here. At any given time, two are mining with the goblins in Area 9, some are in Area 11 harvesting explosive crystals, and others are in Area 12 studying Aeglossil's petrified form.

The duergar are named Grumpir, Halpa, Sleipii, Bashfall, Snizzir, Doepir, and Dark. They are initially curious but cautious about intruders, as long as their belongings haven't been disturbed. They may be open to striking an alliance with the characters, but they are likely to betray them if it will give them an advantage against Maergun. The duergar are all charmed by Aeglossil and enthralled by a platonic love for her. They know she is trapped in her statue-like form and that she can only be freed by a kiss from someone good of heart. If they suspect any party members are of an appropriate alignment, they attempt to manipulate them into freeing Aeglossil.

11. Crystal Cavern

Explosive crystals (Appendix: Items) grow naturally in this cavern. The duergar discovered them and have been using them for limited mining demolitions. They have stockpiled 19 (1d12+12) crystals in an alcove off the main cavern (Area 11a) and intend to use them to kill Maergun when the time is right.

The cavern is lit with dim blue light from the crystals growing on the surface of the rough, natural stone walls and floor. The crystals give off a faint aroma of heated sugar. Eighteen (4d8) crystals grow throughout the cavern, 10-15 feet apart. Five more grow together within a 5 foot diameter space (Area 11b) in the southwest corner. Crystals can be harvested with a successful DC 15 Dexterity (Sleight of Hand) check or a DC 10 Dexterity check using jeweler's tools. Failing either check by 5 or more causes the crystal to explode, dealing 4 (1d6) force damage to any creature within 5 feet. Any explosive crystals within that radius also explode.

12. Aeglossil's Vault

The duergar tunneled into this chamber during their explorations. The tunnel is too small for Maergun to fit through and Haerbega avoids the lower level, so they are unaware of it. The room is decorated with delicate-looking bas-reliefs of elven nature designs. It has an austere beauty, and a successful DC 10 Intelligence (Investigation) check identifies it as a tomb.

In the center of the room is a raised platform upon which lies what appears to be a white stone statue of a sleeping elven woman. The statue is actually the petrified **vampire** (MM 295), Aeglossil. A successful DC 15 Intelligence (History) check recalls the tale of Aeglossil and Oliviana and recognizes the statue for what it is.

When Aeglossil was discovered to be a vampire, she was petrified by her sister and left within this sealed vault. A kiss from a good-aligned humanoid ends her petrified condition and returns her to her normal state, a magical precaution taken to ensure she could be dealt with properly and not freed by evil creatures.

Imprisoned in her petrified form, Aeglossil's desperation has amplified her Charm trait. It can be used on up to ten creatures at a time, lasts for 48 hours, and works within a 20 foot radius rather than being limited to creatures that she can see. These enhancements and any ongoing Charm effects end if Aeglossil is freed from her petrified form.

Once freed, Aeglossil must feed upon at least one humanoid to restore her strength, and she has



2 levels of exhaustion until she is able to do so. She is disoriented at first and completely unfamiliar with this cave complex. It may be possible for the characters to convince her to prey on the other denizens of Maergun's caverns and halls, but she is utterly selfish and deceitful. However, Aeglossil can be held to her word if she has no way to wiggle out of it. Once she regains her faculties, her single-minded goal is to find and confront her sister.

Concluding the Adventure

Ideally, the characters can rescue Drauchanar without being captured or killed. If Maergun is left alive, they have earned a powerful enemy. The goblins remember any kindnesses offered them, but are generally unreliable allies. The duergar may hold a grudge but are unlikely to pursue it, returning to their greedy ways. Aeglossil makes a dangerous ally or a very dangerous enemy. She wishes to find her sister, for good or ill, and to reestablish her place in the world. If Maergun is dead, his hall is an appealing lair for her, as long as the waterfall can be taken care of.

Appendix: Items

Explosive Crystal

Wondrous item, uncommon

This crystal is 4-6 inches long and two inches wide at its thickest point. It is yellow with a pale blue interior glow. The crystal can shed dim light in a 5 foot radius and can be used as an improvised melee weapon or thrown as a simple ranged weapon (range 20/60). On a hit, the crystal explodes and causes 1d4 bludgeoning damage plus 1d6 force damage to any creature within a 5 foot radius. If another explosive crystal is within the blast radius, it also explodes, causing 1d6 force damage. If a creature carrying any of these crystals fails a Dexterity saving throw or falls 10 feet or more, the crystals explode.

Maergun's Antimagic Chain

Weapon, very rare

This chain is 20 feet long and forged out of a dull gray metal streaked with bright blue. Due to its size, Medium creatures have disadvantage on attack rolls made with it and Small creatures cannot wield it as a weapon at all. When used as a weapon, the chain deals 3d8 bludgeoning damage and has a reach of 15 feet.

When you hit a Large or smaller creature with the chain, the creature is restrained and falls under the effects of an *antimagic field*. You can use a bonus action to speak the command word and release the restrained creature.

A creature, including one restrained by the chain, can use an action to make a DC 25 Strength check to attempt to break the chain. On a success, the chain is destroyed and the restrained creature is released. On a failure, the chain is not destroyed and further attempts by that creature to break the chain automatically fail until 24 hours have passed. Dealing 25 slashing or bludgeoning damage to the chain frees the creature without harming it, ending the *antimagic field* and destroying the chain.

The chain has an AC of 20 and is immune to attacks from nonmagical weapons.

DM's Note: Maergun is +9 to hit and deals 19 (3d8+6) damage with the chain. He can attack twice with the chain or make one chain attack and use Evil Eye once.



Frost Prince in Summer

The Frost Prince fell into a sorrowful, icy slumber after being unable to find his love, the Summer Court Princess Aurellia. While in an eternal slumber, the archfey's powerful magic has caused his dreams to materialize in the abandoned Summer Court palace.

Written by Elise Cretel

This adventure is optimized for four to six 10th-level characters. The full adventure is 6+ hours which can be split between two sessions. Remove the Dungeon Hideaway (Area 14) for a shorter game.

Adventure Background

Long ago, the young Prince Verus, son of the Prince of Frost of the Winter Court, fell in love with the Princess of the Summer Court, Aurellia. The two courts had a long history of tension, so the couple kept their love a secret until a family alliance could be forged. At some point, Verus broke Aurellia's heart, and she rejected him. The young Frost Prince returned to his home in the Winter Court. As he spiralled down into sorrow, the cold deepened and the once glimmering, glittering winter wonderland grew barren. The sun stopped rising, and the chill of the night sky pierced through anyone who traveled to the court.

The Summer Court persisted in its golden beauty and perfect sunsets. Soon after Verus left, the court moved to an updated palace. The Summer Princess moved past her grieving as the Frost Prince fell deeper into the void of his loneliness.

Adventure Summary

Over time, Verus shook off his sorrow with hope of making things right with Aurellia. Many years had passed, and the Summer Court had long been abandoned and rebuilt elsewhere in the realm. The Frost Prince entered the abandoned court frantically searching for his love. Finding the place desolate and empty, he knelt down in the depths of a forgotten sanctuary deep within the palace. There, he fell asleep, overcome with emotion, and the room froze over. He has remained in this sanctuary, undisturbed for hundreds of years.

The Prince of Frost is a powerful archmage, and his magic seeps out from his frozen resting place, causing his dreams and nightmares to take form within the old Summer Court palace. These manifestations hide most of the disrepair and emptiness of the palace. Like most dreams, some things do not align perfectly with reality.

DM's Note: Verus himself emanates powerful magic, but the apparitions created by his dreams do not. They are hallucinations of the mind rather than of magic. All creatures in the palace are illusory except for the **gelatinous cube**, the **couatl** (Luna), and Verus himself. Spells such as *detect evil and good* do not register the dream creatures in the palace. Like all nightmares, however, these creatures are very real and deal damage as normal for creatures of their types.

Adventure Hooks

Loot and Treasure. A shady merchant in town tells the party of an empty palace full of loot and treasures. He says he will give directions to the castle as long as the party promises to give him a cut of the profit.

Mysterious Map. In a nearby town, the party is given a strange map which leads to the fabled Summer Court. The person who gives the map to the party (possibly a merchant, traveler, or fellow adventurer) says the Summer Court palace is a place of splendor said to be haunted but which may hold great treasures. They say the court isn't far from the town and the party proceeds at their own risk.

Fallen Prince. Farmers rush into a nearby village stating a wealthy, wounded man has fallen on the steps of the old Summer Court palace. They claim a pack of fearsome blink dogs surrounded the area and they could not get through to help.

Dramatis Personae

Aurellia. Daughter of the Summer Queen, known for her intelligence, wit, and blonde hair that glistens like the afternoon sun.

Verus. Son of the notorious Frost Prince, served with his father's diplomats to forge alliances with the Summer Court. He is emotional and brooding, but also compassionate and caring toward others, unlike his father.

He is now in a deep slumber in the palace sanctuary. His sorrow has caused the sanctuary to freeze over, and his dreams have permeated the entire building. He often has nightmares of fighting creatures attempting to overtake the castle. These nightmares are the source of the dangers the party faces as they explore the area. Verus has the statistics of an **archdruid** (VGtM 210).

Luna. A seasoned **couatl** (MM 43) adventurer, currently using her Change Shape trait to take the form of an elven **druid** (MM 346). She hunts in the forest nearby and has a habit of helping fellow adventurers in need. She fell through the kitchen floor of the Summer Court palace trying to aid the Frost Prince. If she dies, she assumes her true form.

Frost Prince in Summer

1. Palace Door

A huge crash echoes from giant elven doors scrolling with gold leaf. The vaulted door is suddenly forced open as an elf dressed in fine Winter Court attire stumbles out. He is bruised from battle and seeks refuge behind a pillar. His hands on his knees, he tries to catch his breath.

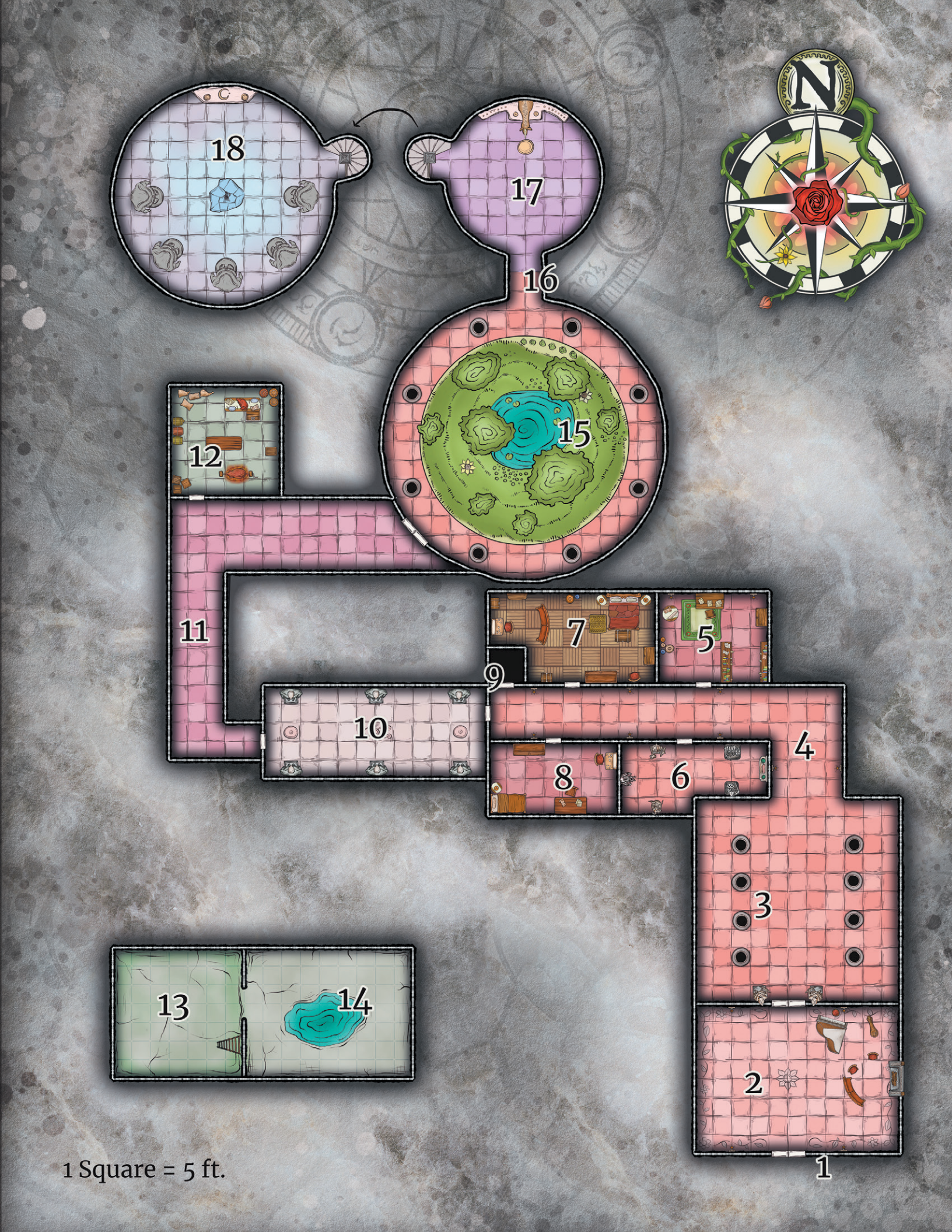
The elf's unearthly blue eyes scrutinize the party. His fine attire and boots are stained from a fight. He carries two swords which exude frost magic and carries a bow on his back. His long black hair is tied back and in disarray. He catches his breath and tells you he needs your help. He points to the doors and says he is trying to rescue his love from monsters which have taken over her palace.

This image of Verus is one of the many dream manifestations the party encounters throughout the castle. He is corporeal and able to interact with the party, to a limited extent. If the party tries to ask questions or otherwise delay him, he tells them there is no time and rushes back inside the palace. He vanishes as soon as he crosses the threshold into the palace.

2. Palace Entrance

A giant crystal chandelier glistens in the sun light pouring in from carved glass openings in the roof. It is inlaid with sparkling gemstones and gold leaf. The floors are made of fine tile with images of leaves and flowers along the perimeter of the room. Ahead, the bodies of several slaughtered blink dogs lie on the ground.

The grand entrance is an enormous room with golden oil lamps and massive paintings displaying



1 Square = 5 ft.

the wondrous wildlife of the Plane of Faerie hanging from the walls. A large harp and a piano stand at one side of the room along with elegant couches and a wine cart. Some of the Summer Court's finest wines fill the decorative crystal decanters. A fireplace is set into one wall.

Features:

Hidden Key. A character who examines the area above the fireplace mantel and succeeds on a DC 13 Intelligence (Investigation) check finds a key bearing the symbol of Mystra tucked behind some books.

Lamps. A character who inspects the oil lamps and succeeds on a DC 15 Intelligence (Investigation) check notices they do not exude heat.

Blink Dog Corpses. The bodies of several freshly killed blink dogs lie in the grand doorway, their wounds crystallizing with icy magic.

Lighting. The lighting inside the palace may not match the lighting or time of day outside.

3. Tapestry Room

This large, spacious room contains six massive marble pillars. Two large statues of female elven warriors sit on short stone pillars marking the entrance. The sun shines brightly from windows high up toward the vaulted ceiling. Tapestries depicting the royal family of the Summer Court in famous mythological scenes cover the walls.

Centaurs and chimeras stalk past the grand pillars of the room. The male elf the party encountered outside the palace door runs in from another door yelling, "Where is she? What have you done with her?" as he drives his sword into the side of a centaur. The creature's hooves struggle to maintain footing on the marble floor, now pooling with blood. The elf sprints toward a chimera, and the centaurs begin to surround them.

Creatures:

Several **centaurs** (MM 38), **chimeras** (MM 39), and **Verus** (**archdruid** VGtM 210)

Development:

When a chimera is reduced to half its hit points, one of its heads forcefully bites into Verus's middle and carries him into the next room. If the characters follow, they find the room empty, as the elf and the chimera have both vanished into thin air once out of the characters' sight. All other creatures, dead or alive, remain visible.

4. Winding Halls

The prince's blood lightly speckles the marble floors for a few feet before the trail comes to a stop. The hallway turns to reveal elegant doors lining the hall. Some stand open with outdoor lighting pouring onto the hallway floor and flickering with the movement of trees.

Oil lamps and paintings of the Feywild woodlands line the hall. The study and bedroom doors are all open while the gallery and closet doors are closed.

5. Study

The setting sun glows warmly across the desk. Oil lamps flicker and reflect off leather bound books and ledgers. A quill rests in a pot of fresh ink as tree branches sway in the breeze outside the window.

This room has two bookshelves and a large desk full of drawers. A large window overlooks a blooming garden.

Features:

Window. If a character looks out the window, they see two figures in the distant garden. They also notice the trees seem to be affected by different seasons. A character succeeding on a DC 13 Wisdom (Perception) check recognizes the male elf the party encountered at the Palace Door (Area 1) and in the Tapestry Room (Area 3) sitting on a bench in the garden. Next to him is a female elf, Aurellia, who is pictured in the Gallery (Area 6). They are holding hands and talking, but cannot be heard at this distance. A character succeeding on a

DC 19 Wisdom (Insight) check notices the male elf looks a little younger than he did when he was at the palace entrance. He wears the formal attire of the Winter Court.

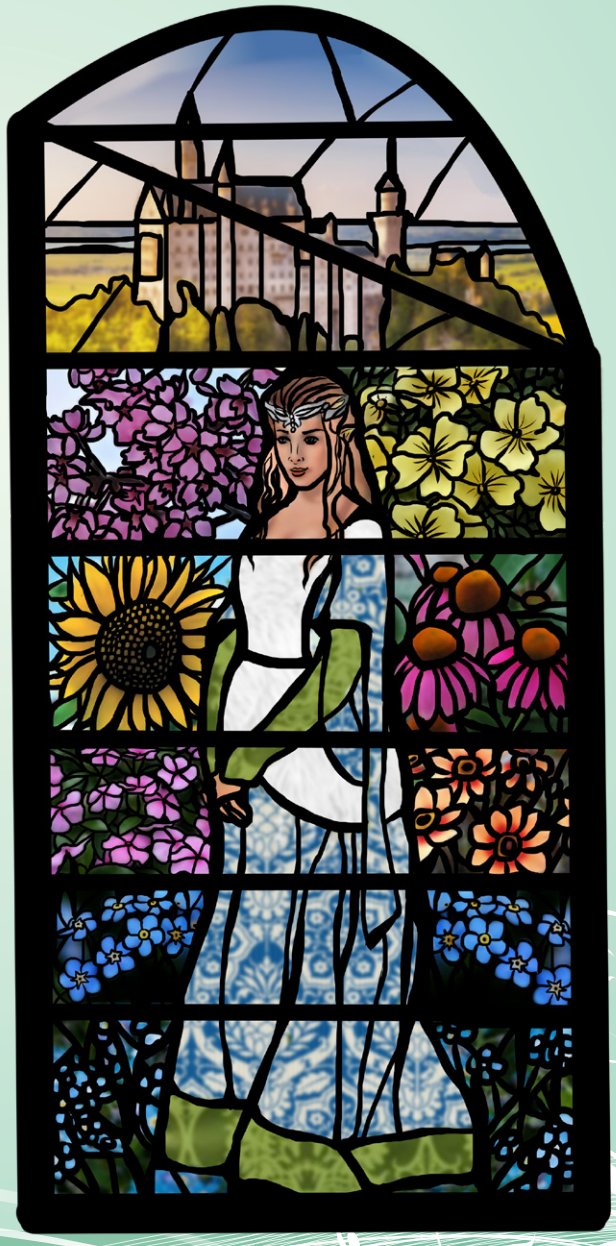
Desk. If a character explores the desk, a successful DC 12 Intelligence (Investigation) check reveals the ledgers are full of trade accounts. There is also evidence of a trade agreement struck between the Summer and Winter Courts. A character succeeding on a DC 17 Intelligence (Investigation) check finds these ledgers are dated thousands of years ago, but the books appear only decades old.

Bookshelves. Any character searching the bookshelves can find a Feywild classic, its pages full of unintelligible writing. A successful DC 17 Intelligence (Investigation) check reveals a *scroll of chromatic orb* and a *scroll of fireball* hidden among the books.

6. Gallery

Elegant floor to ceiling windows let in the evening light. Portraits of the royal family of the Summer Court cover the walls. There are also statues of some members of the royal family modeled after elven deities such as Aerdrie Faenya.





Features:

Portraits. Paintings of generations of the royal family fill the walls. There are many pictures of the young Summer Court princess, Aurellia. One painting shows both the Summer Court and Winter Court families. A character succeeding on a DC 17 Intelligence (History) check recalls an alliance was struck between the two families millennia ago despite a history of tension between the courts.

Shadows. Any character succeeding on a DC 15 Wisdom (Insight) check notices the shadows cast by the light from outdoors are in the wrong place.

Secret Cabinet. A character examining the paintings and succeeding on a DC 15 Investigation (Intelligence) check notices one of the paintings can be pushed inward, revealing a hidden cabinet. The cabinet contains a decanter of fine wine, a crystal glass, tobacco, and a finely carved elven pipe.

7. Master Bedroom

A magnificent four-poster bed carved from the finest elven wood looks freshly made. Oil lamps burn on nightstands next to vases of fresh cut flowers. The walls are covered in murals of elven deities and their triumphs. Large chests and wardrobes gleam in the setting sun and the smells of cedar and pine permeate the room.

This massive room has wood flooring and tall windows covered in carvings of vines and flowers. Any character entering the rooms gets a strong sense something is standing behind them, staring at them. The first character who turns around and attempts to leave the room sees a slender humanoid shadow staring down at them in an unsettling manner. The illusion vanishes quickly, leaving the character unsure of what they saw.

8. Aurellia's Room

Murals of fey creatures, flowers, and the goddess Mystra fill the walls of the large bedroom. In one corner is a vanity with a vase of fragrant lilies and a jewelry box sitting on its surface.

Features:

Vanity. A character who succeeds on a DC 12 Intelligence (Investigation) check finds love letters from the Frost Prince Verus written to the Summer Court Princess inside Aurellia's vanity. The letters include several notes asking her to meet him in the garden.

Hidden Cabinet. A successful DC 18 Intelligence (Investigation) check reveals a small cabinet on the wall by the entrance of the room hidden behind a curtain. Inside the cabinet is a locked box which can be safely opened with the key found on the mantle in Area 2 or with a successful DC 30 Dexterity check made with thieves' tools. The box has an AC of 15. Damaging the box or otherwise attempting to force it open causes a vial of *alchemist's fire* inside to break, setting the box and all its contents on fire. If a character is able to safely open the box, they find a letter to Aurellia from Verus and the flask of *alchemist's fire*. A character succeeding on a DC 13 Wisdom (Insight) check understands this to be the lovers' method of secretly passing notes.

Jewelry Box. Inside is a love note from Verus and a dried up rose.

9. Closet

A cold gust of wind surges through the room as the closet door is opened. The closet is empty and the floor is missing. A bottomless pit disappears into darkness as the cold air whistles up from below.

This closet has an empty shelf and a bottomless shaft instead of a floor. If anyone drops anything down the shaft, they do not hear it hit bottom. If anyone drops a mundane light source down the shaft, it eventually disappears. Those with any range of darkvision also see an endless chute. The shaft contains an *anti-magic field* beginning five feet from the top. Any

magical light passing this threshold flickers out. Anyone using magical means to descend into the shaft plummets down as the magical effect ends and lands in the gelatinous pit below the kitchen.

Characters who fall or jump down feel like they are falling forever. Eventually, they land on the **gelatinous cube** (MM 242) hundreds of feet below. Each character who fell or jumped down the shaft must roll on the Gelatinous Landing table (see Area 12).

10. Grand Hall

The warm sun slowly shifts across the sky, and its heavenly light pours into the grand vaulted hallway. The afternoon sun reflects across the crystals of spiraling chandeliers and the gold leaf of the intricate engravings along the walls. Everything glows in the reflection of large mirrors and glistening marble tile.

Perfect white marble tile spans the 50-foot-long, 30-foot-high hallway. Stone statues of elven deities tower above you, their gaze on something unseen. Brightly painted frescoes depicting elven history cover the massive ceiling. Birds chirp outside, but inside it is silent except for the sound of your footsteps.

As soon as a character reaches the halfway point of the corridor, the sky goes dark, heavy rain hits the windows, and lightning strikes. The floor undulates in waves as if it were water. Characters begin to sink into the floor. All creatures in the Grand Hall must make a one time DC 15 Strength (Athletics) check. On a failure, the creature rolls on the Sinking Sands of Tile table below. Characters must swim across the churning floor; normal rules for swimming apply. The floor in the doorway leading to the next room is solid. Once all of the characters have entered the next room, the gilded stone doors to the grand hall slam shut and cannot be opened.

Sinking Sands of Tile

1d8	Encounter
1	Character loses one piece of footwear.
2	Character loses mundane weapon with the highest hit bonus.
3	Character loses mundane weapon with the lowest hit bonus.
4	Character loses an item of their choice.
5	Character loses coin bag.
6	Character loses a potion bottle.
7	Character loses their backpack.
8	A current pushes the character to the doorway, which is solid ground.

Development:

If the characters free Verus and end his dreams, the door to the hall unlocks and all of their lost gear can be found lying on the ground unharmed.

11. Hidden Passage

A narrow hallway travels deep into the palace. This section has carved wooden paneling, with light shining through the intricately carved vines and leaves. To one side is a room lit with candles in which a couple sits at an expansive dining table.

If the characters stop to listen, they hear the couple having a disagreement. A female elf with golden hair and a fine dress stands up, throws her napkin on the table, and walks out. Characters who succeed on a DC 15 Wisdom (Perception) check notice the male elf is an older version of the elf they met at the palace entrance. If the players try to interact with the couple, they walk out as though they did not hear anything.

12. Kitchen

The smell of recently cooked stew fills the air. A freshly cleaned butcher block sits in the middle of the room lined with cupboards and counters. The staff has recently cleared out the kitchen and thrown vegetable scraps into a wicker basket. The cook fire has died down and crackles gently.

When the party members enter the room, the floor gives way under them. All creatures standing on the floor when it collapses must succeed on a DC 18 Dexterity saving throw or fall into the pit (Area 13) below. Characters who fall through the floor or jump down after it collapses must roll on the Gelatinous Landing table below.

Trap door. A character succeeding on a DC 12 Intelligence (Investigation) check notices a trap door under one of the kitchen work tables. Opening this trap door reveals a metal ladder which descends to Area 13.

Gelatinous Landing

1d6	Encounter
1	Character belly flops on the cube with a loud smack and takes 2d10 bludgeoning damage.
2	Character falls like a pencil. They are shoulder deep into the cube, but take no damage.
3	Character falls flailing and lands on their side. Their leg and arm are submerged into the cube and they take 1d10 bludgeoning damage.
4	Character dives in head first, sinking waist deep into the cube. They take no damage, but cannot breathe.
5	Character lands with a bounce preventing them from immediately getting stuck. They take no damage.
6	Character lands wedged between the wall and the cube, trapped waist deep into the cube. They take 1d12 bludgeoning damage.

13. Pit

A stagnant odor fills the air, making it hard to breathe. Moisture clings to the slimy, damp walls of the pit. A massive gelatinous cube fills the entire room.

Features:

Trapped Elf. This room is a dark, stone, dungeon-like basement. The entire floor is filled with a **gelatinous cube** (MM 242). An adventurer named Luna, a **couatl** (MM 43) who is currently using her Change Shape trait to take humanoid form (LG female elf **druid** MM 346), is waist deep in the cube. The north wall has a metal ladder leading up to a trap door above. The trap door opens under a table in the kitchen.

If the characters help Luna out of the room, she aids them on their quest if asked. If the characters question her presence in the castle, she explains that she heard someone crying for help and came to investigate. She tells of trying to help an elven man fight off chimeras and centaurs and says she watched him get ripped to shreds by the beasts. The elf mentioned he was trying to save someone, so she continued to explore the castle and ended up falling through the kitchen floor. When she woke up, the floor was back to normal as if it had not collapsed. If Luna dies, she reverts to her true form as a couatl.

Lost Property. Any items dropped down the shaft in the closet are absorbed into the gelatinous cube.

Development:

Characters who land in the dormant gelatinous cube are stuck, but not engulfed. If the gelatinous cube is defeated, it liquifies and oozes down the drain. Its weight held down a switch. When the cube dies, the switch is released and a stone door slides open, revealing the Dungeon Hideaway (Area 14).

14. Dungeon Hideaway

This room has dirt floors with a large puddle of water in the middle. The walls are made of crudely cut stone. When the entrance to this room opens, a **dao** (MM 143) immediately targets the nearest character with a *wand of wonder* (DMG 22). In addition, 1d8 **dark mantels** (MM 46) cling to the ceiling and swarm any characters stepping into the room. If a character steps into the puddle, it forms into a **water elemental** (MM 125), rising up and leaving a deep hole in the ground.

If the adventurers investigate the puddle and succeed on a DC 15 (Wisdom) Perception check, they find a small locked box. A successful DC 10 Dexterity check made with thieves' tools unlocks it.

Treasure. The box contains the following items:

- A diamond etched with the symbol of the elven goddess Aerdrie Faenya worth 100 gp
- A pearl necklace worth 300 gp
- A love note to Aurellia from Verus. The note discusses them meeting in secret during a diplomatic visit.

15. Aviary

Brightly colored birds glide and spiral into the moonlight pouring in from a great round opening in the roof stories above. Summer insects hum in the tall trees as bioluminescent vines spiral up lavish pillars shedding light in blues and greens. Peering through the flowers, you catch a glimpse of what looks like a small fairy gliding through the air.

Features:

Dream Effect. This enormous circular room has tall pillars around its perimeter. The middle is full of soil and a garden with the most exotic of Feywild plants. A sparkling blue pond reflects the moonlight in the center, and chirping frogs occasionally send ripples across the water. As soon as a character steps into this room, they must roll on the Fey Dreams table. The DM should then privately describe to each character what they perceive. When a character leaves the Aviary, the dream effect ends.

Garden. When a character approaches the garden in the center of the room, leaves rustle and 30 **sprites** (MM 283) and **pixies** (MM 253) fly out of the opening in the roof into the night sky, followed by a few slow-moving **flumphs** (MM 135). Moments later, 3d10+5 **giant fire beetles** (MM 325) crawl out of the foliage and swarm the party, followed by 5 **carrion crawlers** (MM 37) and 3 **young remorhaz** (MM 258). After 5 rounds, a **behir** (MM 25) crawls out of the foliage.

Fey Dreams

1d6	Dream State
1	The character shrinks to the size of a cat. They see small fey folk jumping into a nearby pond, turning into tiny whales and dolphins as they hit the water. Their movement speed is halved in this room. The character's weapon attacks deal 1d4 less damage (this can't reduce the damage below 1), and the range and area of effect of any spells they cast is halved. The character can Dash or Hide as a bonus action while in this room. Everyone sees the character shrink.
2	The character floats off the ground and gains a flying speed of 30 feet. Any time the character attempts to move, they must roll a d20 and consult the table below to determine the level of control they have: **1-7:** The character has no control over their movement and drifts 30 feet in a random direction. The DM rolls a d8 each round to determine which direction the character drifts in during uncontrolled flight. Characters can still attack and cast spells as normal during controlled and uncontrolled flight. **8-14:** The character has partial control over their movement. They can move 15 feet in any direction they choose, but drift in a random direction for another 15 feet. **15-20:** The character has full control over their movement direction and speed.
3	The character starts moving in slow motion. Their movement speed is halved and all attack rolls are made with disadvantage. The character receives a +5 bonus to Dexterity.
4	Secretly inform the player they see a peaceful **aboleth** (MM 14) and a giant **faerie dragon** (MM 133) lying on its back in midair gliding about the room. The character can convince these creatures to fight on their side with a successful DC 15 Persuasion (Charisma) check. Other party members are unable to see or hear these creatures.
5	When the character speaks or screams, they make no sound.
6	The character can jump extraordinarily high. They can jump 20 feet upwards from a standing start and gracefully land on their feet as if affected by the *feather fall* spell. They can jump 10 feet or 20 feet - no lower, no higher, and no distances in between.

16. Small Hallway

The temperature drops dramatically in this hallway, which is decorated with small, simple frescoes of the elven pantheon. Ahead is an archway leading to a candlelit chapel.

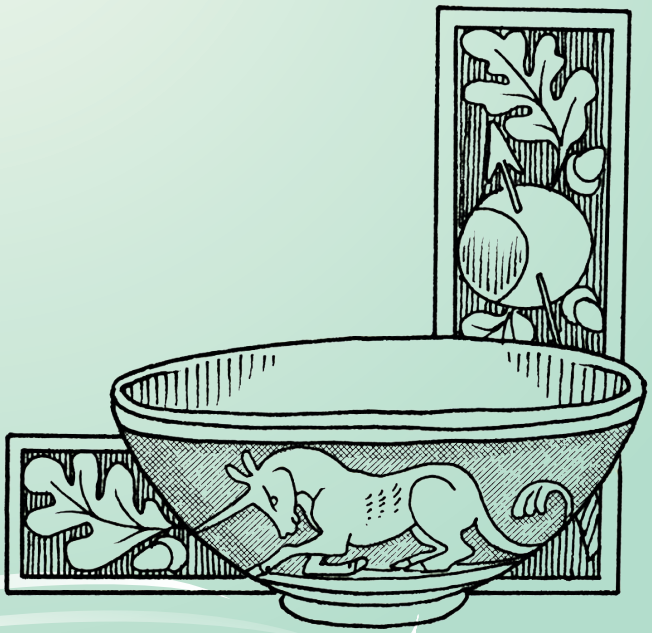
17. Chapel

An altar curves around a tall statue of the unicorn deity Lurue. The statue's eyes seem to look directly at you as you enter the chapel. A small ledge is built into the walls of the room. Candles line the altar and the ledge.

Features:

Blessed Bowl. A small offering bowl sits before the statue on the altar. Anyone who puts an item they value deeply into the bowl receives an item from the Lurue's Blessing table below. Each character may only receive one blessing.

Frosted Stairwell. A frost-covered archway leads to a set of spiral stairs going down. As players descend the stairs, the temperature continues to drop, and more frost appears with each step.



Lurue's Blessing

1d6	Encounter
1	Character regains 10 hit points.
2	Character regains 25 hit points.
3	Character regains all lost hit points.
4	Character regains 1d4 spell slots.
5	Character gains a permanent +1 bonus to any skill.
6	Character learns 1 cantrip of their choice from any spell list to which they have access.

Note: This blessing can only restore lost hit points up to a character's hit point maximum.

18. Sanctuary

A blue glow radiates from the ceiling, casting soft shadows on grand statues of elven deities. The floor is covered in ice which creeps up the walls and statues. In the center of the room kneels a tall elven man. His face is buried in one hand and the other braces him, keeping him from hitting the floor. His entire body is encased in thick ice. Snow begins to gently fall.

This large, round room has statues of deities on short pedestals along the walls. The frozen elf is facing the north, and ahead of him stands an altar. On the altar sit smooth, carved marble symbols of a crescent moon, an oak leaf, and an arrow.

Features:

Statue of Rillifane Rallathil. This statue depicts an elderly, elven man wearing a tunic decorated in swirling leaves along its edges. He bears a staff with vines and leaves delicately tangled around it. He holds out an empty hand. Characters succeeding on a DC 16 Intelligence (Religion) check know Rillifane is the god of the woodlands and protector of nature also known as the Leaf Lord. The oak leaf is his symbol.

Statue of Corellon Larethian. A tall, male sun elf with long hair gazes down at the party from the center of the room. His pedestal reads *"Protectors of Elvenkind."* He holds out an empty hand. Characters succeeding on a DC 13 Intelligence (Religion) check know Corellon is the elven god of art, music, and magic and brought life to elvenkind. The crescent moon is his symbol.

Statue of Hanali Celanil. A tall woman with flowing hair, holding a rose over her heart, stands tall on a pedestal. She holds out a hand containing a dolphin symbol. Characters succeeding on a DC 18 Intelligence (Religion) check know she is the elven goddess of love, beauty, and joy. The heart is her symbol.

Statue of Solonor Thelandira. A male elf dressed as a ranger wearing a cloak of leaves rests one hand on a tall bow before him. His other hand is outstretched and empty. Characters succeeding on a DC 17 Intelligence (Religion) check know Solonor is the elven god of hunting, survival, and archery. He is known for being able to shoot an arrow to the far reaches of the realm. The arrow is his symbol.

Statue of Deep Sashelas. A sea elf with hair which floats as if he were underwater, his pedestal is decorated with shells, fish, and creatures of the ocean. He holds out a hand containing a heart. Characters succeeding on a DC 16 Intelligence (Religion) check recognize Sashelas as the Dolphin Prince and the Lord of the Undersea. He is the protector of underwater elves and dolphins. The dolphin is his symbol.

Symbols. Once each symbol is placed in the hand of the appropriate statue, the symbols glow brightly and emit a beam of light which stretches to the center of the vaulted ceiling. The voices of the gods whisper softly as the ice encasing Verus steams and melts.

Development:

Verus falls to his hands and wipes water from his face. He hurries to his feet and brushes off his tunic as he looks at you, surprised to see anyone in the room. He has awoken from his slumber, and the illusion of his dream state begins to fade. Cracks begin to spider across the statues and walls as the true appearance of the ruins is revealed, and the ever-present chill gives way to the heat of summer.

Verus introduces himself as a royal of the Winter Court. Furrowing one brow in disbelief, he says he saw the adventurers in his dream. He fell asleep

in the chapel and had bad dreams of chimeras attacking and the floors turning into oceans as he tried to save Aurellia.

If asked, he tells the party that though hundreds of years had passed since his falling out with her, he decided to come and apologize to Aurellia. He was too late. He searched for any sign of Aurellia, but the palace was deserted. He came to the sanctuary distraught and fell into a magical slumber.

He thanks the party for waking him, and tells them it may have been centuries until he was found deep in slumber.

Concluding the Adventure

After thanking the party for pulling him out of his deep sleep and venturing to the castle entrance, Verus pushes the air as if opening a door, and a portal opens. Snow swirls into the hot summer air as a gateway to the Winter Court opens. He gives the party a thankful nod and steps through the portal. Verus and the portal both disappear in a breeze of cold air and flurries.

When the party exits the castle, the place is in ruins. Cracks and dust cover the tiles and statues, and the walls bear the scars of centuries. All creatures are gone except the gelatinous cube (if it has not already been defeated) and Luna.

Treasure. The DM is encouraged to reward the party with a magic item or two by selecting items the party has asked for or rolling once on Magic Item Table D and F (DMG). The items appear in or near the adventurers' packs after a long or short rest.

Note: If the party returns to the Grand Hall after waking up Verus, they find any lost gear on the floor in this area.



A Problem with Fomorians

A dying fey creature by the side of the road to the Seelie Court uncovers a plot against the more welcoming of the fey. But just how deep does this plot go?

Written by Aaron M Lopez

This adventure is designed for five to seven 11th-16th level characters and is optimized for five characters with an average party level (APL) of 13.

Adventure Background

The Feywild is a place of equal parts mystery, wonder, great wealth, and great danger. It is this unique combination that draws adventurers from near and far to see just what they can gain from its lands. Some return empty handed; some return with items of renown or curses of equal fame. And some don't return at all. Tales of extraordinary magic and items of legendary power have originated from the realm of the fey.

In this adventure, the party accompanies an ambassador from Calimshan on his way to deliver a gift to Titania of the Seelie Court in hopes of negotiating an alliance under the looming threat of war. They stumble across a wounded young Seelie woman who claims to have discovered a plot against not only the fey, but the lands of Toril as well.

The girl urges the characters to recover evidence stolen from the Seelie and secreted into the nearby wood. But, adventurers beware! The Feywild is not an easy place for outsiders to navigate and a dangerous foe wants to make sure this plot doesn't come to light.

Adventure Summary

Part 1: The Fey with the Faerie Dragon Tattoo
The adventurers stumble upon a young, horribly wounded eladrin soldier, a member of the Seelie Court, who asks them for help.

Part 2: The Fey Who Played with Faerie Fire
The party journeys beneath an abandoned mausoleum in an attempt to rescue survivors of a roadside attack. They aim to recover important documents that reveal a fomorian warlord's plot to attack the Seelie Court during the upcoming Summer Solstice.

Part 3: The Fey Who Kicked the Quickling's Nest
The party is sent through a portal in the Seelie Court to eliminate the fomorian threat once and for all and, perhaps, find out who orchestrated the attack.

Adventure Hooks

The Ambassador of Calimshan. The pashas of Calimport have hired **Khemed Al-Jassan** (Appendix: Stat Blocks), a charismatic young man, to act as an ambassador to the Seelie Court. They hope to establish an alliance under the looming shadow of an upcoming

war with the fomorian army. Khemed Al-Jassan has asked the adventurers to accompany him to the Feywild, protecting him and the items he carries. In addition to the party members, the ambassador is accompanied by a rider (**commoner** MM 345) and 6 **guards** (MM 347) for added security. There are two additional wagons, each with a driver and rider who have the statistics of **commoners**.

A Visit at Night. While camping at night, the adventurers are awakened by a crackling of magical energy as a portal opens just outside their campsite. A young Seelie woman, bleeding from several wounds and near death, exits the portal, stumbles into the camp, and collapses to the ground as the arcane opening flashes brightly. She manages to say *"Please, help! They won't stop until we're all gone!"* and points back to the portal before she dies. The woman's clothing is torn and dirty. A successful DC 15 Wisdom (Medicine) check will reveal that she has been tortured. She has no distinguishing marks other than a tattoo of a faerie dragon on her left wrist. The portal will take adventurers to the location of the scene in Jade Forest, described below.



Part 1: The Fey with the Faerie Dragon Tattoo

After arriving in the Feywild, the party comes upon what looks like the scene of an ambush.

Jade Forest

It is early morning and the forest is still shaking off the last vestiges of night. Mist, like the fingers of a ghostly hand, rakes through the trees on its retreat back to the mountain-tops. The forest of the Feywild is strange to outsiders. Its flora brings the fear of the unknown and the mystery of what lies just out of view. In spite of this, the cool air, filled with the sounds of countless birds chirping in the early hour, shows promise of a pleasant journey ahead.

If the party is accompanying the ambassador, read or paraphrase the following:

The journey with Khemed Al-Jassan has been uneventful but pleasant. Stories of the Feywild circulate among caravan members as each rider regales the others with tales of mystery, danger, and wonder to be found in the realm. The caravan stops frequently enough to make sure the group is well-rested while still making good time. A number of days after crossing the border into the Feywild, the caravan spots what looks like a single wagon turned on its side. A downed tree in front of the wagon, a series of tracks, and what appear to be marks made by bladed weapons suggest that the wagon was ambushed here. Khemed brings the caravan to a halt and asks you to investigate.

If the party arrived here through the campsite portal, read or paraphrase the following:

You exit the portal into a forest unlike any you have seen before. The trees and other plant life seem to have a strangeness to them that you cannot put your finger on. Ahead of you is a well-traveled road that extends into the distance and winds through the trees. Next to the road lies a single wagon, lying on its side. A downed tree in front of the wagon, a series of tracks, and what appear to be marks made by bladed weapons suggest that the wagon was ambushed here.

Ambushed Eladrin. A successful DC 10 Intelligence (Investigation) or Wisdom (Survival) check reveals that the lone wagon was attacked at range from all sides. Logs were cut from a nearby tree and placed on the road to force the wagon to stop, requiring removal of the debris before moving on. There are several bloodstains on the road and around the scene, indicating there was more than one person in the wagon. Underneath the upturned wagon lies a female **winter eladrin** (MToF 197), barely conscious.

The eladrin wears leather armor and a long, dark blue cloak, both riddled with arrows and cuts from a bladed weapon. Blood pours freely from her wounds. She is easily found, as she calls out weakly to the characters and taps on the upturned wagon with her ringed hand. Successfully freeing her from the wagon requires a successful DC 20 Strength check. Any character investigating the surrounding wood who makes a successful DC 15 Intelligence (Nature) check discovers several sets of strange humanoid footprints and what appear to be drag marks leading west into the woods.

The eladrin, whose name is Ceana, is obviously a soldier of some type and is near death, bleeding profusely from several wounds. A cursory look over her wounds reveals that she should not be moved without some type of medical treatment first. In a weak whisper, she manages a desperate plea to whomever approaches her first:

"Please! The documents! They took them! They must be taken to the Seelie Court!" Her plea delivered, the eladrin passes out from pain and blood loss.

Should anyone heal her, Ceana remains unconscious for several hours before rousing.

Caravan. If the party is not already accompanying Khemed Al-Jassan's caravan, they arrive at the scene during this time. Upon hearing Ceana's plight, Khemed offers to care for her and take her to the Seelie Court. If the party does not reveal what happened, Khemed is able to deduce the attack and offers to assist by caring for the eladrin. In either case, he urges the party to discover what happened and to see if there are any more survivors. He offers the party 1000 gp for their assistance. He recognizes that aiding the Seelie Court member will undoubtedly bolster his pleas to the court.

Development:

If the characters agree to investigate further, continue to Part 2: The Fey Who Played with Faerie Fire. However, if they choose not to follow the attackers' trail, a **dire troll** (MToF 243) and 2 **rot trolls** (MToF 244) emerge into the clearing from the forest nearby. These creatures have been sent as reinforcements to recover the remaining Seelie fey. The dire troll does not attack and remains hidden, sending its companions to fight the party while it escapes back into the forest and returns to the Mausoleum, described below.

DM's Note: Adjusting the Difficulty
If the party is strong, add 2 **rot trolls** (MToF 244).



Part 2: The Fey who Played with Faerie Fire

Read or paraphrase the following:

The trail of the attackers leads east, deeper and deeper into the woods. The dry land beneath your feet slowly turns to a boggy mire. Locating land solid enough to keep the party relatively dry makes the going slow. However, even at a crawl, the trail remains easy to follow.

The trolls who attacked the wagon didn't attempt to cover their tracks or prevent being followed. The trail is therefore easy to track. A character who makes a successful DC 10 Wisdom (Survival) or Intelligence (Nature) check on the trail identifies the presence of 20-30 trolls and three humanoid creatures, who appeared to drag something between them.

As they follow the trail, the party notices a change in the tracks: the number of troll tracks dwindles to just five or six. The three humanoid tracks remain.

After several hours of travel across murky land, you arrive at a wall made of thick cut timbers, overgrown with moss and vines. It rises 30 feet into the air and into the swamp on either side, as far as the eye can see. There is a single archway in the center of the wall, beyond which a mire of swampy water can be seen. The stench of rotting vegetable matter and stagnant water hangs in the air and a dense fog covers the ground before you. A dry path, well-worn and clear, leads to what appears to be an island in the middle of the bog. The island is surrounded by an iron fence with a rusted gate hanging on its hinges. In the center of the island stands a dilapidated mausoleum, ancient and crumbling, made of white marble. Nothing stirs outside.

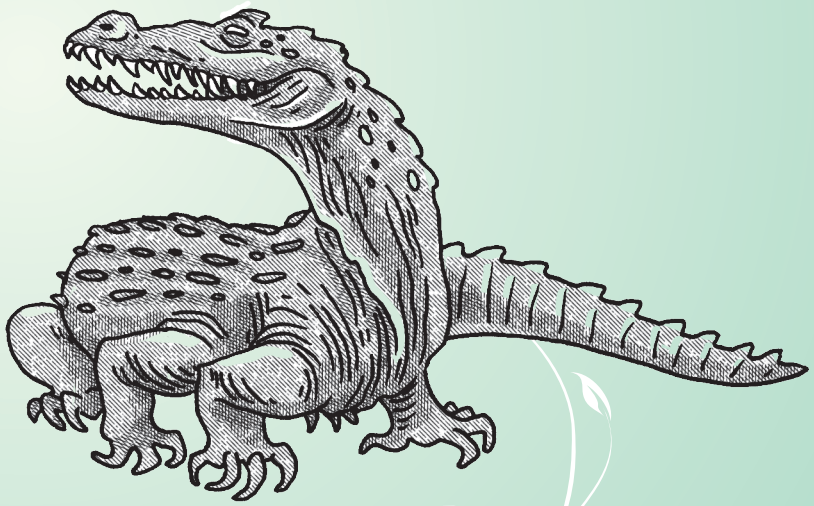
The door to the building lies on the ground in pieces, having been destroyed many years ago. The trail becomes a mix of blood and slime which leads into the structure.

The mausoleum entrance is empty. The crypts were broken open and looted years ago. In the center of the room, a 10-foot-wide carved stone staircase leads into the darkness below. The stairs descend for 40 feet before opening into another, 30-foot-square room. The room appears to have once been another crypt, as several niches in the walls reveal open and looted coffins while others stand empty. On the opposite side of the room is a wooden door, which is old and obviously damaged, but otherwise functioning. The door is shut, and a wooden bar that once prevented it from opening lies broken on the floor.

Beneath the Mausoleum

1. First Landing

Beyond the door is a partially constructed room approximately 20 feet wide and 15 feet long. The walls are smooth cut stone. There are claw-marks



and scuffs along the walls and floor. The trail of blood and slime leads onto the bridge. This area is considerably cooler than the upper rooms, contains no light source, and opens into a chasm that descends into total darkness below. The following sections describe what characters with darkvision or a light source can see.


6
4
5
7
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1

2. Bridge

Spanning the chasm is an ancient stonework bridge. It is 10 feet wide, and though obviously old, it still appears sturdy. The bridge is 60 feet long and is of unknown construction. The chasm drops 500 feet into darkness below the bridge.

Creatures:

At the bottom of the chasm are 2 **behirs** (MM 25) which immediately attack and eat anything that lands in their midst.

3. Far Landing

The far end of the bridge ends on a landing that mirrors the side the characters are on. A rough carved tunnel leads further into the darkness beyond.

Creatures:

Seated on the other side of the bridge is a **dire troll** (MToF 243) accompanied by a **troll** (MM 291). The dire troll is actively watching the bridge. That being said, it is possible for the party to sneak past the troll with a successful group DC 15 Dexterity (Stealth) check against the troll's Wisdom (Perception) check.

DM's Note: Adjusting the Difficulty

If the party is weak, the dire troll attacks them when they are halfway across the bridge.

If the party is strong, add 2 **rot trolls** (MToF 244) which attack while the dire troll makes its way to the Troll Nest (Area 4).

4. Troll Nest

This room contains several piles of rotting vegetation fashioned into makeshift beds. In addition, there are several barrels containing various breads and cheeses and both animal and humanoid body parts, all in various states of decay. An assortment of random goods is strewn throughout the heaps of clutter and garbage in this room. Searching the area for 1 hour uncovers the following: 1821 gp, 237 pp, a brass cloth gown (250 gp), a pair of amber dice set with chalcedony (250 gp), leopard fur bracers (250 gp), a *scroll of thaumaturgy*, 2 *potions of healing*, 2 *potions of greater healing*, *dust of sneezing and choking* (DMG 166), a *potion of fire breath* (DMG 187), and several mundane weapons and armor pieces. These include two longswords, four shortswords, two light crossbows, a shortbow, eight arrows, twelve bolts, two spears, a wooden shield, two bucklers, and a halfling-sized suit of chainmail.

Creatures:

Inside this room is a pair of **dire trolls** (MToF 243). If the party did not sneak past the troll outside, these trolls have been alerted to the party's presence and are waiting to attack. Otherwise, they are occupied with picking through a pile of decayed cloth.

5. Larder

Nauseating Air. This room is overwhelming, assailing the characters' nostrils with the smell of rotting flesh and detritus. Several corpses hang from chains mounted to the ceiling and many more are piled up on the floor. Any character who enters this room must succeed on a DC 10 Constitution saving throw or become nauseous. A nauseated character must leave the room immediately or become poisoned for 1 hour. This saving throw must be repeated each round a character remains in the room.

Treasure. A character who searches the larder for at least 6 consecutive rounds discovers a *ring of regeneration* (DMG 191) and 18 gp buried inside the filth.



6. Main Camp

This room is approximately 40 feet long and 60 feet wide. On the right hand side of the room is a cooking fire along with a cauldron and several sleeping mats.

Creatures:

The main camp is home to a coven of 3 **night hags** (MM 178) and their **rot troll** (MToF 244) guard.

Tactics. The rot troll immediately attacks any intruders who enter the room. The hags remain out of melee range and use their Shared Spellcasting to target the party while the troll attacks the most heavily armored character.

7. The Lair

The lair is approximately 60 square feet. There are several tables around the edges of the room cluttered with an assortment of papers, animal parts, jars of unknown substances, and more. Three humanoid corpses lie on the ground against the wall opposite of the entrance. At the southern end of this room, a coven of hags is performing a magic ritual around a large cauldron.

Features:

Portal Stones. Olga Mirecough (Appendix: Stat Blocks) and two other **green hags** (MM 177) are using magic to infuse a glass stone, roughly the size and shape of an egg, with magic. Once infused, these *portal stones* (Appendix: Items) glow a faint purple. The stone the coven is currently infusing has not been completed yet. Twenty additional stones can be found on one of the nearby tables. Without being imbued with magic, the items are not worth much. A successful DC 20 Intelligence (Arcana) check or a *detect magic* or *identify* spell reveal that the hags were creating something using conjuration magic tied to the glass eggs and that shattering an egg will end the spell tied to it.

Stolen Documents. Searching the tables, the adventurers find a stack of official documents sealed with an unknown stamp. These are the documents stolen from Ceana, the eladrin soldier the party encountered on the road. The documents include a message handwritten in Undercommon to a mysterious person named *"Khadhakr."* It contains information about the Seelie city and Titania, the Queen of Light. The messages instruct Khadhakr to gather an army and strike the city, utilizing magic portals provided by the hag, Olga Mirecough. One letter mentions that several materials were provided to the hag in order to imbue a set of stones with the portal magic.

The documents reveal that upon Khadhakr's success, further strikes against other cities, such as Calimshan, Neverwinter, and Waterdeep, will follow. Khadhakr has been advised to strike on the night of the summer solstice, when their target's guard will be down and the attack will run the least amount of risk. Any character who succeeds on a DC 10 Intelligence (History) or (Nature) or Wisdom (Survival) check recalls that the upcoming summer solstice will take place in the next day or two.

Corpses. The three humanoid corpses consist of a winter, summer, and autumn eladrin. Each corpse has a tattoo of a faerie dragon on their left arm.

Creatures:

The coven includes **Olga Mirecough** (Appendix: Stat Blocks) and 2 **green hags** (MM 177).

Development:

At this point, the party may want to rush to the Seelie Court to deliver the recovered documents to Titania. If they follow this course of action, they arrive in the city safely. If they choose a different course, the party is met by an armed force of thirty to forty eladrin riders, who use the varied statistics of **autumn**, **summer**, **winter**, and **spring eladrin** (MToF 195-197). The riders are led by a commander sent by Khemed Al-Jassan to aid the group.

> **DM's Note:**
> Unbeknownst to the party at this time, Ceana is a high ranking spy in Titania's employ. After arriving in the city and recovering from her injuries, she urged the queen to send aid to the party with all haste.

Part 3: The Fey Who Kicked the Quickling's Nest

The Seelie Court is a wonder to behold, one which few non-fey are privileged enough to see. The court is a living structure which gains its shape from the graceful white ash trees which surround it and whose branches intertwine above. Delicate streamers of blue, pink, and purple adorn the living ceiling and sway with the gentle breezes that move through the boughs above. Along the edges of the court stand statues of various fey creatures, each carved from gold and adorned with many jewels demonstrating the great wealth of the Seelie Queen. Two small rivers gently flow along the central path leading directly to the center of the room; atop the streams float gem-encrusted flowers. At the end of the path sits a large throne in the shape of an ice dragon, and upon the throne sits Titania, the Queen of Light.

When the party arrives at the Seelie Court, **Titania** asks them to enter one of several portals that have appeared in her city and end the threat to the Seelie people and the lands of Toril. The tunnel leads to a Feydark fortress constructed in a style similar to Toril military forward encampments, in preparation for war. The portal is being used by a fomorian warlord to send redcaps, trolls, and other fey creatures to the Seelie Court in an attempt to destroy Titania and enslave or kill the remaining Seelie people. Titania has the statistics of an **empyrean** (MM 130).

Features:

Titania's Court. At the Seelie Court, the party is greeted by Khemed Al-Jassan, who urges them to have an audience with Titania and asks for the stolen documents; he also asks if there were any other survivors. If the party produces the documents, Al-Jassan gives them to a soldier riding a giant dragonfly who immediately speeds off toward Titania's throne. Al-Jassan and a group of **eladrin** (MToF 195) soldiers then escort the party to a position in front of the queen. If the party refuses to produce the documents, they are still escorted hastily to stand before Queen Titania, who asks for them herself.

Once presented to the Queen of Light, Titania says, "My spy has informed me of the task she asked of you. Seeing you here must indicate that you have been successful to some degree. My advisors have also informed me of your role in Ceana's rescue and of her value to the realm. In case you did not read the documents you have reclaimed from the trolls, they reveal a plot to attack this fair court and overthrow the Seelie people tomorrow night. My army is already preparing to defeat this threat. For now, rest in the comfort of the Seelie Court. I fear you will be needed again tomorrow.

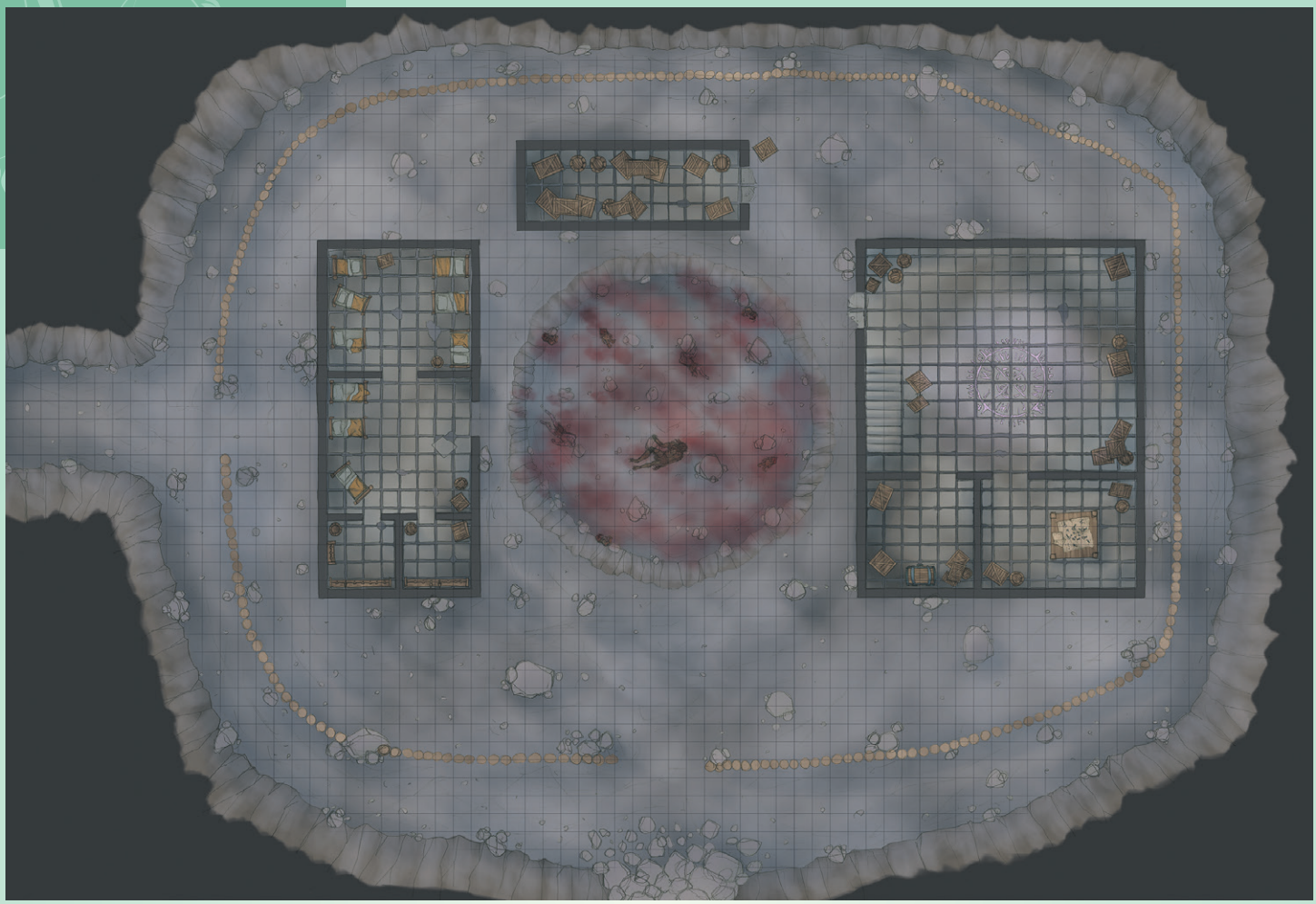
A Night's Rest. The party is given quarters and meals of significant quality. All of their needs are tended to and should they ask for anything, the attendants assigned to them do their best to provide.

Royal Request. After a long rest, the party is once again summoned to the Seelie Court, where they are greeted by Khemed Al-Jassan and a **summer eladrin soldier** (MToF 196). In the distance, the sounds of fighting ring through the court. Faint screams can be heard from over the din of the clash of steel and the occasional explosion can be felt as much as heard.

Al-Jassan proclaims the following to the party:

"Greetings, friends! Titania wishes to express her gratitude for the rescue of her servant and for bringing us the documents you obtained from the hags of Jade Swamp. We have taken the information in the documents and have thwarted the bulk of the attack. Our army is busy pursuing the last of the attackers but there remains one portal open still.

"Queen Titania and King Oberon have informed me that you will be greatly honored and rewarded (something that is



almost unheard of in our world!) for your assistance in thwarting the attack. Our queen and king would like to ask one more task of you: investigate and eliminate the last remaining portal, and learn how this attack was accomplished.

Al-Jassan gives the party time to make a decision. If the party agrees to perform the task, proceed to The Fortress. If the party declines, proceed to The Aftermath.

The Fortress

You are escorted to the familiar site of a large glowing ring of swirling purple light. The center of the glowing circle is black.

"The center is dark because there is no light on the other side," mentions a nearby soldier. "We do not know what else awaits you. Be wary!"

Features:

Portal to the Feydark. The remaining portal leads to the Feydark, a subterranean realm devoid of light. Characters without darkvision must produce or carry light in order to see. Apart from the sounds of small stones falling somewhere in the distance, there is no sound throughout the cavern at the portal's entrance.

The air is musty and smells of burnt stone.

Quickling Nest. This cavern was once a quickling's nest with a single tunnel leading out into the darkness beyond. The nest, a honeycomb of small caverns, looks to be completely burnt. Several small bodies, each destroyed by fire, lie strewn about the cavern. A DC 10 Intelligence (Arcana) check reveals that the nest looks as if it was totally destroyed by magical means. The bodies are those of quicklings. Apart from the bodies, there is nothing of value here.

Tunnel. The tunnel leading out of the cavern is 10 feet wide and extends for roughly 50 feet before opening up into a large cavern. The cavern is mostly natural with some rough hewn spots around the edges. It is 200 feet wide and 275 feet deep with a ceiling 50 feet overhead. The ground is uneven but easy to navigate. There are several piles of stone scattered throughout the cavern. Some are natural and some were recently created.

Fortress Walls. In the middle of the cavern stands a fortress surrounded by 20-foot tall stone walls. There are no gates to the fortress, but instead just openings in the walls. There is one such opening on the west side nearest the portal and one on the south side.

Buildings. Inside the fortress walls are three hurriedly erected buildings, each very basic with no windows and only a single door. These buildings consist of a barracks, a storehouse, and a two-story headquarters. A pit that looks like it was used as an arena has been hastily carved into the ground near the southern side of the fortress.

Creatures:

A group of 8 **redcaps** (VGtM 188) patrols the outside of the fortress wall. They immediately attack any creature that is not accompanied by a fomorian or troll. A **fomorian** (MM 136) warrior, accompanied by 4 **redcaps** patrols inside the fortress. Due to a recent collapse of a tunnel on the southern cavern wall, they are on high alert and may be encountered at any time while the party is in the cave.

Barracks

This large building is 100 feet long and 40 feet wide. It looks like it could hold a host of soldiers, as there are several makeshift bunks in each of its two largest rooms. Two smaller rooms with empty racks on the walls look as if they could be used for weapon storage.



Creatures:

Inside the barracks, the party members encounter a **dire troll** (MToF 243) and a **troll** (MM 291) rummaging through the crates and barrels in hopes of finding something valuable. However, there is nothing of value in the barracks.

Storehouse

This single room building is 60 feet wide and 25 feet long. It is packed nearly full with foodstuffs and supplies such as ropes, bottles, oil, and waterskins.

Treasure. Characters can replenish basic supplies and find any items listed in the Adventuring Gear Table (PHB 148) here.

Arena

This pit is 5 feet deep and 80 feet in diameter. The fomorians, a race of creatures for whom strength is an indication of rank, used this arena to test each other's worthiness to participate in the upcoming battle. Only those who proved unfit remain, and the arena floor is littered with the bodies of dead trolls, fomorians, and redcaps who fell in one-on-one combat.

Treasure. If the party spends at least 1 hour searching among the corpses, they find a *+1 ring of*

protection, a *+1 longsword*, and 15 gp worth of various trinkets scattered among the remains of the dead.

Headquarters

This two-story building is 200 feet wide, 275 feet long, and 30 feet tall with a flat roof. Like the other buildings, it has a single door on the front and no exterior windows.

Creatures:

Inside are **Khadhakr** (Appendix: Stat Blocks) and 3 **annis hags** (VGtM 159), who are planning to escape using one last *portal stone*. The hags complete the ritual to imbue the *portal stone* with magic several seconds before the party enters the room. They have yet to draw the necessary runes in order to teleport.

Tactics. In an effort to maintain his appearance as a strong leader, Khadhakr commands the hags to attack immediately while he keeps a distance, attacking only those who are already engaged with one of the hags. Khadhakr and the hags fight to the death.

Development:

Once the party defeats Khadhakr and the hags, they may search the rest of the building. If so, they discover an unused *portal stone* (Appendix: Items), as well as several maps of the Seelie Court with many strategic locations marked. The party recognizes these markings as portal locations which an untold number of enemies could use to enter the city quickly and quietly. In another room, the party finds a much larger map of the Seelie Court, also marked in several locations. Accompanying the maps are a set of detailed instructions written in Undercommon. The instructions are addressed to Khadhakr and explain how to use the portal stones, as well as when and how to attack.

Treasure. In one of the rooms, the party discovers a locked chest, which can be unlocked with a successful DC 15 Dexterity check made with thieves' tools. The chest contains 523 gp and 62 pp.

Aftermath

Once the party leaves the fortress and the cavern, they are once again greeted by Khemed Al-Jassan and a contingent of eladrin soldiers. They all look as if they have been in combat recently, wounds and scrapes clearly visible on their once pristine uniforms and armor. The soldiers escort the adventurers to the Seelie Court, where Queen Titania and King Oberon stand smiling down at them. A spokesperson for the queen and king steps forward and proclaims:

> **"Queen Titania and King Oberon wish to thank you for your assistance in this most recent attack upon our fair city. As a token of our thanks, our Queen has bestowed upon you the title 'Friend of the Fey.'"**

Friend of the Fey. You have helped overthrow a plot against the Seelie Court and the fey people. Your name has become well-known in the Feywild and you find that the creatures of the Feywild no longer consider you an outsider. You are able to stay in the Feywild without incurring any lifestyle expenses. Additionally, you have advantage on all Charisma (Persuasion) checks while dealing with residents of the Seelie Court.

If the party closed the final portal, read or paraphrase the following:

> **"As you are also peoples of Toril, you are each further awarded one thousand pieces of your country's gold. Finally, the queen and king have granted you each an item of magical power. Inside this chest, you will each find one item. You may take it or not, but after the chest is closed, it will not appear again."**

Rewards. At this time, two eladrin bring forth a chest and each player is asked to approach individually. Each player should roll for the item once on Magic Item Table G (DMG 147). The character may accept the gift by taking it out of the chest, or they may reject it, in which case, the lid closes and the item disappears.

The court cheers and applauds each adventurer as they approach the chest. After all party members have been offered an item, the assembly is dismissed.

Concluding the Adventure

Khemed Al-Jassan has learned the following information, which he divulges to the party:

- Ceana, the eladrin soldier the party rescued, is a personal friend of Queen Titania.
- Forty portals opened in the city at the time of the attack. The information in the recovered documents was instrumental in identifying both the number and locations of the portals. The Seelie army was able to defeat their enemies, though the cost was higher than expected. None of the intruders were able to breach the Seelie Court.
- The attack was orchestrated by someone who, at this time, remains a mystery. Queen Titania is investigating further.
- The nature of the magic used to create the *portal stones* remains a mystery, too.

Appendix: Random Encounters

Daytime Encounters

d4	Encounter
1	8 redcaps (VGtM 188)
2	1 dryad (MM 121) who is searching for her missing tree
3	3 annis hags (VGtM 159)
4	1 dire troll (MToF 243) and 1 troll (MM 291)

Nighttime Encounters

d4	Encounter
1	3 bheur hags (VGtM 160)
2	1 blue faerie dragon (MM 133) that causes a bit of mischief
3	3 korred (VGtM 168) forming a hunting party
4	6 yeth hounds (VGtM 201)

Appendix: Items

Portal Stone

Wondrous item, very rare

This small glass stone is the approximate size and shape of a chicken's egg. It glows a purple hue when active. The stone opens a portal, as with the teleportation circle spell, to a designated location that remains for an amount of time specified by the caster, up to 24 hours.

Any creatures of Huge size or smaller can enter or exit the portal at will until the portal is closed or the stone is destroyed. A creature can activate a portal between two locations on the same plane of existence. At both locations, a rune must be drawn on the floor in a space capable of supporting the portal (at least ten feet in all dimensions). The portal can be opened by touching the stone to both runes within the span of one tenday.

Once both points are touched, the portal immediately opens and remains open for up to 24 hours or until the portal stone is destroyed or taken to another plane of existence. Once the portal is closed, the stone turns to dust and cannot be restored or repaired.

The portal stone has an AC of 13 and 5 hit points. It is resistant to all damage.

Appendix: Stat Blocks

Khadhakr

Huge giant (fomorian), chaotic evil

Armor Class 18 (natural armor)
Hit Points 195 (17d12+85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	10 (+0)	14 (+2)	8 (-1)

Skills Perception +8, Stealth +3
Senses passive Perception 12
Languages Giant, Undercommon
Challenge 8 (11,500 XP)

Actions

Multiattack. Khadhakr makes two attacks with his warhammer or makes one warhammer attack and uses his Evil Eye once.

Warhammer. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d12 + 6) slashing damage.

Evil Eye. Khadhakr magically forces a creature he can see within 60 feet of him to make a DC 14 Charisma saving throw. The creature takes 27 (6d8) psychic damage on a failed save, or half as much on a successful one.

Curse of the Evil Eye (Recharges after a Short or Long Rest). With a stare, Khadhakr uses his Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity. The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.

Muddle

Medium elemental, neutral evil

Armor Class 17 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft., burrow 30 ft.

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

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., truesight 120 ft., passive Perception 10
Languages telepathy 120 ft.
Challenge 6 (2,300 XP)

Mud Glide. The muddle can burrow through nonmagical, unworked mud or soft earth. While doing so, the muddle doesn't disturb the material it moves through.

Damage Transfer. Each time the muddle is hit with an attack while grappling a creature, the muddle takes only half the damage dealt and transfers the remaining damage to the creature it is grappling.

False Appearance. While the muddle remains motionless, it is indistinguishable from mud.

Actions

Multiattack. The muddle makes two slam attacks, or one slam attack and one smother attack.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. When the muddle hits a Medium or smaller creature with its smother attack, the creature is grappled (escape DC 15). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating. In addition, at the start of each of the target's turns, the target takes an additional 12 (2d6 + 5) bludgeoning damage. The muddle cannot grapple more than one target at a time.

Olga Mirecough

Medium fey, neutral evil

Armor Class 18 (natural armor)
Hit Points 180 (20d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	14 (+2)	16 (+3)	22 (+6)

Skills Arcana +6, Deception +10, Perception +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities lightning
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 17
Languages Common, Draconic, Sylvan
Challenge 11 (7,200 XP)

Innate Spellcasting. Olga's innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 18), requiring no material components:

At will: *detect magic, druidcraft, silent image*
3/day each: *hypnotic pattern, invisibility, phantasmal force*
1/day each: *creation, mislead, phantasmal killer*

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

Legendary Resistance (3/Day). If Olga fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. Olga makes two attacks with her claws.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage plus 9 (2d8) poison damage.

Illusory Appearance. Olga covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if she takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, Olga could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that Olga is disguised.

Illusory Reality. When Olga casts an illusion spell of 1st level or higher, she can choose one inanimate, nonmagical object that is part of the illusion and make that object real. Olga can do this as a bonus action while the spell is ongoing. The object remains real for 1 minute.

Reactions

Mud Form (1/Day). When Olga takes damage, she can take on a mud form. While in this form, she has Resistance to nonmagical damage (including the triggering damage), and advantage on Strength, Dexterity, and Constitution saving throws. Olga can pass through small holes, narrow openings, and even mere cracks. While in this form, she cannot talk, manipulate objects, attack or cast spells. This form lasts for 1 minute, or until she dismisses it as a bonus action. If Olga is in a muddy terrain, she becomes hidden and requires a DC 20 Wisdom (Perception) check to spot her.

Legendary Actions

Olga Mirecough can take 3 legendary actions, 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. Olga regains spent legendary actions at the start of her turn.

Claw Attack. Olga makes one claw attack.

Summon Muddle (Costs 2 Actions). Olga reaches into the swampy muck and pulls forth an oozing puddle of mud. The muddle appears in an unoccupied space within 5 feet of Olga and acts as her ally. It remains for 1 minute, until it or Olga dies, or until Olga dismisses it as an action.

Cast a Spell (Costs 3 Actions). Olga Mirecough uses her innate spellcasting as normal.



The Gypsum Forest

Stories tell of an ancient slumbering creature and groves that bloom forever in spring. Treasure seekers may find themselves lost in the labyrinth of the Feywild, never to return. Can the party escape the Gypsum Forest?

Written by Elise Cretel

This adventure is optimized for four to six 13th-level characters.

Adventure Background

An ancient archfey named Lovenia created an enchanted forest to protect her small domain. Her enchantment allows creatures to enter, but they have great difficulty getting out. Most end up trapped in the dual planes of Lovenia's domain: one realm of spring and a mirrored realm of frost. Deep within the frosty realm, Lovenia slumbers in transcendence.

The Frost Realm is a wintery, mirror image of the Gypsum Forest's Spring Realm. Adventurers can reach the Frost Realm after passing through the Gypsum Archway. Lovenia created an alternate realm to stave off intruders and protect her eternal resting place.

> **DM's Note:** The locations are numbered by the locations on the map and in the order they appear in the adventure. The frost realms of each spring realm were kept near their mirrored realm to easily compare the two.

The Gypsum Forest is a demiplane created by a powerful archefey named Lovenia. Entering this plane is subtle and most do not realize they have entered the realm until they look back and realize there is nothing but trees behind them. Entering the Gypsum Forest can be as simple as stepping off the fey forest path. Once in the Gypsum Forest, the adventurers find themselves in the Spring Realm. They must explore the spring and frost realms and seek out the resting place of Lovenia to find a way out.

Dramatis Personae

Lovenia. Lovenia is an ancient nature archfey whose name has been lost in modern historical texts. Only rare texts hidden in the Feywild bear her name and mythology. She represents self improvement, growth, and transcendence during life. She is also the deity of eternal spring and life. Lovenia's symbol is the butterfly and its metamorphosis represents personal growth.

Drake the Dragon. Drake is an overweight adult blue dragon who has been trapped in Lovenia's Spring Realm for centuries. The magic of the Gypsum Forest has permanently mellowed him. He is friendly and appreciates a wide variety of foods. He is lazy and unlikely to aid the party without clever persuasion, but he is willing to attempt to escape the forest. If the party helps Drake escape, he will gift each party member with a high five, 1d12 gp, and a *ring of cold resistance* (DMG 192).

Ajattara the Dragon. Ajattara is a disgruntled adult white dragon trapped in the forest's Frost Realm. She prowls the Ice Wolf Forest and is unaffected by the cold, wintery weather. She is very territorial and attacks anything that enters her forest.

Adventure Hooks

Lost. The adventurers are headed to a destination in the Feywild and accidentally stumble into the unmarked Gypsum Forest. They realize they are trapped when they begin to encounter familiar landmarks over and over again.

Map. The adventurers come upon a strange map in a fey curiosity shop. The mapmaker mischievously sends unwitting travelers to a small temple in the Gypsum Forest.

Fey Quest. A local fey sends the adventurers to a prominent location in the Gypsum Forest to get rid of them.

Lovenia's Domain

1. Sacred Grove of Lovenia

The trees are heavy with brightly covered blossoms and warm spring breezes. Fruit dips from the branches and small animals hop from the benches tucked beneath the cascade of flowers. In the center of the garden stands a statue of an elven woman accented with vines and flowers. Branches open up ahead to another forest grove.

Fresh flowers and fruit trees have overgrown a once well-kept garden. A successful DC 17 Intelligence (Investigation) check reveals old foundations of a temple now surrounding the sunken statue. There is a dip in the earth toward the north end of the foundation. Digging in the foundation area reveals mosaic tile flooring, 50 gp worth of ancient coins, an amethyst worth 50 gp, and a jade statue of Lovenia.

Hidden Chapel. If the adventurers dig two feet down where the dip in the earth is, they uncover stairs leading to a small temple basement with three stone benches. The tops of the benches contain the following spell scrolls: *entangle*, *healing word*, and *animal messenger*. There is a small stone box on a modest pedestal containing a *potion of growth* and a *pearl of power*.

Statue. Vines reach from the earth and wrap around the statue as birds land on it. This is the statue of Lovenia, a nature archfey whose name has been lost with time. A successful DC 13 Intelligence (Investigation) check reveals a star-shaped gem hidden in the grass.

12. Sacred Frost Grove of Lovenia (Frost Realm)

This familiar grove has been struck by the heavy hand of winter. Magic is thick in the air and its electricity seems to engulf your being. A new passage lies ahead and you feel as though something unseen is beckoning you to come closer.

The same sacred grove is now encased with thick ice as snow gently falls. It is cold and cloudy. The trees and shrubs are barren with a thick layer of glimmering frost. Ahead lies a pathway to the Gypsum Glade.

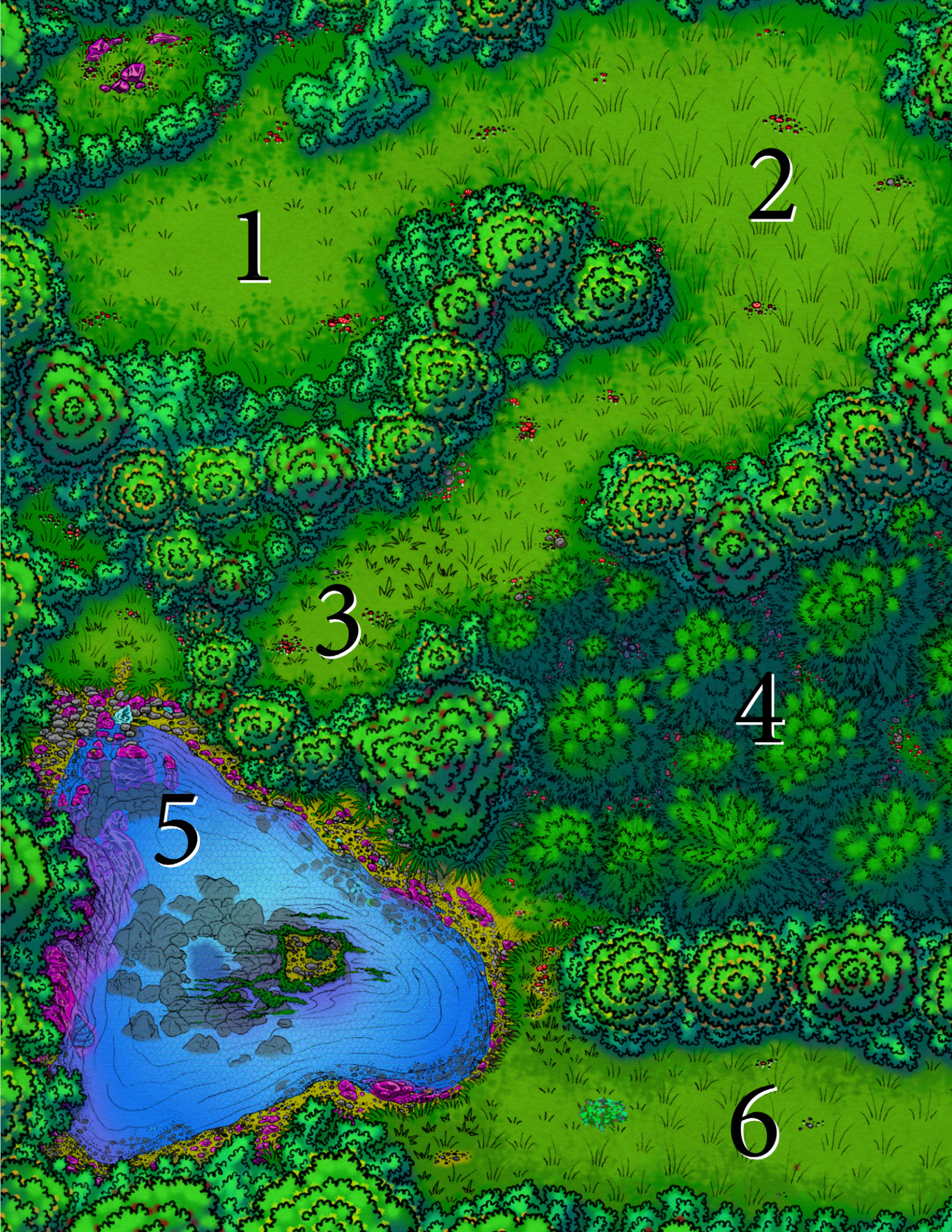
Sheet of Ice. There is a thick sheet of ice encircling the base of the statue. Breaking the ice reveals a *staff of frost* (DMG 202) lying in the yellowed grass below.

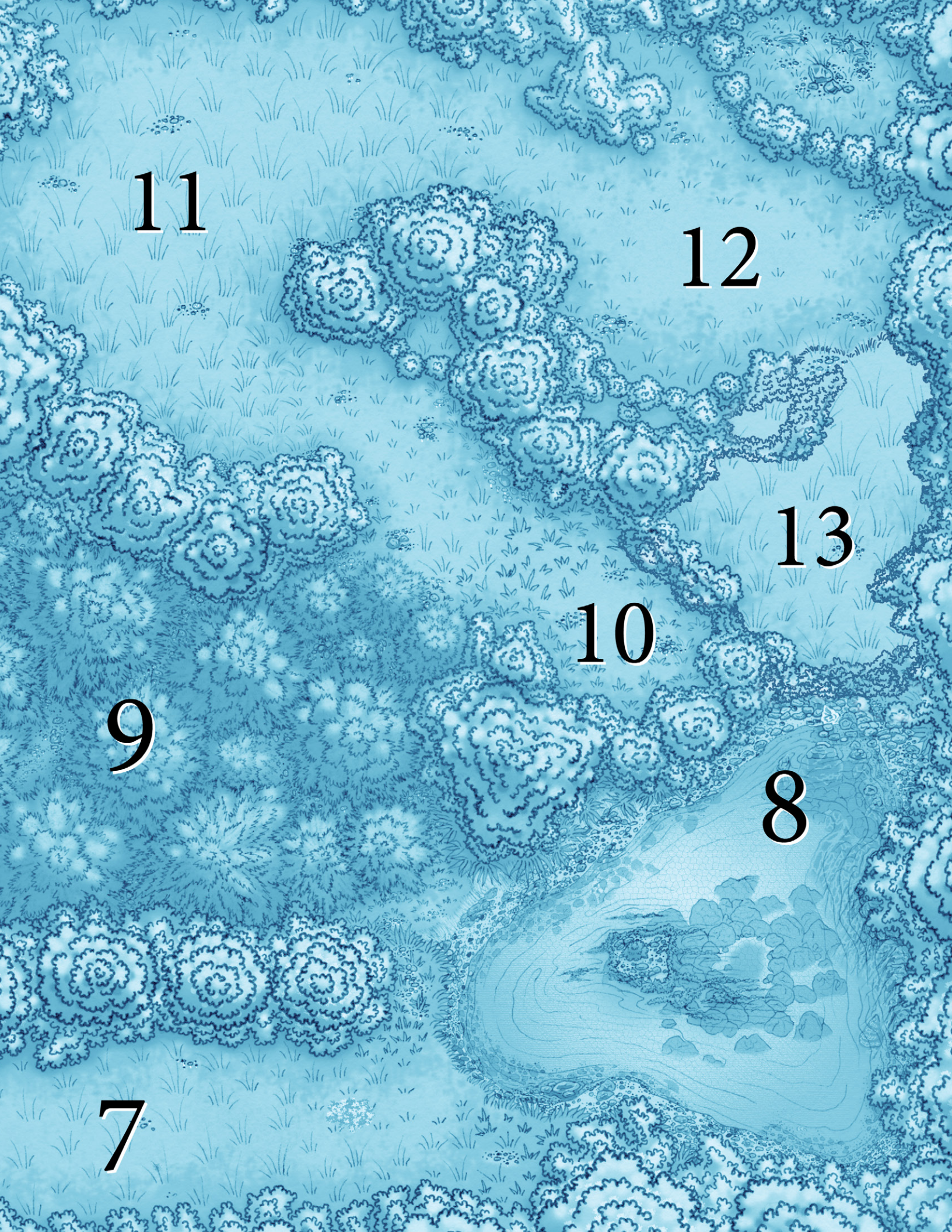
2. Dragon in the Meadow

The birds flutter through the fruit trees as an overweight adult blue dragon lies on its back fanning itself with its wing, its large belly rising and falling as it breathes in the fresh spring air. The dragon lazily turns its head toward the party, sniffing the air. Its scales sparkle in the light with every movement.

The dragon's name is Drake and he is an **adult blue dragon** (MM 91). If anyone has food on their person, Drake is able to identify it by smell and asks for some. The dragon is peaceful, likely an effect of being banished to this enchanted realm. Drake talks to the party but he tires easily and is too tired to get up. He might roll over to converse or swat at giant fey insects with his tail.

Drake the dragon has a fairly large hoard of fruit


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and nuts he has convinced small creatures to collect for him. He is happy to share a few pieces. Party members can roll a d10 to determine how many days of rations composed of fruit and nuts they find in the pile; the number rolled equals the number of rations they find. Drake mentions he has been stuck here in the meadow for centuries. He seems to have been permanently affected by the fey magic of this area.



11. Dragon in the Snow (Frost Realm)

The cold air penetrates to the bone. A gentle stone dragon sits silently in a snowbank among a pile of fruit made of pure ice.

The fruit that once hung from the trees now rests on the ground as perfectly polished, fruit-shaped ice that glimmers in the cloud-covered light. A large stone statue of a dragon sits at the center of the grove. A successful DC 15 Intelligence (Investigation) check reveals a star-shaped sapphire tucked in its coiled tail. Large gypsum stones jut out of the ground around the area.

3. Stone Chest

Bird song echoes through the dark green forest. In the center of the grove is a round stone platform. A large stone chest with ancient runic carvings sits in the center of the platform, covered in moss.

Anyone fluent in Sylvan or Elven recognizes the runic language as Eladrin. Otherwise, a successful DC 17 Intelligence check deduces the origin.

This is a calm, safe area in the forest. A large stone platform sits in the grass. The platform has arcane carvings that depict the cosmos. A successful DC 14 Intelligence (Investigation) check reveals a peridot star in the grass near the platform.

Stone Chest. In the clearing is a stone platform upon which sits a large chest. This chest is made of solid stone and has no contents.

Stone Pillars. Five stone pillars built of finely crafted masonry surround the platform. Each has a butterfly carved into it. A successful DC 18 Intelligence (Investigation) check reveals that one of the stones with a butterfly comes loose. Behind the stone is a *ring of cold resistance* (DMG 192) and 33 pearls worth 7 gp each.

10. Crystal Chest (Frost Realm)

Large snowflakes begin to fall and a quartz treasure chest glistens on a platform. The wind whistles past the heavy stone.

Banks of snow slowly blow across the stone platform. The platform has four star-shaped indentations carved into its circumference. Brushing the snow away reveals them. The gemstone stars fit perfectly into these indentions. Each time a stone is placed, runes of blue magic glow on the platform. The trees gently creak in the winter winds. The stone chest in this realm glows with the blue magic of the moon goddess, Selûne.

Frost Chest. This chest is made of solid clear quartz and has no contents. If the peridot, aquamarine, sapphire, and emerald star gems are placed in the star-shaped sockets in the platform, the quartz chest magically hollows out and the following items appear within: a *frost brand longsword* (DMG 171), 3 spell scrolls of *chromatic orb*, and an amethyst stone carved into a butterfly worth 50 gp.

4. Winter Wolf Forest

The Winter Wolf Forest is heavy with brush and foliage. A path of chipped wood meanders through the trees. This part of the wood is silent and still outside of the rustle of leaves towering above.

Wolf Attack. If the party does not attempt to move stealthily through this area or if they attempt but don't succeed on a DC 15 Dexterity (Stealth) check, 4 **werewolves** (MM 211) and 1d10 + 1 **wolves** (MM 341) come out of the woods and attack.

Tactics. During the encounter, the werewolves can use an action to howl and summon 1d6 wolves from the woods. They do so until they have been defeated. Once the werewolves are defeated, the wolves stop appearing from the woods and any remaining summoned wolves flee. The werewolves speak Common and Sylvan.

9. Ice Wolf Forest (Frost Realm)

The towering trees loudly creek in the wind and the frost is thick. The howl of large wolves can be heard in the distance as you feel the snow crunch beneath your feet.

The Winter Wolf Forest is heavy with snow. The deep banks off the path are considered difficult terrain. When entering this forest, the party immediately encounters 6 **winter wolves** (MM 340). During each round of the encounter, 1d8 **dire wolves** (MM 321) appear.

To the north is a stone wall with an archway leading to the Gypsum Glade. If the adventurers approach the archway after the encounter with the wolves, read the following:

The snow crunches loudly beneath your feet. The sound of heavy, beastly breathing can be heard among the trees. Ahead two cold, sharp eyes pierce into your being as the dragon's steaming breath puffs into the winter air.

When the party travels back to this area after visiting the Gypsum Glade, Ajattara, an adult white dragon appears, waiting for the adventurers in the forest.

Ajattara. An **adult white dragon** (MM 101) patrols the center of the forest. Her name is Ajattara and she is a territorial dragon of this icy forest. She attacks any creature that enters her forest on sight.

Icy Orb. An orb made of ice hovers 20 feet in the air at the center of the forest and 1d10 + 2 **ice mephits** (MM 215) emerge from the orb each round of the encounter. The orb must be destroyed in order to stop the mephits from appearing.

Skeleton. A successful DC 13 Intelligence (Investigation) check in the woods reveals the skeleton of an adventurer. It appears the explorer died of old age near makeshift graves of fellow party members. The rusted head of a mace and a hatchet rest next to the skeleton, which has sunken into the frozen earth. The wooden handle disintegrated long ago.

5. Gypsum Lake

The forest becomes less dense and a large lake rippling with fallen leaves lies ahead. The sun sends a kaleidoscope of beams across the forest floor in the breeze. An old oak fishing boat is tied to a small, moss-covered dock built into the lake. Small birds flutter amongst the trees as butterflies gently land on exotic woodland flowers.

This part of the forest has less dense tree cover and a grassy forest floor dotted with leaves and flowers. The sun glitters over the rippling water and the wind gently rocks the boat, which is full of fishing gear. The wood chip path leads to the dock and wraps around the lake.

Boat. The Gypsum Lake has a small moss-covered dock with a small fishing boat tied to it. The boat can hold six people and contains six life vests, a fishing pole, fishing nets, bait, a star-shaped emerald, and two oars.

Fishing. If anyone attempts to fish, roll on the following table.

Fishing

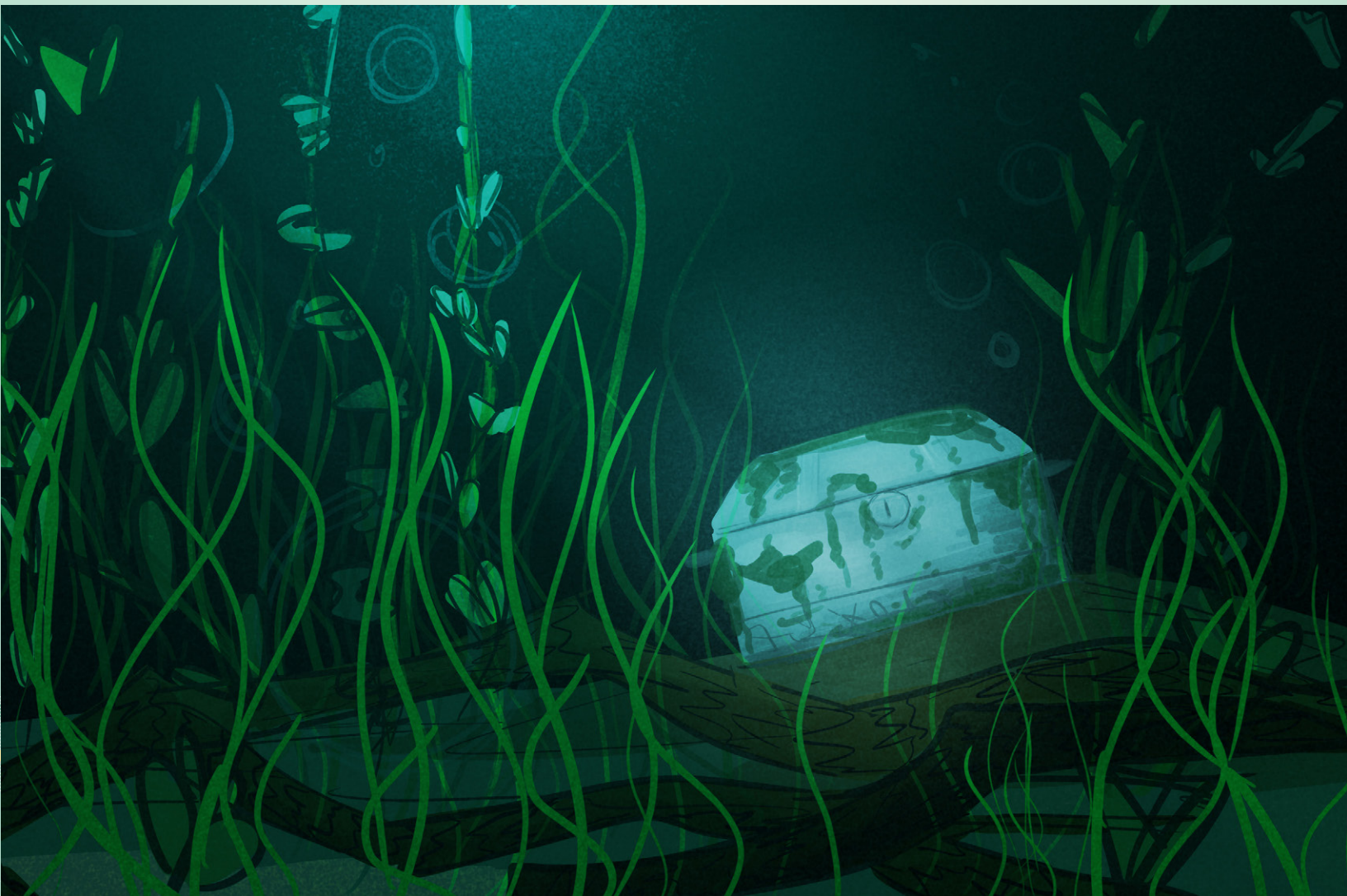
1d10	Fishing Outcome
1	Catch a snag!
2	Catch a 5-pound fish worth a day's ration!
3	Catch an old boot!
4	Catch a branch covered in algae!
5	Catch a snapping turtle who tries to bite! Snapper deals 1d6 damage. Ouch!
6	Catch a 10-pound fish worth 2 rations!
7	Line hits the bottom!
8	Catch a soggy bag with 10 gp and an expired *potion of healing* (restores half as many hit points)!
9	Catch a slimy blob of algae!
10	Catch a 20-pound fish worth 4 rations!

Hidden Chest. If the adventurers travel to the center of the lake, they notice small ripples emanating from the water. If they dive down to the center of the lake, they find thick mud, pebbles, branches, and slick algae. A pile of brush covers something below. If they swim to the bottom and pull away the algae-covered branches, they recover a chest. The stone chest has sunk about halfway into the mud and requires a successful DC 18 Strength (Athletics) check to pull it to the surface. The chest is made of solid stone and has no contents. The chest, however, has an arcane key hole. The silver key adorned with the oak leaf from the Frost Realm transforms the chest into wood and opens it, revealing a *feather token* (DMG 188), a *potion of water breathing* (DMG 188), and 3 *potions of healing* (DMG 187).

8. Icy Gypsum Lake (Frost Realm)

The wind grows stronger as the forest opens up onto a frozen lake. An old boat is stranded at the center of the lake, caught in cracked ice. It slowly creaks back and forth in the wind as the wood knocks and scrapes the ice. Large flurries of snow quickly swirl across the solid ice.

Frozen Lake. In the Frost Realm, the lake is completely frozen. The fishing boat is trapped in the middle of the lake, gently rocking in broken ice. There is a small gap of water between the ice and the boat. Snow drifts litter the ice and the banks, but the center of the lake is cracked and clear of snow. Below



the boat, under the ice, is a translucent, glowing orb 30 feet down with a key inside.

A creature entering the freezing water must succeed on a DC 10 Constitution saving throw at the end of each round or gain 1 level of exhaustion. Creatures resistant or immune to cold damage automatically succeed on this save (Extreme Cold, DMG 110). Creatures suffering cold-based exhaustion can remove a level of exhaustion for each hour they are warmed, such as standing near a large fire. A successful DC 12 Wisdom (Medicine) check reveals how to aid someone suffering from such exhaustion.

Boat. This boat is made of gray, rotting wood and contains a rusting, ice-covered fishing pole and fishing net.

Orb. The orb glows blue with frost magic and lies in a depression 30 feet below the fishing boat. A silver key floats inside. A successful DC 15 Intelligence (Investigation) check reveals the depression was formed by some kind of heavy box or chest.

A successful DC 20 Intelligence or DC 14 Intelligence (Arcana) check deduces that breaking the orb will release beneficial magic. If the orb is broken, everyone in a 5-foot radius gains resistance to cold damage for 1 day. Inside is a silver key with an oak leaf engraved on it.

6. Gypsum Archway

A large gypsum archway glows blue. The fibrous stone is held together by the Weave and emanates powerful magic that can be felt in the air. Its presence grows stronger as you approach the arch.

Pedestal. In the center of the clearing is a stone pedestal with a stone book lying open upon it. There are Sylvan and Elven inscriptions on the book that read: *Only those with winter's touch may pass*. There are pictograms that also convey the meaning, which can be deduced with a successful DC 16 Intelligence (History) or DC 12 Intelligence (Religion) check.

Archway. Ahead is an archway that has been formed by two trees that meet in the middle. If an adventurer within 500 feet of the gypsum gateway offers a prayer to a deity or patron of winter or casts a spell or uses a magic item that deals cold damage or protects from the cold, a portal in the archway opens. This portal leads to the same location in the Frost Realm, the Frozen Gypsum Archway, which is used to get back to the Spring Realm.

7. Frozen Gypsum Archway (Frost Realm)

Snow heavily falls and the crisp winter air stings uncovered skin. Snowbanks pile against the leafless trees, and a familiar lake lies frozen ahead.

Quartz Pedestal. The book on the pedestal now reads in Sylvan: *Those who hold the warmth of spring shall pass*. If an adventurer within 500 feet of the gypsum gateway offers a prayer to a deity or patron of spring, or casts a spell or uses a magic item that deals fire damage or protects from the fire, the gate opens to the Spring Realm, which can be seen on the other side.

13. Gypsum Glade

Snow crunches beneath your feet as the cold wind sinks into your bones. Snow flurries swirl through the air as a stone sanctuary becomes visible. Tall pillars wrapped with carved leaves, vines, and flowers are caked with frost and snow partially covers a stairway. In the center stands a large statue made of rose quartz resembling an elven woman wearing elegant robes draped in petals and ivy.

If a creature enters the sanctuary, magic fire lights the torches mounted on the inner pillars. The wind begins to swirl with magical frost-shaped leaves and flowers. A woman's voice is heard from all around, but it is hard to determine the source. The voice asks: *"Who enters my place of eternal rest?"*

If asked about this location, the voice reveals that she is an archfey who turned to stone and transcended material existence. She now exists as the pure energy that brings life to the flora and fauna of the Feywild forests. Here she is a dormant seed in the winter months of her existence, and at the same



time, she is a druidic source of life energy. She has become a part of the Weave.

If the adventurers ask how to leave the forest, a swirl of frost reveals a glowing acorn in front of her statue. She says, *"Plant this seed in spring, and a door shall open."* She then tells the party to place their hands on the hand of the statue to receive a blessing. Druids receive a pair of *boots of the winterlands* (DMG 156) as well as a blessing from the table below.

Lovenia's Blessings

d12	Offering
1	*elven chain*
2	*cloak of elvenkind*
3	*frost brand*
4	*crystal ball*
5	*gem of brightness*
6	*medallion of thoughts*
7	*oathbow*
8	*periapt of wound closure*
9	*potion of clairvoyance*
10	*ring of regeneration*
11	*robe of stars*
12	*tomb of clear thought*

Acorn of Spring. Planting this glowing seed anywhere in the Spring Realm causes multiple slender trees to grow and form an arch revealing a portal. The portal leads to the last place the adventurers were before entering the Gypsum Forest, or anywhere the DM chooses. If the seed is planted in the Frost Realm, nothing happens but the seed continues to glow with magic, waiting to be planted in the Spring Realm.

Rewards

- Finding the Key with the Oak Leaf: 1,000 XP
- Solving the Quartz Chest Platform Puzzle: 3,000 XP
- Activating the Gypsum Gate: 300 XP
- Catching a Fish: 50 XP per fish
- Planting the Acorn and Escaping the Gypsum Forest: 700 XP
- Helping Drake the Dragon Escape the Gypsum Forest: 1,000 XP





Winter Wonderland

A magic jewel has been stolen from the Prince of Hearts, throwing him into a terrible, frozen sleep and threatening the balance of power throughout the Feywild. Our heroes enter on a desperate quest to retrieve the jewel—but they're not the only ones after it!

Written by Kian Bergstrom

This adventure is designed for four to six 16th-20th characters and is optimized for four characters with an average party level (APL) of 20.

Adventure Background

The Prince of Hearts, an archfey dedicated to the principles of beauty, gallantry, and love, has been fooled. Some years ago, he took a girl under his wing: Alice Sunmeadowquick, a quiet, studious eladrin orphan whose parents had been killed by fomorians. The Prince brought her into his home and determined to raise her himself, but Alice was not at all what she seemed. Though Alice appeared to be a young elf, she was, in fact, a powerful bheur hag disguised under a spell of extraordinary power. Having gained the prince's trust over the years, Alice was able to steal his heart—literally, his heart. The *Prince's Heart* is a magical jewel, roughly the size of an orc's fist, made of the raw stuff of love itself. Without it, the Prince of Hearts fell first into a deep despair, and then into frozen unconsciousness. For the first time, snow began to fall throughout his lands.

Grandmother Alice took the jewel to her lair, deep within a glacier on the island of Moone's Warden, off the coast of the prince's realm. There, she formed a coven with her fellow bheur hags, Auntie Frantratha Moontoe and Auntie Wolfblossom Elderberry. The coven plots dastardly mischief against Seelie and Unseelie alike for their affronts against hagkind. With the power of the Prince's Heart now at their disposal, they believe themselves to be unstoppable and are merely biding their time until the prince freezes over entirely and they can bring all of the Feywild into an eternal winter.

However, the theft has not gone unnoticed. While the identity of the thieves remains a mystery to all but the hags themselves, the jewel's new location is evident for a glacier forms the epicenter of the great blizzard that sprung up when it was taken. Of course, once within the glacier, the location of the *Prince's Heart* is utterly mysterious. The longer the prince goes without his heart, the colder he and his lands become. The Seelie Court is desperate to retrieve the heart as soon as possible.

No fewer than four powers have sent teams to the glacier to track down and acquire the *Prince's Heart*. These include:

- A group of eladrin, sent by the Unseelie Court, who wish to use the heart to force the Prince of Hearts to join them
- A group of drow renegades, who want the heart to protect themselves from Lolth assassins
- A group of fomorians, who aim to destroy the heart to hurt the fey as part of their ambitions to retake the surface realm
- A group of yuan-ti, who will use the heart to rebuild their empire

A fifth group has also entered the glacier. They do not aim to recover the heart, but to cause mischief. A group of nilbogs and quicklings, finding the cataclysmic and chaotic effects of the jewel's theft hilarious, are

determined to bedevil, annoy, prank, and frustrate anyone attempting to recover it.

Finally, the chaotic magic has drawn a hideous fey dragon called a jabberwock into the glacier. It has no interest in the heart whatsoever. It has but an animal intelligence and senses that powerful, and thus delicious, creatures are within the glacier and it wants to eat them. The nilbogs and quicklings are aware of the jabberwock and avoid it assiduously.

While the Seelie Court is aware that others seek the heart, they only know the identity of one of the teams described above, chosen at random by the DM. They do not know about the nilbogs and quicklings or the jabberwock.

The party's mission, should they choose to accept it, is to enter the glacier, acquire the *Prince's Heart*, and return it to the Prince of Hearts before he entirely freezes through. The clock is ticking.

Adventure Summary

The party is called upon to retrieve the *Prince's Heart*, a powerful fey artifact stolen by a coven of bheur hags. Without it, the Prince of Hearts is dying and turning into ice and the fey realm is freezing over with him. If the party cannot bring the artifact back before the Prince of Hearts transforms entirely, he will be lost forever, and the Feywild will enter a permanent arctic winter. Unfortunately, the heart's theft has not gone unnoticed, and adventurers are not the only ones seeking it.

The heroes locate the heart within a massive glacier on the island of Moone's Warden in the Feywild. They arrive on the island during a terrible blizzard and see evidence that at least one group has already entered the glacier. After they make their way in, they must navigate a confusing fey maze formed in the glacier's cracks in order to reach the center, where the hag coven has made its lair.

Along the way, they encounter several obstacles, including up to four of the opposing groups also seeking the heart, the mischievous band of nilbogs and quicklings, and the dreadful fey dragon. Eventually, the heroes confront the hags and, if they're lucky and strong enough, retrieve the *Prince's Heart*. After that, they must make it out of the maze and return the heart to the Prince.

Adventure Hooks

Planar Troubles. Since this is a 4th tier adventure, the heroes may already have a connection to the Feywild. Fey creatures can feel that something is terribly wrong, though they have little knowledge of the theft of the *Prince's Heart*. Party members with fey ancestry are sickened as a result of the theft or otherwise drawn to the Feywild by an urgent need to correct an imbalance there. Conjuration spells that summon fey creatures begin to fail or produce strange results across the planes, leading spellcasters who use such magic to realize that something is very, very wrong in the Feywild.

Cry for Help. The theft and ensuing crisis have caused a mass exodus of fey creatures from the Feywild. The party hears what has happened through a chance encounter with a satyr or eladrin. If any party member has a pixie familiar, they learn of the *Prince's Heart* from the creature.

Power. A party of evil characters may be hooked by hearing of the theft and wanting to claim the artifact for themselves.

Running the Adventure

What the Seelie Court Knows:

Once the party arrives in the Feywild, the urgency of the crisis is obvious. The Prince of Hearts is at the Seelie Court, attended by a host of archfey, all doing their best to sustain his life until his heart is returned. They recognize how powerful the heroes are and beseech them to recover it. The archfey know and freely share the following:

- The thief is Alice Sunmeadowquick and she took the artifact to her glacier on the island of Moone's Warden. The Seelie Court is unaware that she is a hag.
- The *Prince's Heart* is a deep red jewel made of pure love itself, about the size of an orc's fist, cut

into a heart shape. It is always warm to the touch and very faintly glows in a swirling, pulsing light. Without his heart, the Prince of Hearts will turn to solid ice.
- The theft of the heart has been noticed throughout the planes and several powerful factions are vying for it. The Seelie Court knows the identity of one of the four factions, chosen at random.
- The heart must be returned within one to four days, depending on the strength of the party.

If pressed, the members of the Seelie Court reluctantly reveal the following as well:
- Unless his heart is returned, the Prince of Hearts will not only freeze but actually die.
- The *Prince's Heart* is one of seven fey artifacts that hold the Feywild together. Each of these artifacts has an appointed guardian who uses it to tend to the delicate balancing act that is fairyland. The loss of one artifact can be withstood, but two have already been taken from their Archfey. Therefore, the theft of the *Prince's Heart* is disastrous to the plane.

Fey Artifacts:

The identities of the other six artifacts are secrets that the Seelie Court is very reluctant to share without good reason. However, it is distantly possible that the heroes learn what they are. The keepers of the first five artifacts will not endanger them under any circumstances. What Baba Yaga chooses to do is her own unpredictable business. The artifacts are:
- The *Fool's Lute* (held by Hyrsam, Prince of Satyrs)
- The *Moon's Silver* (stolen from the Maiden of the Moon and rumored to be in the possession of Lolth in the Demonweb Pits)
- The *Lord's Flower* (held by Oran, the Green Lord)
- The *Prince's Tear* (stolen from the Prince of Frost and rumored to be in the possession of the Raven Queen)
- The *Queen's Eye* (held by Tiandra, the Summer Queen)
- Baba Yaga herself

The holders of the first five of these artifacts will not endanger them under any circumstances. What Baba Yaga chooses to do is her own unpredictable business.

What the Fey Know:

If the heroes travel to the Feywild and don't seek out the Seelie Court, any fey creatures they encounter know broad details of what has happened, though far less than the Archfey do. These details include:
- The Prince of Hearts has collapsed.
- The whole of the Feywild is freezing over and whatever's causing this seems to be located in the glacier on the island of Moone's Warden.
- The prince's ward, Alice Sunmeadowquick, disappeared at the same time the crisis began. Perhaps she was kidnapped?
- The heart must be returned within days. Non-noble fey creatures don't know the precise deadline.

Using Baba Yaga

There is one archfey who certainly knows who Alice Sunmeadowquick is, that she stole the *Prince's Heart*, and that she is a hag: Baba Yaga. After all, Baba Yaga is not only one of the fey artifacts, and therefore especially sensitive to the other six and what happens to them, but she is also Queen of the Hags. She knows she is a living artifact, but it is dubious she would reveal that to mere adventurers or bheur hags.

Introducing Baba Yaga to your campaign is a risky move, since she may overwhelm the adventure. Baba Yaga is unpredictable and keeps her motives to herself. She may assist the heroes in retrieving the heart, for a price. On the other hand, she may decide that she wants the heart for herself, for she has a love of curious and rare things. On the third hand, and with Baba Yaga, one never runs out of hands, she may decide to reward Alice and her coven for their exceptional bravado in successfully stealing the heart. Finally, Baba Yaga may choose to neither help nor hinder the heroes in their quest, but rather to ominously observe, viewing the whole adventure as foretold and predetermined. Indeed, for her, a being residing outside of regular time, it may very well be foretold.

Baba Yaga knows everything in the adventure, including all its secrets and surprises. Whether she chooses to share some or any of that information depends on her whims and how the heroes treat her. Keep in mind that she respects honesty and seeking

after the secrets for their own sake. She reacts very negatively to people trying to trick her or weasel out of deals.

Baba Yaga's hut is a mobile demiplane of the Feywild, and it is up to the DM whether or not Alice's actions have affected it.

Winter Wonderland

Setting the Scene:

Time Limit. This adventure requires a time limit. A very powerful party should have a very short deadline, even to the extent of preventing long rests. A weaker party may need three or four in-game days to make it through the maze. Without magical assistance, long rests are impossible inside the glacier.

Rowboat. No matter how the heroes get involved, the glacier is on Moone's Warden, an island. The party will likely need a boat. Lucky for them, there's a rowboat ready for their use.

The rowboat has an AC of 15 and 200 hit points. With a successful DC 15 Strength (Athletics) check, it can be rowed 45 feet each round, or 30 feet each round on a result of 10. Once the rowboat takes 50 points of damage, it begins to leak and its maximum speed drops to 30 feet. If it takes 100 points of damage, its maximum speed drops to 15 feet. The rowboat is immune to cold, psychic, necrotic, radiant, thunder, and poison damage and resistant to piercing, slashing, and acid damage.

Part 1: Frightful, Delightful

The island of Moone's Warden lies approximately one mile off the coast of the Prince of Hearts' domain. It is an ominous place, covered over almost entirely by an enormous glacier big enough to fit ten castles inside. The island is 20 square miles in size, roughly 6.25 miles long and 4.5 miles wide. Imagine Norway's Bouvet Island.

Features:

Docks. There are three docks on the island: one to the south, one to the west, and one to the north. At the start of the adventure, a ship is already tied to the southern dock. No one is aboard. In contrast to the docks, which are in poor repair, the ship is practically brand new. The faction seeking the heart arrived on this ship and is already inside the glacier.

Glacier Cracks. There are three huge open cracks in the glacier, each one about 50 feet high. From each crack, a path has been crudely cut to the nearest dock. These are the entryways into the glacier. Once the heroes enter the glacier, proceed to Part 2: The Wonderland.

Approaching Ships. In the distance, approaching from the north, east, and south, are three more ships. The remaining three factions are on these ships. Their direction and order of arrival are at the DM's discretion. Importantly, though, if the heroes decide to confront one of the factions outside the glacier, the other two are able to enter without difficulty while the heroes are busy in combat.

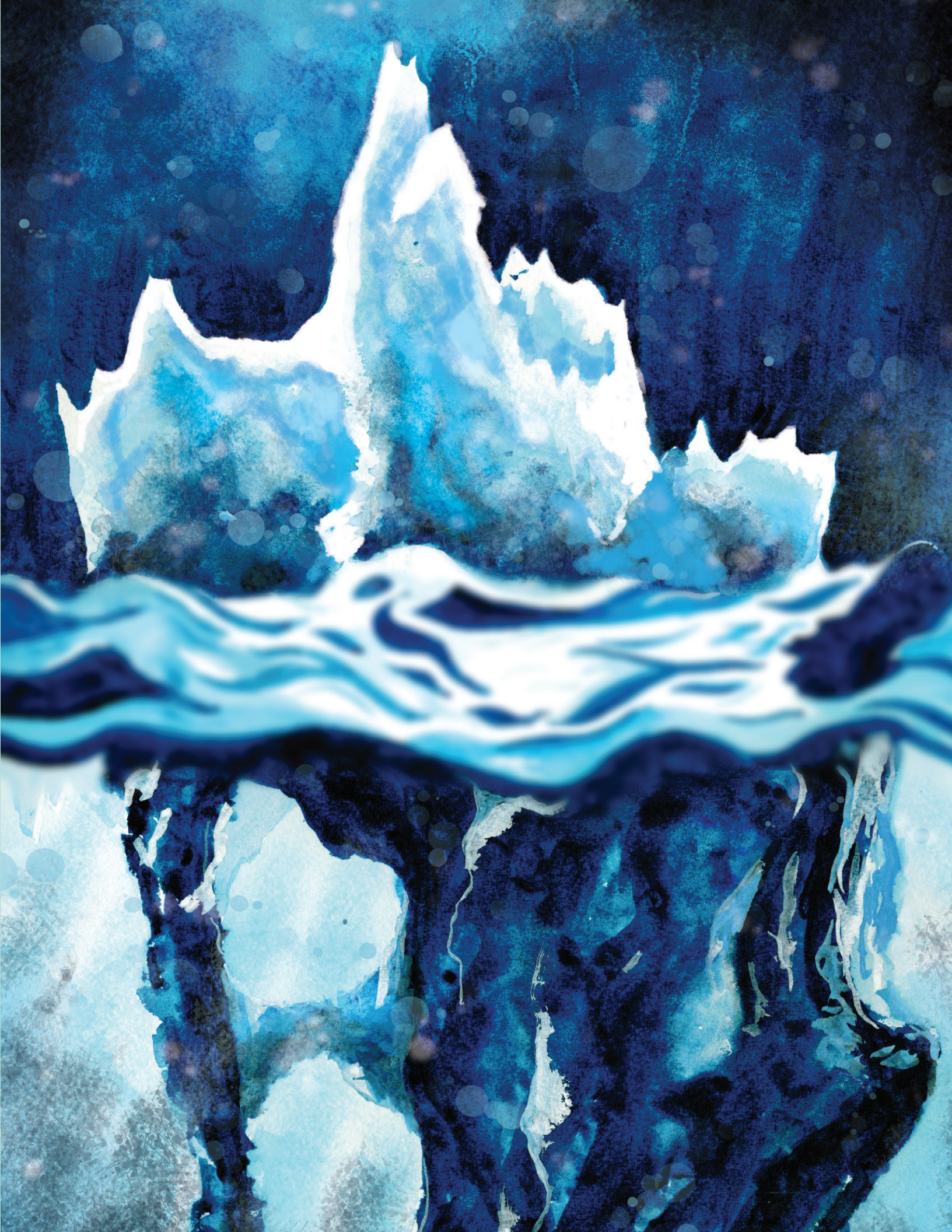
Frost Giants. A small clan of frost giants decided that the glacier would be a terrific place to make their home, and they are awfully annoyed by the faction that first arrived on Moone's Warden and their blithe lack of respect for the giants. The giants have determined to kill any other people who attempt to land.

Creatures:

The frost giant clan consists of Snauck, a **frost giant everlasting one** (VGtM 148) who wields a *berserker greataxe* (DMG 155) and Jan and Bloodkith, 2 **frost giants** (MM 155). They are on the glacier, have seen the party's ship approaching the island, and attack immediately.

Tactics. As soon as the boat is within range, the giants begin flinging ice boulders at it. If one of their ranged attacks hits the boat, there is a 50% chance it hits a party member chosen at random instead for the same damage. It takes the heroes six rounds to reach the island after the giants start their attack.

Once the heroes make it to land, the giants rush them. Snauck enters Vaprak's Rage and engages in melee with the most obviously dangerous hero. Jan and Bloodkith always attack the same person and in the absence of specific instruction from Snauck, target



the first spellcaster they see. If Snauck is reduced to one-fourth her hit points, she commands Jan and Bloodkith to cover her retreat and flee up the glacier. Once out of melee range, she begins pelting the heroes with ice boulders again until her Regeneration restores her to full health. If at least one of her lackeys is still alive, she then re-enters the fray.

The frost giants fight to the death. Since Snauck's *berserker axe* is cursed, it may interfere with her tactics.

What the Giants Know:

It is unlikely that the heroes will manage to subdue or capture the giants. However, if interrogated, Jan and Bloodkith can tell the party nothing about the interior of the glacier. They've only been on the island for a few days and in all matters take their lead from Snauck. They know the races of the faction already in the glacier, but not why they went in.

Snauck knows more than the others, but not the whole story. Alice Sunmeadowquick gave her the *berserker greataxe*. In return, she and her two lackeys keep watch over the island. Snauck doesn't know anything about Alice other than that "she was a lot tougher than she looked." If pressed, Snauck reluctantly reveals that she commanded three frost giants until Alice single-handedly killed one of them and feasted on its still-warm corpse to prove to Snauck that she meant business.

Alternative Approach:

Part 1 assumes the heroes attempt a naval approach. However, there are other ways on to the island. If the heroes fly to Moone's Warden, Snauck and the other giants hide until they've landed and then attack. The heroes don't see the other factions arriving due to cloud cover.

Alice's magic affects teleportation onto the island. If the heroes teleport to Moone's Warden, no matter where they aim for, they arrive on the docks. Snauck sees them immediately and attacks.

DM's Note: Adjusting the Difficulty

If the party is strong, add additional frost giants, who follow Snauck's command.

If the party is weak, remove one of the frost giants and Snauck's *berserker greataxe*.

If the party is very weak, remove Snauck altogether.

Part 2: The Wonderland

Features:

Cold. The inside of the glacier is incredibly cold. The party must succeed on a DC 10 Constitution saving throw at the end of each hour spent inside or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, etc.) and creatures naturally adapted to cold climates. The cold prevents long rests. If the heroes leave the maze, they find that the island is engulfed in a ferocious blizzard. Everyone caught in the blizzard moves at half speed and normal visibility is reduced to 30 feet. The blizzard doesn't end until at least one of the hags has been killed or forced to flee.

Landscape of Ice. A series of cracks inside the glacier forms an icy maze. This makes the use of fire and spells that deal radiant, thunder, or force damage very dangerous. For every 20 points of fire, radiant, thunder, or force damage in one area, there is a 5% chance that the cavern or passageway collapses. This seals the area off permanently and deals 10d6 bludgeoning damage and 10d6 cold damage to anyone caught in the ice cave-in. This amount is halved on a successful DC 20 Dexterity saving throw.

Cartographer's Nightmare. Within this Feywild glacier, compasses and other means of determining which way is north do nothing. North, south, east, and west have no meaning within the maze. It is impossible to draw the interior of the glacier in accurate two or three dimensional form, but that doesn't mean the DM won't have a blast watching the party attempt to do so. Cave-ins can change the shape of the map by removing connections between areas. At the DM's discretion, a cave-in may also create new connections.

Dim Light. The glacier is thick and the sunlight that penetrates the maze is diffuse and weak. The whole maze is an area of dim light. Therefore, unless the heroes bring their own light sources, all Wisdom (Perception) checks that rely on sight are made with disadvantage.

Teleportation Disruption. Alice's magic, combined with the magic inherent to the Feywild glacier, makes teleportation within the maze difficult. Attempts to move short distances, such as with *misty step*, are successful. However, if an adventurer uses magic to move to a space they cannot see, there's a 50% chance that they arrive in a random location within the maze.

The Factions

Four groups other than the heroes seek the *Prince's Heart*, as described in the Adventure Background. These are smart groups who are dedicated to their mission but recognize if and when they're beaten. They're experienced, elite commando units, and each one has different combat tactics at their disposal. If beaten, the eladrin surrender, the drow and fomorians flee, and the yuan-ti fight to the death, for returning without the heart would mean death for them anyway.

- **Eladrin.** This faction consists of 4 **winter eladrin** (MToF 197) on a secret mission from the Unseelie Court. Each eladrin commando is armed with a *wand of magic missiles* (DMG 211).
- **Drow.** A **drow shadowblade** (MToF 187) leads a party of 4 **drow elite warriors** (MM 128) and 2 **drow mages** (MM 129). They are renegades, exiles from the Underdark, and want the heart to help protect themselves from assassination by Lolth loyalists.
- **Fomorians.** This faction consists of 5 **fomorians** (MM 136) who hope to destroy the heart to hurt the fey races.
- **Yuan-ti.** This group of 4 **yuan-ti pit masters** (VGtM 206), accompanied by 2 **venom trolls** (MToF 245), plan to destroy the heart as part of a ritual to fully awaken their deity Merrshaulk. These yuan-ti have the Acid Slime and Shed Skin traits and the Polymorph into Snake action (VGtM 98).

Development:

If the heroes have strong ties to the renowned Bregan D'aerthe, the drow renegades are predisposed to join them. It's also possible that the eladrin faction will align with the heroes. If such a partnership occurs, the remaining enemy factions should be strengthened and a new faction added. Adjust the remaining factions (assuming they're still opponents) as follows:



DM's Note: Antagonists

There are seven antagonists within the glacier maze. Not all seven must be encountered, and the DM should feel free to cut some if the adventure needs to be scaled down or if keeping this many moving parts in order is interfering with fun. I'll never find out. You can even cut them during the game so long as the players haven't encountered them yet. This is your game, and you know your players. I don't. You do you.

- The eladrin are now 5 members strong and are accompanied by 2 **air elemental myrmidons** (MToF 202).
- The drow have gained an additional shadowblade and mage. For an especially powerful faction, each shadowblade now wields a *wand of viscid globs* (OotA 223). The mages have leveled up, granting them the following benefits: their hit point maximum increases by 5, they have one 6th-level spell slot, and they can cast *globe of invulnerability*.
- The fomorians are now 6 members strong and are accompanied by a **gray render** (MToF 209).
- The yuan-ti now consist of 5 pit masters and three venom trolls. Each of the pit masters has leveled up, granting them the following benefits: their hit point maximum increases by 6, they have two 4th-level spell slots, and they can cast *sickening*



radiance (XGtE 164). Once on each turn, when they hit a creature with *eldritch blast*, they reduce that creature's speed by 10 feet until the end of their next turn.

A new faction arrives comprised of a **star spawn larva mage** (MToF 235), a **star spawn seer** (MToF 236), and 3 **star spawn hulks** (MToF 234). Their goal is to use the heart to open a bridge between the Material Plane and the Far Realm in hopes of freeing Tharizdun, the Chained God.

The Wildcards

Two other groups are in the glacier as well, but they don't seek the *Prince's Heart*. The **nilbogs** (VGtM 182) and **quicklings** (VGtM 187) don't even want to fight. All they care about is having fun at the expense of the various factions (and the heroes, too, of course). They find the whole situation hilarious. The **jabberwock** (Appendix: Stat Blocks) just wants to eat things.

Faction Tactics:

Eladrin Tactics. The eladrin commandos attempt to ambush the heroes, hiding out of sight and waiting until the heroes are most vulnerable. They aim for an overwhelming surprise attack that will kill the party's spellcasters and target melee fighters from range. Though this faction has no real leader, one member named **Whurbin Kohnomus Tah** takes the role of representative, if necessary. The others are named **Lie Faenyaku Wee**, **Soukia Ngathal Ilsendal**, and **Qiu Qualentinovich Lathrana**.

- In their first round, each eladrin targets the least armored spellcaster they can see with their *wand of magic missiles*, using 7 charges at once to produce 9 darts (dealing a total of 9d4 + 9 force damage). If focused on one adventurer, this deals an average of 126 points, which they are confident should kill a single spellcaster. The eladrin don't hesitate to spend the wands' charges since they plan to loot the bodies of their victims after they kill them. After they use their wands, the eladrin use their Fey Step to surround the heroes. They each attempt to position themselves just within 60 feet of an opponent. This activates their Sorrowful Presence, potentially ending combat entirely if all the heroes fail their saving throws.
- If some or all of the heroes are unaffected by the charm effect, the eladrin cast *cone of cold* or *ice storm* on the heroes on their next turn, depending on the geography of the encounter area. They do not hurt their own members if they can avoid it. After that, they cast *gust of wind* or *fog cloud* in an attempt to escape. The eladrin know they are weak in melee range and are confident that if they've done enough damage to the heroes, the other hazards of the maze will finish them off.
- If the party makes it away from the fray, the eladrin follow them from a distance, ready to step in and assist anyone or anything that threatens the remaining heroes.
- Unlike the other factions, the eladrin are on the same time clock as the heroes. They want to save the Feywild and return the heart, just on their own terms: their mission is to bring the heart to the Unseelie Court and take the Prince of Hearts under their thrall. While the eladrin are fiercely loyal to the Unseelie Court, they recognize that the heart must be retrieved *soon*. They can therefore be persuaded to join forces with the heroes, especially if the heroes have captured or killed some of their party members. Naturally, the eladrin are allies of dubious trustworthiness. They won't forget their mission and they look for any opportunity to keep the heroes from keeping the heart, though they accept this outcome if it means the Prince will not freeze through entirely.

Drow Tactics. The drow faction is led by **Arigbigh Sim**, a drow shadowblade. He commands four elite warriors named **Yamonna**, **Ehrle**, **Jagneshki**, and **Cloaksha**, and two drow mages named **Polgár Hansen** and **Virág Thurii**. All seven are long-time veterans and their bodies show the healed wounds of many past battles. They were each disgraced in battle and assigned to be living sacrifices to Lolth, but they recently escaped and have been on the run ever since. In that time, they survived two attacks by drow assassins sent to kill them; in fact, they escaped as a group of nine, but two of their comrades fell to the assassins.

- This faction seeks the *Prince's Heart* because it can, as a powerful magic artifact and an object abhorrent to Lolth, offer them protection against further attempts on their lives. If the heroes offer them protection and a safe place to live after they leave the glacier, the drow can be convinced to align with them. Their loyalty in that case is proportional to how trustworthy they think the heroes are. As renegades, their trust is *difficult to earn*. If the heroes have at least 10 ranks of renown with Bregan D'aerthe, the drow faction requests to join them.
- The drow are shoot-first-ask-questions-never kind of people. Therefore, if the heroes make no obvious overtures of friendship, they are treated as hostile. The drow attack is vicious and fast. They aim to win with a shock-and-awe strategy.
- As soon as the drow locate the heroes, they begin stalking them and attempt to remain hidden until all the obvious spellcasters are within a 20-foot radius. Polgár and Virág then cast *cloudkill* and *evard's black tentacles* at the center of the spellcaster group, aiming to capture all of them within the poisonous gas. On their next turn, the mages use Summon Demon to summon a **shadow demon** (MM 64) and command them

to attack the spellcasters. Ignore the probability associated with the success of this feature.

- At the same time, Arigbigh sends his elite warriors after the party's melee fighters. They attempt to team up, two against one, and attack them mercilessly with their shortswords. Whenever possible, they use their Parry reaction.
- On each turn, Arigbigh uses Shadow Step to move around the heroes and attack twice with his shadow sword. The Shadow Step grants him advantage on each of his first attack rolls.
- Because the drow are renegades, they do everything they can, even abandoning battle tactics, to kill any other drow they see. The elite warriors fight to the death unless ordered otherwise. Arigbigh, Polgár, and Virág order the warriors to cover their escape if they decide to flee, which they do if two of the three are killed or both shadow demons and at least two of the elite warriors have been killed. The remaining drow do not remain inside the glacier; they leave the island behind.
- *Unless*, that is, they run into the eladrin faction. In that case, the drow align with the eladrin faction and become unambiguously loyal to their cause. If they do so, Whurbin assumes command of the new group, as the drow find explicit hierarchies comforting.
- If captured, the drow freely reveal their history and motives unless there are any drow in the party, in which case they say nothing.

Fomorian Tactics. Each of the five fomorians is equipped with a *+1 greatclub* given to them by their king. They have no subtlety and attack instantly upon discovering the heroes. Their names are **Zeuxhippe Mer**, **Fuad Akambheryliax**, **Hom Moopsity**, **Nakshi Mellifane**, and **Laverick Jork**.

- The fomorians begin combat with Curse of the Evil Eye, each targeting as many melee opponents as they can. After that, they form two lines facing the enemy, with three fomorians in front attacking the strongest melee fighter in the party with their *+1 greatclubs* and two fomorians behind using their Evil Eye against the same hero or heroes. If one of the front line fomorians is reduced below half their hit points, they attempt to retreat to the rear line and one of the rear fomorians replaces them.
- If more than three of the fomorians are killed, any remaining flee the glacier. If any of the frost giants outside are alive, they swiftly kill the fomorians.

Yuan-ti Tactics. The yuan-ti pit masters are named **Kayssa Sima Dhylss**, **Aussa Thariss Bhussan**, **Chossa Sennesst**, and **Ssumanjit Pressvar**. They are arrogant and disdainful of everyone who might stand in their path. They do not attempt to avoid combat but rather walk casually into it, confident that the heroes are no match for them. Yuan-ti are, after all, the superior race.

- In battle, the pit masters send the two venom trolls, **Dirty** and **Hairy**, after the heroes' biggest melee fighter. In the first round, Dirty and Hairy use their Venom Spray action and proceed to bite and claw until it recharges. Second verse, same as the first.
- On their first turn, the pit masters use Polymorph into Snake on the party spellcasters. On their second turn, they spend a bonus action to use their Acid Slime and then use Merrshaulk's Slumber on the heroes. After that, they attack with their bites. If one of the pit masters is grappled, they use Shed Skin. As soon as their Polymorph into Snake recharges, the pit masters target spellcasters who have not yet been turned by this feature.
- As soon as a pit master is reduced below half their hit points, they cast *vampiric touch*. They save their second spell slot in case they need to cast *counterspell* in response to area of effect spells like *fireball*, or *misty step* as a last resort if surrounded. The yuan-ti fight to the death.
- The yuan-ti violently resist being captured. However, if subdued, they reveal only that Merrshaulk demands the destruction of the *Prince's Heart*. They know how to destroy it and how the heart's destruction figures into the ritual, but refuse to give any significant details about their god or how they serve him. They definitely don't say anything about the secret temple in Chult that is to be the center of the new yuan-ti empire.

Nilbog Tactics. The nilbogs, named **Larry**, **Moe**, and **Curly**, and their six quickling friends do not have combat tactics, since their aim is not to fight but to annoy. Once they locate the heroes, the group follows them discreetly and begins a campaign of harassment and practical jokery. Each of the nilbogs wields a different magic item. Larry has a *wand of pyrotechnics*, Moe has a *wand of scowls*, and Curly has a *wand of smiles* (all XGtE 140). Together, they

ride a *broom of flying* (DMG 156). Three of the quicklings have *decks of illusions*. The other three wear *gloves of thievery* (DMG 172). The quicklings are named **Mulryan**, **Maiya**, **Astah**, **Matreyam**, **Chalbeadoly**, and **Lorusen**.

- The quicklings amuse themselves by tossing cards from their *decks of illusions* in front of the heroes. This serves as a distraction while the quicklings wearing *gloves of thievery* steal from the heroes. The quicklings don't actually want anything the heroes have. They either leave the stolen items on the ground behind the heroes as though they'd fallen out of a pack or sneak them into a different party member's pockets in the hopes of causing intra-party arguments. If they see the heroes attempting to take a short rest, they do "hilarious" things like steal their boots or pee in their drinks while no one's looking. The quicklings do not wish to be caught and they run and hide if they're worried they'll be seen.
- Meanwhile, the nilbogs periodically cast *tasha's hideous laughter* or use their wands to annoy the heroes. They're not as fast as the quicklings, so if they need to get away from the heroes, they use spells such as *grease*, *fog cloud*, *confusion*, *misty step*, and *spider climb*. Because there are three nilbogs, if one is injured, the others can heal them by using their Reversal of Fortune reaction to comically beat them. The quicklings assist in Larry, Moe, and Curly's flight by attacking the heroes with their daggers and loudly condemning the heroes for being "stodgy sticks-in-the-mud."

Running the Jabberwock:

The jabberwock isn't smart enough to use tactics. It charges in, uses its Burbling Breath attack, then bites and claws at the heroes. While it waits for its breath attack to recharge, it uses its Eyes of Flame instead. It fights without fear to the death.

Populating the Maze

Every time the heroes move to a new area in the maze, roll on the Environmental Condition table. Area S is always filled with strong winds that blow the ice about in swirls, erasing any tracks and stinging everyone's eyes. Everyone must move at half speed and all Wisdom (Perception) checks are with disadvantage there. The remainder of the areas have specific descriptions and encounters, detailed below, that may supersede the overall environmental table.

Unless the heroes encounter one of the

Random Encounters

1d20	Encounter
1-2	12 **ice mephits** (MM 215), hide on the walls. One of the mephits casts *fog cloud* while the other 11 use their Frost Breath on the heroes. The mephits then flee to another room, where they wait for the party to encounter them again.
3-4	3 hungry **frost salamanders** (MToF 223) attack.
5-6	4 **sorrowsworn lost** (MToF 233) are the remnants of an adventuring party that entered the glacier and were driven mad by the incoherence of its passageways.
7-8	2 **remorhazes** (MM 258) lie in wait under some loose snow. They have taken residence in the glacier to prey on adventurers.
9-10	The ice here glows a strange, pale green, and fungi grow thickly everywhere. Arched over one of the entryways is an **alkilith** (MToF 130). It does not attack but defends itself to the death.
11-12	Twelve well-crafted statues of noble (gnome/goblin/elven) warriors line the walls. They are actually **stone cursed** (MToF 240), but won't move unless one of them has an opportunity attack against a spellcaster. In that case, the stone cursed all animate at once and target all spellcasters in range.
13-14	3 **sorrowsworn hungry** (MToF 232) lie in wait. They attempt to grapple the smallest party member and focus all their attacks on them.
15-16	The chamber is warmer than its surroundings and a pool has formed in the middle. In the pool is a **water elemental** (MM 125) that reacts very negatively to anyone disturbing it.
17-19	3 **ice golems** (Appendix A) have been sent on patrol by Alice. They attack without hesitation.
20	The party encounters the **jabberwock** (Appendix: Stat Blocks). If the jabberwock has been slain, roll again.

Special Descriptions

1d20	Description
1	The heroes encounter the frozen remains of a slaughtered adventuring party of duergar, killed by the jabberwock.
2	This room buzzes with weird psychic energies. Everyone who begins their turn in it must make a DC 15 Wisdom saving throw or acquire a short-term madness effect (DMG 259).
3	Distant, polyphonic voices sing in Abyssal. They howl, screech, and buzz.
4	Strange, glittering figures can be seen in the distance. Anyone with darkvision can make out humanoid shapes. When someone approaches, nothing is there.
5	There is a burned elm in the middle of the ice that has many small golden berries growing on it. Old, dried blood is driven into the bark forming a message written in Celestial: *"The burbling comes."*
6	There are teeth forming a pentagram, in the center of which is a glaive-wielding corpse, its eyes and mouth filled with snow. The corpse has a birthmark in the shape of a heart on its face.
7	There is an oak tree here that has, somehow, grown round into a clockwise spiral. Old, dried ink is embedded in the bark, forming a message written in Infernal: *"Beware the jaws that bite."*
8	The chamber is warmer than its surroundings and a pool has formed in the middle.
9	There is a rich blue tree stump here that has glistening strings of spider silk with blown glass bells hung upon it. A holy sign of Asmodeus has been inscribed on it.
10	There is an ancient elm tree here that has grown such that it seems to form a face towards its top and has branches that resemble horns. Dozens of spear points are driven deep into the trunk.
11	Twelve well-crafted statues of noble gnome, goblin, and elven warriors line the walls.
12	A corpse stands in the snow with its eyes put out and grips an amulet, raving about saving a monarch from an endless horde of undead enemies. It ignores the heroes.
13	There is a cobblestone clearing with a cyan picnic table here. Rancid meat has been portioned and set out on the the table as for a feast on large, flat leaves.
14	A single (bat/dog/cat) skull hangs from the ceiling, covered in snow.
15	The party encounters the bodies of six recently slain (gnome/goblin/elven) warriors. They were killed by one of the other faction groups in the glacier.
16	An altar to Oghma, long abandoned and thickly-covered in snow, sits in the center of this room beside a pink rapier. Despite the snow, it is dry and warm to the touch, like a great fire had been lit next to it.
17	Suddenly, voices shout in Sylvan, reciting a strange poem. Consider reading a selection from Lewis Carroll's "Jabberwocky."
18	A path has been lined with tiny stone lamps, upon which rests a phosphorescent greatsword. It is covered with ice and there are the remnants of a feast scattered beneath it.
19	A long-dead distant companion from one of the characters' past leans on an ice boulder, from a crack in which quiet screaming can be heard. If attacked or touched, they ignite like flash paper and burn away.
20	The ice here glows a strange, pale green, and fungi grow thickly everywhere.

antagonists, every room has a 25% chance of having a random encounter in it. Roll on the Random Encounters table to determine what it is.

Every room that doesn't have an encounter in it has a 25% chance of being special. When the heroes enter one of these rooms, roll on the Special Descriptions table.

Running the Maze

The Maze. The iceberg has three entrances, which are marked with red stars. Each area has numbered exits which connect to other areas in the maze. Despite the map's strange appearance, anyone inside the maze experiences it as a seamless whole. Creatures leave one area and end up in another. The


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1d10	Environmental Condition
1-6	Icy and cold.
7	Distractingly beset by strange, moving shadows (everyone has disadvantage on Wisdom (Perception) checks).
8	Filled with a thick fog hovering over the ground, reaching up about two feet (everyone must move at quarter speed). 10% chance that there is a **vampiric mist** (MToF 246) in the fog. If so, no additional random encounter occurs.
9	Lined with dangerously sharp ice (everyone must move at half speed).
10	Filled with strong winds that blow the ice about in swirls, erasing any tracks and stinging everyone's eyes (everyone must move at half speed and all Wisdom (Perception) checks are with disadvantage).

maze has been broken into 19 sections for the DM's convenience. When put together, the maze forms a shape that has more than 3 dimensions, though this is imperceptible to creatures inside the maze.

Refer to the maze diagram to determine how different parts of the maze connect. Creatures move like board pieces through the maze. For the purposes of counting "steps" into the maze, areas R, B, and L are 0 steps in; areas N, F, J, G, and O are 1 step in; C, M, A, and H are 2 steps in; D, Q, and I are 3 steps in; E, K, and P are 4 steps in; and S is five steps in.

Starting Locations. Of the eladrin, the drow, the fomorians, and the yuan-ti, two groups begin in the maze, as do the nilbogs and the jabberwock. Place the two faction groups one step into the maze and the nilbogs and the jabberwock two steps into the maze. These are their starting positions. The other two faction groups enter the maze at the same time as the heroes.

Movement. Every time the heroes move to a new area in the maze, the other groups and the jabberwock move as well, in the following manner:

- No antagonist can move down one path and then immediately move back along the same path.
- The eladrin move left; if that isn't possible, they move down and to the right.
- The drow move right; if that isn't possible, they move down and to the left.
- The fomorians move down, then left, then down, then left. If they can't move, they remain in their area and then move randomly once before returning to their pattern.
- The yuan-ti always choose the shortest connection open to them.
- The nilbogs move in a sort of circle: C-D-M-I-P-H-A-Q-C. If the heroes are in an adjacent area, though, they jump into it and begin to harass them.
- The star spawn enter the adventure only if the heroes join forces with another faction. In that case, they move in a direct line toward the heroes.
- The jabberwock moves randomly, and doesn't follow any paths, until it is adjacent to the heroes. Once there, it jumps into their area.
- Alice and her coven never leave Room F in Area S.
- If two antagonists end up in the same area, nothing happens, except if the two antagonists are the drow and the eladrin. In that case, they join forces.
- If the heroes are in the same area as an antagonist, track each of their movements on the map. All the antagonists move toward the heroes by the shortest route. If the heroes move to another area, all antagonists move as normal.

DM's Note: Adjusting the Difficulty

If the party is strong, they encounter several faction groups one after another.

If the party is very strong, make the faction groups bigger, following the suggestions above regarding alliances. Additionally, introduce the star spawn faction.

If the party is weak, remove the jabberwock.

If the party is very weak, remove the jabberwock and 1-2 factions.

Part 3: Alice

The Big Bads

Room S-F is a large, seven-sided area shaped roughly like an egg. It's much larger than any other room in the maze and very, very cold. Incongruously,

there are a great many potted plants lining the walls and scattered around on the floor.

When the heroes enter, they see three eladrin girls tied up at the back of the room, each approximately 13 years old and clutching a small clay doll. They introduce themselves as **Dinah**, **Kitty**, and **Snowdrop** and report that they were kidnapped and brought into the glacier a few days ago. They appear to be held captive by a human **abjurer** (VGtM 209), 4 **oni** (MM 239) and 4 **yeth hounds** (VGtM 201). The oni are named **Digby**, **Draczynski**, **Larionov**, and **Malina**. Each is armed with a *+1 glaive* and carries a *bead of force* (DMG 154). When the heroes arrive, Draczynski and Larionov are disguised as goblins, thanks to their Change Shape ability.

Helin Kerrhylon, the abjurer, is the sole survivor of another faction that was massacred three days ago in the maze by the jabberwock. She was captured and Alice has spent a considerable amount of time using the *Prince's Heart* to elaborately modify Helin's memory. Helin now believes herself to be Alice Sunmeadowquick, the thief who stole the heart. She believes she stole it because she's on a holy mission, sent by Bahomet himself to acquire the artifact and keep it safe.

Enemies of the heart are everywhere, Helin believes, including among the Seelie Court. She will hand the heart over only to Bahomet, in person; no one else is to be trusted with it. How she manages to reconcile this with her real past is, of course, up to the DM. The amount of modification that Alice inflicted upon her is so extreme that if she recovers her memory, she must make a DC 15 Wisdom saving throw or acquire a short-term madness effect.

Helin has cast *symbol* on the floor in front of the chamber entrance. Anyone who crosses the threshold without saying the password *"white rabbit"* triggers the glyph's Death effect.

When the girls see the heroes, they cry out with happiness and beg the party to save them from their captors. Alice uses the *Prince's Heart* to cast *charm person* as a 9th-level spell on as many of the heroes as she can. She meekly asks all affected party members to save her from Helin, whom she refers to as Alice, of course.

There are also 3 **ice golems** (Appendix: Stat Blocks) hiding in the room.

A successful DC 15 Intelligence (Investigation) check reveals that the dolls look exactly like the girls who are playing with them and that the girls are not actually bound at all. The dolls are *weird magic charms* (VGtM 55) that have transformed the bodies of Alice, Frantratha, and Wolfblossom into those of eladrin children. In actuality, the three are a coven of **bheur hags** (VGtM 160): **Grandmother Alice Sunmeadowquick**, **Auntie Frantratha Moontoe**, and **Auntie Wolfblossom Elderberry** (Appendix: Stat Blocks) If their ruse fails to convince the heroes, the hags smash their dolls as a bonus action and instantly change back into their true forms. They also smash their dolls if Helin dies or remembers her true identity.

Helin's Tactics. Helin, believing herself to be Alice, is filled with self-confidence. She haughtily commands the heroes to surrender and beg for their lives. When that fails to work (as it doubtless will), she orders Digby and Malina to join the yeth hounds in attacking the heroes. Draczynski and Larionov hold back, guarding the children.

On their first turn, Digby and Malina each throw a *bead of force* at the heroes, aiming for the most dangerous melee opponents they can. On their subsequent turns, they attack the party with their glaives.

Helin has already cast *mage armor* on herself by the time the heroes arrive. At the start of combat, she casts *magic missile* at 6th-level on an enemy spellcaster and then casts *globe of invulnerability*. After that, while maintaining concentration on her globe spell, she casts *fireball* at 4th-level, targeted to damage as many enemy spellcasters as she can. Helin tries not to damage the oni or yeth hounds, for she considers them allies. If she can't safely cast *fireball*, she casts *cone of cold* or *magic missile* instead. On her third turn, she casts *cone of cold*, which she repeats on her fourth turn. On her fifth and sixth turns, if she's still alive, she casts *fireball* or *magic missile* at 4th-level.

Because of Alice's memory meddling, Helin never surrenders and she fights to the death.

Meanwhile, the yeth hounds use their Baleful Braying action. After that, they rush into melee, biting furiously at any and every party member they can. The hounds obey the oni and will not disengage unless commanded to by their masters.

Draczynski and Larionov stay near Helin, seemingly to protect her in case any of the heroes get past the yeth hounds. In reality, they're there to kill Helin in case she recovers her memory. Of course, they return to their true form and engage with any enemies who approach.

Helin Revealed. If the heroes don't believe that Helin is Alice, the abjurer's tactics don't fundamentally change. Alice has made a plan in case this happens, and while Helin is surprised by the coven's transformation from children into hags, she recognizes Alice as her grandmother. If anything, this makes Helin fight the heroes more vigorously, as she is (she believes) protecting both the Prince's Heart and her family from agents of evil (i.e., the heroes).

Alice doesn't expect Helin to survive the encounter. She's being used to soften up the heroes, not to do real damage to them. When Helin dies, or if the heroes don't believe Helin is Alice, the three hags smash their dolls and return to their regular form.

Hag Coven's Tactics. Alice and her sisters focus on keeping the heroes trapped so their allies can whomp on them freely.

The hags first use one of the coven's Lair Actions to create a blizzard centered around the maximum number of heroes possible.

The first hag casts *spike growth*, centered in the same area as the blizzard. The second hag casts *plant growth*, centered on the same area. If that hag is Alice, she uses the *Prince's Heart* to cast it. The third hag then casts *entangle* in the blizzard. After one turn, the area has turned into a hell of ice cold blindness.

On round two, the first hag maintains concentration on her *spike growth* spell and casts *cone of cold*. The second hag casts *call lightning* centered on the blizzard. The third hag maintains concentration on her *entangle* spell and *casts cone of cold*.

In the third round, one of the hags uses another Lair Action to create a new blizzard, targeting the heroes. The hags continue to attack and harass the party.

Minion Tactics. The ice golems and the remaining oni make sure any heroes who make it out of the blizzard area are swiftly dealt with. The ice golems aren't clever. They use their Erupting Ice feature and then make Slam attacks against the heroes. The oni make use of any remaining *beads of force* and then attack with their *+1 glaives*.

Alice's Contingency Plans

Alice has three contingency plans in case the heroes overcome her:

- **Protect the Coven.** If all members of the coven are alive, Alice casts *wall of thorns* to create a barrier between her and the heroes and then uses her *amulet of the planes* (DMG 150) to transport her and her coven sisters to another plane. In this case, she leaves the *Prince's Heart* behind, for it has proven to be more trouble than it is worth.
- **Flee.** If at least one of the coven has been killed, Alice uses a Lair Action to pass through the walls of the chamber, fleeing with the *Prince's Heart* into the maze. If there are any faction groups still roaming the maze, she gives them the artifact in exchange for escorting her off the island in safety.
- **Family Affair.** If Helin is still alive and still believes herself to be Alice, she rushes to protect "her grandmother" and casts *teleport* on herself and all remaining hags, fleeing the island.

DM's Note: Adjusting the Difficulty

If the party is strong, Helin is accompanied by a **war priest** (VGtM 218), a companion who has been similarly brainwashed.

If the party is very strong, add more yeth hounds and another ice golem.

If the party is weak, remove Helin's *symbol* glyph at the cavern entrance.

If the party is very weak, replace the oni with **werewolves** (MM 211).

If the heroes have allied with the drow, add 1 oni, 1 yeth hound, and a **boneclaw** (MToF 121), which serves as Alice's personal bodyguard/slave.

Surrender. If Alice is defeated and cannot flee, she attempts to barter for her life. She is willing to part with her *ring of regeneration* (DMG 191) and *amulet of the planes* if it means her life is spared, but she would much rather offer the heroes their pick of whatever they want from the coven lair. The lair may include some of the following items:

- 3 jars of pickled ice mephits, each mutated in some horrible way. They're dead, but somehow, no matter where any of them are placed, the body inside it always faces in the direction of the last person to hold the jar.

- A *bag of devouring* (DMG 153).
- A broken *heward's handy spice pouch* (XGtE 137). There's a 50% chance the pouch produces the wrong kind of seasoning.
- A *cloak of the badger*, which is like a *cloak of the bat* (DMG 159) except it turns the wearer into an especially irascible badger.
- A *bag of tricks* (DMG 154). The bag is cursed, and the only objects that can be removed from it are invisible badgers, which aren't friendly to anyone. If questioned about the bag, Alice becomes defensive and says she isn't done with it yet.
- A *cloak of invisibility* (DMG 158). The cloak is cursed and doesn't make things the user is carrying or wearing invisible.
- A *hat of disguise*. The hat is cursed so that no matter what the wearer wants to look like, they always look like a badger. However, unless they succeed on a DC 13 Wisdom saving throw, they believe that the hat worked as normal and cannot be convinced otherwise by any means.
- A cursed *tankard of sobriety* (XGtE 139). Instead of making you not get drunk, the tankard doubles the strength of any alcoholic drink in it.
- A fully assembled frost salamander skeleton, the bones all held together with wire. Each bone is always painfully cold unless removed from the others, in which case the whole skeleton begins to warm up to room temperature. If the bone is replaced, the skeleton becomes cold again.
- A *manual of ice golems* (DMG 180).
- A pair of yeti-hide boots, made to fit hag feet. They function as *boots of the winterlands* (DMG 156) but are cursed. In addition to their regular powers, these boots also make the wearer grow facial hair at an extraordinary rate. Within a day, the wearer grows a full, bushy beard. The hair does not stop growing until the boots are removed.
- A *talking doll* (XGtE 139) that doesn't repeat what is said to it. Instead, it speaks only crude insults.
- A *wand of badger detection*. This works exactly like a *wand of enemy detection* (DMG 210) except that it points toward the nearest badger.

In addition to the special items, the hag lair includes the following mundane treasures:

- 11,000 gp
- 28,000 pp
- 3 yellow sapphires, 2 black opals, 1 emerald, 3 star rubies, and 4 blue sapphires (each worth 1,000 gp)
- A gold jewelry box with platinum filigree (7,500 gp)
- A jade game board with solid gold playing pieces (7,500 gp)

Concluding the Adventure

If the heroes acquire the *Prince's Heart*, they find that when they move from Area S to any other area, they instead go to their original entry location. Unless they left Snauck and the other giants alive, they have a quick journey back to the mainland and to the Prince of Hearts.

If the heroes failed to acquire the *Prince's Heart*, it must still be retrieved. Who's got it? Did Alice escape with it? Does one of the other faction groups have it? The heroes failed their mission, and what they do next to redeem themselves is another story entirely.

Continuing the Adventure

Retrieving the *Prince's Heart* and using it to heal the prince does not have to be the end of this adventure. It can be a springboard into a large-scale campaign for high-level characters in the Feywild in a number of ways.

The bheur hags may be agents of the Lord of the Long Night, an archfey whose heart has been frozen over by rejected love and who bears a permanent hatred for the Prince of Hearts. The Lord of the Long Night is detailed in *Dragon™ 374* as the Prince of Frost. This is a 4th edition source, but can be adapted without much difficulty.

If the heroes have proven themselves capable by retrieving the *Prince's Heart*, the Seelie Court might ask them to recover the two other missing fey artifacts, the *Moon's Silver* (stolen from the Maiden of the Moon and rumored to be in the possession of Lolth in the Demonweb Pits), and the *Prince's Tear* (stolen from the Prince of Frost and rumored to be in the possession of the Raven Queen). Either of those

would be a grand adventure indeed.

Should the heroes fail to recover the *Prince's Heart* in time, the adventure can expand in a different way. Whichever faction managed to retrieve the jewel now possesses an item of extraordinary power and will, no doubt, use it. The heroes can be tasked with redeeming themselves by foiling the ambitions of this group.

Alternatively, a previously uninvolved party decides to take advantage of the hags' actions to strike at the Feywild for their own purposes. Perhaps the Raven Queen is interested in expanding the Shadowfell. More cataclysmically, both sides of the Blood War find occupying the Feywild of great strategic importance.

Finally, the *Prince's Heart*, being made of pure love itself, is an artifact that is, potentially, powerful enough to break Strahd von Zarovich out of Barovia. Should he learn of its theft, possibly through Baba Lysaga, who without doubt senses the theft, or the Vistani, who go everywhere and know much, he would stop at nothing to acquire it through his agents. Perhaps one of the factions seeking the *Prince's Heart* is in fact working on Strahd's behalf. A liberated Strahd mounting an offensive against the Feywild would be quite a sight to behold.

Of course, none of these are at all incompatible with one another, and several can be combined to continue the adventure.

Appendix: Items

The Prince's Heart

Wondrous item, artifact (requires attunement)

The *Prince's Heart* is a deep-red jewel made of pure love itself. It is approximately the size of an orc's fist and is cut into the shape of a heart. It is always warm to the touch and very faintly glows in a swirling, pulsing light. The *Prince's Heart* is the actual heart of the archfey known as the Prince of Hearts. Without the artifact, the archfey will turn to solid ice and die over the course of ten days. The heart is one of seven fey artifacts that hold the Feywild together, and each of these artifacts has an appointed guardian who uses it to tend to the delicate balancing act of the fey world. The loss of any one artifact could be withstood. However, two have already been stolen, and the theft of the *Prince's Heart* spells disaster for the Feywild.

The other six fey artifacts are the *Fool's Lute* (held by Hyrsam, Prince of Satyrs), the *Moon's Silver* (stolen from the Maiden of the Moon and rumored to be in the possession of Lolth in the Demonweb Pits), the *Lord's Flower* (held by Oran, the Green Lord), the *Prince's Tear* (stolen from the Prince of Frost and rumored to be in the possession of the Raven Queen), the *Queen's Eye* (held by Tiandra, the Summer Queen), and Baba Yaga herself. The few who know this tend to believe that the fact that Baba Yaga is a living fey artifact is a major reason why her actions and character are so cryptic.

Only an archfey can command the full range of powers the *Prince's Heart* allows. Lesser creatures can, however, use the artifact. For such creatures, the artifact has the following features.

Random Properties. The *Prince's Heart* has the following random properties:

- 2 minor beneficial properties (DMG 219)
- 1 minor detrimental property (DMG 220)
- 1 major detrimental property (DMG 220)

Spells. The heart has 12 charges and regains 2d6 expended charges daily at dawn. While attuned to the heart, you can use an action and expend one or more charges to cast one of the following spells (save DC 18) from it: *animal shapes* (5 charges), *antipathy/sympathy* (limited to the Sympathy effect, 5 charges), *charm person* (as a 9th-level spell, 6 charges), *commune with nature* (2 charges), *control weather* (5 charges), *druid grove* (3 charges), *heroes' feast* (3 charges), *modify memory* (as a 9th-level spell, 6 charges), *plant growth* (1 charge), *transport via plants* (3 charges), *tree stride* (2 charges).

Love Scry. You can use an action to concentrate your attention through the *Prince's Heart* on a creature you can see within 60 feet of you. Doing so reveals to you the identity of the individual who loves that creature most. If they are on the same plane, the heart also reveals the direction that person lies from you.

Destroying the Heart. Most would say that the *Prince's Heart* is indestructible, but this is not the case. In order to destroy it, the heart must be submerged in the blood of seven creatures who have never known love for seven days. Then, two creatures who love each other must be trapped within the heart

with two simultaneous *imprisonment* spells. This shatters the heart, killing the creatures inside and destroying the artifact forever.

Appendix: Stat Blocks

Bheur Hag Coven

Grandmother Alice Sunmeadowquick, Auntie Frantratha Moontoe, and Auntie Wolfblossom Elderberry are a coven of **bheur hags** (VGtM 160) with the following amendments:

Grandmother Alice wears a *ring of regeneration* (DMG 191) and an *amulet of the planes* (DMG 150). She is also attuned to the *Prince's Heart*.

While in her lair, Grandmother Alice has Legendary Resistance (3/day). If she fails a saving throw, she can choose to succeed instead.

Shared Spellcasting. While all three hags are within 30 feet of one another, they can each cast the following spells but must share the spell slots among themselves:

- 1st level (4 slots): *entangle, speak with animals*
- 2nd level (3 slots): *flaming sphere, moonbeam, spike growth*
- 3rd level (3 slots): *call lightning, plant growth*
- 4th level (3 slots): *dominate beast, grasping vine*
- 5th level (2 slots): *insect plague, tree stride*
- 6th level (1 slot): *wall of thorns*

Lair Actions. On initiative count 20 (losing initiative ties), one of the hags can take a lair action to cause one of the following effects. The same effect cannot be used two rounds in a row:

- **Pass Wall.** Until initiative count 20 on the next round, she can pass through solid walls, doors, ceilings, and floors as if the surfaces weren't there.
- **Thaumaturgy.** She targets any number of doors and windows that she can see, causing each one to either open or close as she wishes. Closed doors can be magically locked (requiring a successful DC 20 Strength check to force open) until she chooses to make them unlocked, or until she uses this lair action again to open them.
- **Blizzard.** She creates a blizzard in a 40-foot-high, 20-foot radius cylinder centered on a point she can see within 120 feet of her. The effect lasts until initiative count 20 on the next round. The blizzard lightly obscures every creature and object in the area for the duration. A creature that enters the blizzard for the first time on a turn or starts its turn there is blinded until initiative count 20 on the next round.

Nilbog Amusements

Most adventurers have heard of the **nilbog** (VGtM 182), a trickster spirit that sometimes possesses goblinoids, especially those who have been mistreated by their fellows. These goblinoids become anarchic, wild creatures whose sole aim seems to be to confuse, bewilder, and annoy everyone around them. A lesser known occurrence is that, on occasion, a goblinoid community is so vicious and hateful towards its own that the trickster spirit responsible for the creation of nilbogs deems it necessary to visit a greater force of madness and folly on them: not just one nilbog, but a group of them.

In a dark parody of hag society, a trio of nilbogs can form a kind of coven called an amusement. An amusement consists of three nilbogs who both collaborate on elaborate pranks and vicious practical jokes and compete to see who can sow the most disorder. Nilbogs are loners by nature, and forming an amusement is the closest they ever come to having their own community. If more than three nilbogs ever come together, as might happen if two amusements come into conflict, the result is invariably violent, for the nilbogs are so irritating that even they cannot stand one another in groups larger than three.

Shared Spellcasting. While all three members of a nilbog amusement are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

- 1st level (4 slots): *expeditious retreat, fog cloud, grease, jump*
- 2nd level (3 slots): *mirror image, misty step, spider climb*

Each nilbog is a 4th-level spellcaster that uses Charisma as its spellcasting ability. Their spell save DC is 14 and their spell attack bonus is +6.

Jabberwock

Large fey dragon, chaotic evil

Armor Class 14 (natural armor)
Hit Points 287 (23d10 + 161)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	24 (+7)	6 (-2)	9 (-1)	8 (-1)

Saving Throws Con +14
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Damage Vulnerabilities vorpal weapons
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 10
Languages —
Challenge 22 (25,000 XP)

Whiffling Aura. Any creature that starts its turn within 30 feet of the jabberwock must succeed on a DC 21 Constitution saving throw. On a failure, the creature takes 14 (4d6) psychic damage and the jabberwock has advantage on attack rolls against it until the end of the creature's next turn. Dragons are immune to this aura.

Manxome Foe. A creature reduced to 0 hit points from damage dealt by the jabberwock dies and can't be revived by any means short of a wish spell.

Legendary Resistance (3/day). If the jabberwock fails a saving throw, it can choose to succeed instead.

Actions

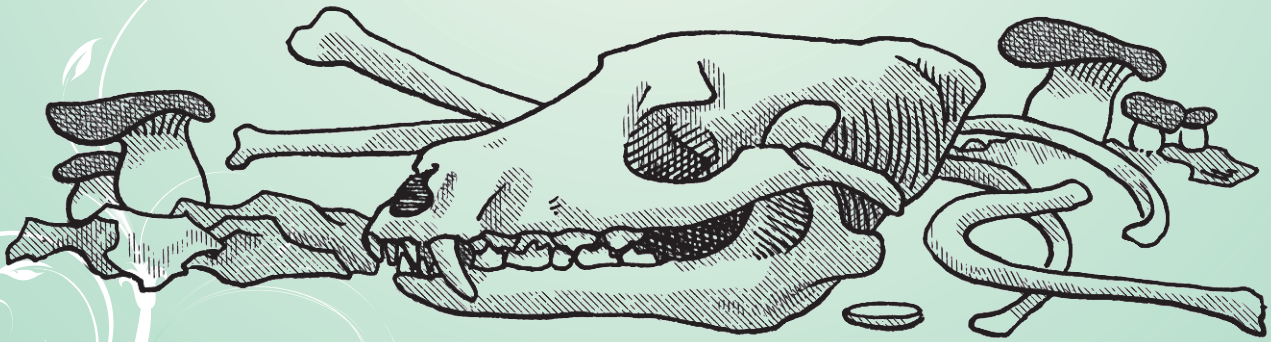
Multiattack. The jabberwock uses its Eyes of Flame or Burbling Breath (if available) and then makes three attacks: one with its bite and two with its claws.

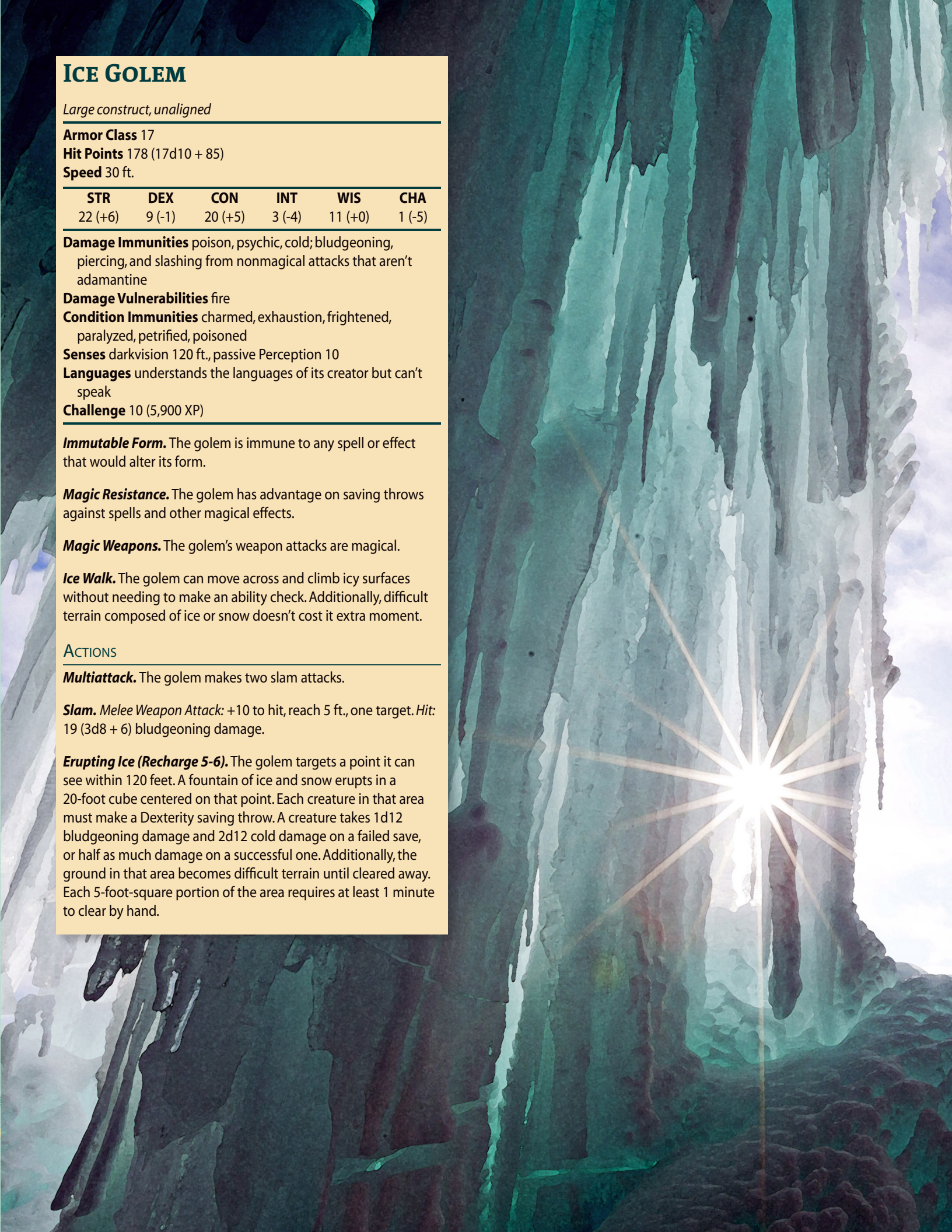
Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 +6) piercing damage plus 4 (1d8) psychic damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 +6) slashing damage.

Eyes of Flame. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 28 (5d8 +6) fire damage. On a hit, the target must succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced by an amount equal to the fire damage taken. This reduction lasts until the target finishes a long rest.

Burbling Breath (Recharge 6). The jabberwock exhales a 60 foot cone of confusing noise. Each creature in that area that can hear the noise must make a DC 21 Wisdom saving throw. On a failure, the creature takes 26 (4d12) psychic damage and can't take reactions until the start of its next turn. It rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack. On a success, the target is immune to the jabberwock's Burbling Breath for the next 24 hours.





Ice Golem

Large construct, unaligned

Armor Class 17
Hit Points 178 (17d10 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic, cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Vulnerabilities fire
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Ice Walk. The golem can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Erupting Ice (Recharge 5-6). The golem targets a point it can see within 120 feet. A fountain of ice and snow erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 1d12 bludgeoning damage and 2d12 cold damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared away. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

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