



TWILIGHT AT EVENTIDE

A collection of three short adventures
for the world's greatest roleplaying game

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ON THE COVER

The blacksmith's daughter is magically compelled by the darkling elder to travel to their tower. As her father learns, some promises to the fey, especially those given in haste, can carry dire consequences.

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WELCOME TO EVENTIDE



THE VILLAGE OF EVENTIDE SITS IN THE MIDST of a thick forest. At first glance, it looks like any other village; a small, rustic settlement on the outskirts of civilization populated by misfits and pioneers alike.

Yet strange things happen here in Eventide. Dark creatures worship their evil demigod in hidden caves. A girl leaves her home in the middle of night to walk the dark forest alone. And loggers disappear in the woods; whispers say the forest itself has taken them.

This collection of DUNGEONS & DRAGONS adventures is designed for characters of levels 1-3. *Twilight at Eventide* also provides a setting-neutral location in the village of Eventide, which can be used as a starting off point for a longer campaign or as a resource in any game.

OVERVIEW

Each of the three chapters in *Twilight at Eventide* is composed of a short adventure designed for characters of a specific level – from level 1 to level 3. These are standalone adventures but can be played sequentially (or non-sequentially with some modification).

Chapter 1: A Gem for your Troubles. The innkeeper's brother-in-law has been waylaid on the road by a group of xvarts.

Chapter 2: The Blacksmith's Daughter. A darkling elder has returned to claim the blacksmith's daughter, who has disappeared in the night.

Chapter 3: The Hag of Red Crag Rock. A dryad has been corrupted by the machinations of a hag, and together they are terrorizing the local loggers.

To run these adventures, you need the fifth edition core rulesbooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*).

EVENTIDE

Newcomers to Eventide are frequently struck by the beauty of the village. A stream meanders through the settlement. Wood houses, and a few larger stone buildings, sit comfortably near the surrounding forest. Farmers and loggers tend to their respective callings, while some businesses cater to roadside travelers.

A small community of less than a hundred people, Eventide was established several decades ago around the Eventide Inn, which traditionally catered to weary travelers. The village eventually took the name of the inn, the latter of which become known to the locals simply as The Inn.

Yet, astute observers will notice small oddities during their stay at Eventide – carvings of small fey creatures on the sides of houses; shrines next to trees on the outskirts of the village, with offerings of food or coin; and the oc-

casional disappearance of villagers traversing the forest itself.

Eventide carries a secret; it is situated at a crossroads, in a forest where the veil between the world and the Feywild is weak. And, on some days, the veil is sufficiently thin to allow for fey and other beings to cross over.

The following locations are keyed to map 1.1. Many of these locations are featured in this collection's three adventures.

A1. EVENTIDE INN

Kaelyn and Mayda Ravenwood (neutral good human **commoners**) are the current proprietors of the Eventide Inn, and they are helped by their teenage son Davnik. They are recent arrivals to the village, only taking over the inn after the last owner Randak Eventide – a descendent of the town founder – mysteriously disappeared several years ago (though some patrons say that they have seen his ghostly figure crying for help in the common room late at night).

The inn itself is a large two-story stone structure. A large hearth dominates the common room on the first floor, with a kitchen located in the back. The second floor holds guest rooms and the living quarters of the Ravenwood family. Villagers are often known to go to the inn for their meals and to enjoy a quiet drink. A frequent patron is the blacksmith Ander, a good friend of Kaelyn and Mayda. His daughter Miri is also a familiar face, helping out at the inn on occasion.

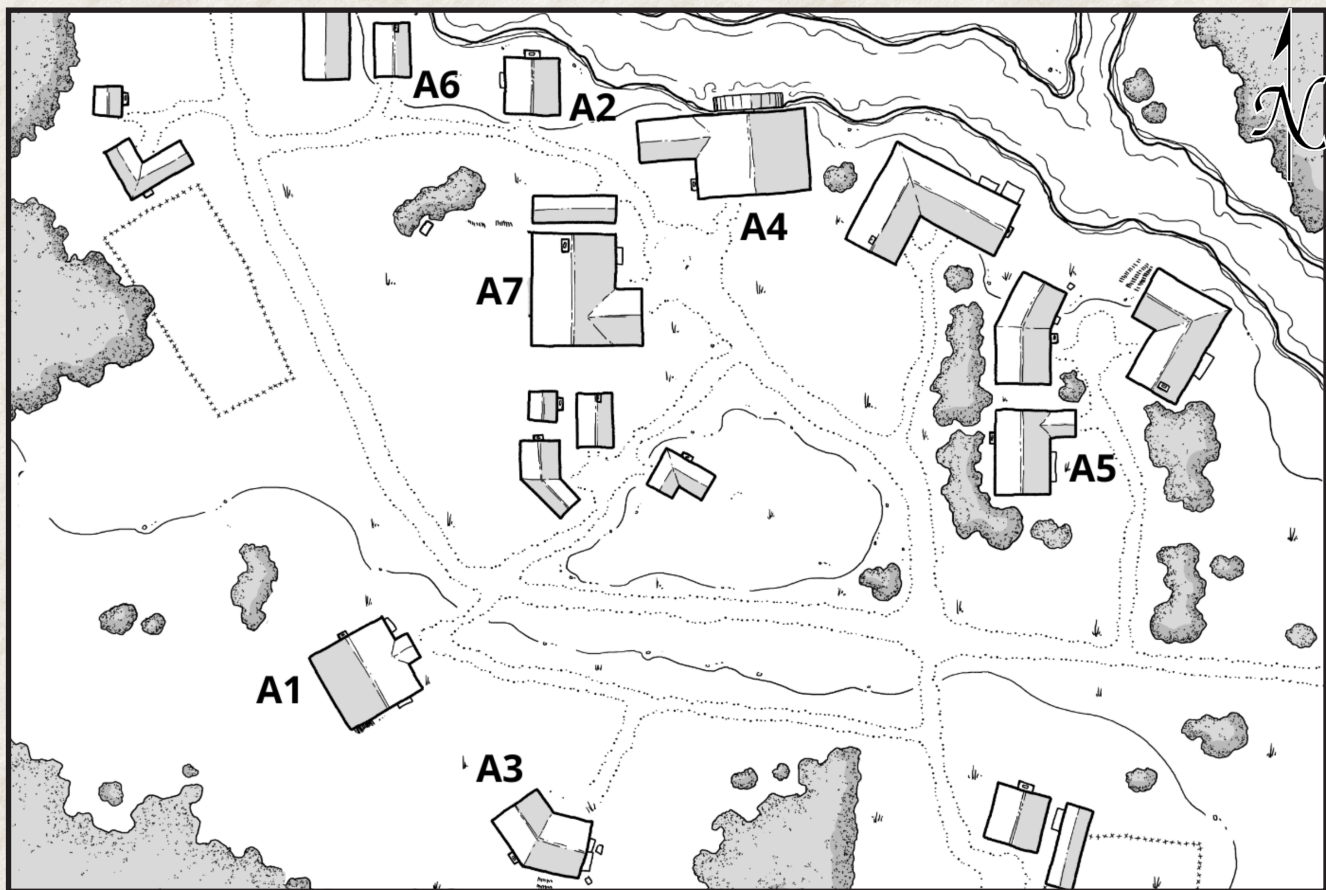
A2. SMILING HORSE TAVERN

A relatively new establishment, the Smiling Horse Tavern was founded three years ago by two enterprising halfling twins, Corrin Goodbarrel (chaotic good stout halfling **scout**) and his brother Lyle. It caters to a different clientele than the inn, being filled with loggers and farmers who enjoy long nights of drinking and revelry.

Corrin was an adventurer who found his way to some treasure and decided to open the tavern with his less adventurous brother Lyle. However, Lyle soon disappeared when he was walking near the woods. Whispers say the treasure that Corrin found was stolen from a strange, horned creature in the woods, and Lyle was mistaken for Corrin and killed as a result. To this day, the remaining brother refuses to leave the confines of the village itself.

A3. THE BLINDING FORGE

The blacksmith Ander Brightforge (neutral human **scout**) is a large man with a strong but quiet presence. He often uses a cane, due to an old wound on his right leg that otherwise makes it difficult for him to move around. He lives upstairs of his smithy and shop, alongside his teenage daughter Miri (neutral good human **commoner**). Ander has a good selection of weapons and



MAP 1.1: EVENTIDE VILLAGE

armor, but nothing in stock that costs more than 75 gp (see prices in the *Player's Handbook*).

Some villagers remember that Ander had once disappeared in the woods for a day. He returned with a thick, unkempt beard, his clothes torn and ripped, and he looked emaciated and hungry – and armed with a strange dagger. He rarely speaks about what had happened to him.

A4. THE WATER MILL

The water mill is situated just north of the Village Hall and sits along the waterway that traverses the north side of Eventide. Its large water wheel is used to grind the grain provided by the village farmers. It is run by Tamen Helder (neutral good human **commoner**) and his wife, a tabaxi named Echo from Caverns Deep, or Echo for short (chaotic good tabaxi **scout**). Echo is a recent arrival to the village and is enamored with the stories and legends of Eventide. She is eager to add to her collection by talking to adventurers.

A5. REDLEAF PROVISIONS

This shop provides general provisions for much of the village. It is run by Lia Siannodel (chaotic good half-elf **commoner**), who lives upstairs with her brother Taren. This shop does not stock weapons and armor but does have most standard adventurer's gear, except

those that cost more than 25 gp (see prices in the *Player's Handbook*).

Both Lia and Taren have lived in Eventide all their lives and are good friends with a number of the loggers and their families in the village. Taren in particular is a frequent patron of the Smiling Horse Tavern.

A6. HEALER

The village has a local healer in Serise Talion (neutral human **acolyte**), who lives in a small home with her adult grandnephew Malak. A former disciple to the goddess of luck, Serise had a change of heart decades ago. She became a healer who relies primarily on herbs, ointments and other non-divine forms of healing, though she has been known to cast the occasional clerical spell, if needed. She does have three *potions of healing* in stock that she's willing to sell for 50 gp each.

A7. VILLAGE HALL

The village hall is a two-story stone building in the center of town. It holds the office of the village's elected leader, Speaker Pavel Starag (neutral human **commoner**). Speaker Starag was recently elected to serve as the town leader. He is more skeptical about the mysteries of the forest than his predecessors, though there are whispers that this skepticism arises from a traumatic experience with the fey in his past.



CHAPTER 1: A GEM FOR YOUR TROUBLES



CHARACTERS FIND THEMSELVES AT AN INN IN THE small village of Eventide. At the request of the innkeeper, they journey to find his brother-in-law, who was waylaid by xvarts; he will be sacrificed unless they intervene. This adventure is designed for characters who are level 1.

ADVENTURE BACKGROUND

Kaelyn Ravenwood, one of the proprietors of the Eventide Inn, has just discovered that his brother-in-law Daelis (neutral human **commoner**) had been kidnapped. Daelis is a wealthy merchant, who – alongside his wife Lily (who is Kaelyn's sister) – had been traveling to Eventide for a brief visit on his way to a nearby city. He also carried a *gem of brightness*, hoping to sell the magic item for a tidy profit upon his arrival.

Yet, as the couple neared the village, their wagon was waylaid on the road near the surrounding hills. Daelis was captured along with his prized gem. His wife barely managed to escape. She eventually found her way to her brother's inn.

The culprits behind this act are a small band of xvarts who had recently arrived in the area from the Feydark.

They made their home in an old, abandoned mine near the main road heading towards the town. These caves once belonged to goblins, but they were cleared out several months ago by adventurers.

The xvart warlock had a vision of their creator Raxivort, a demigod who once called Pandemonium home but now wanders the planes. The warlock became convinced that this location was blessed – and that the demigod wanted them to capture treasure in order to make a fitting offering to their fickle creator.

In recent weeks, they continued to add to this treasure through a variety of means, including by waylaying travelers along the road. The demigod is particularly attracted to magical items, and the xvarts had hoped to find such items in their forays – and they finally succeeded when they stopped Daelis's wagon and found his *gem of brightness*. To celebrate their good fortune, they also took the merchant and plan to sacrifice him to Raxivort.

Lily is recounting the ordeal to her brother Kaelyn at the inn, in the hope that he might know someone who will search for her missing husband. Kaelyn sees the adventurers and approaches them about this job.

EVENTIDE INN

The characters begin this encounter at the Eventide Inn. It is late evening, and the inn still has several patrons – mainly villagers – who are enjoying some drinks and food. The innkeeper Kaelyn is talking to his sister by

the bar. He notices the characters and tentatively goes to them. Read the following:

Several farmers are eating bread and stew in the inn, their full mouths indicating their satisfaction at the food. A lone female tabaxi is sitting by the bar, while a young lad and a raven-haired girl have their hands full cleaning and serving tables, including yours. Also at the bar, a woman is quietly discussing things with the innkeeper, an older man with gray-streaked hair.

The man glances in your direction before eventually heading there. "Welcome to Eventide Inn," he says, his voice and manner showing both nervousness and worry. His eyes dart to a lady by the bar. "We wanted to ask you for your help."

Kaelyn introduces the characters to his sister Lily, who begins to recount the recent misfortune that has just befallen her and her husband Daelis. Characters who succeed on a DC 12 Wisdom (Perception) check will notice scratches and cuts on her arms and bruises on her

knuckles. If asked, she tells them that she had to fight her way past some of her assailants, and proudly says that she was able to stab one of them with her dagger before fleeing.

Since the attack took place at night, Lily did not actually have a clear look at her assailants. She does know that they were small creatures, and claims that they must be goblins – as she's heard rumors about goblins living in the area. If questioned, Lily will also mention that her assailants spoke in a strange language, which she assumes must be Goblin. Characters who speak Goblin can disabuse her of that notion. If any character speaks Abyssal to her, she will instantly recognize that as the language that the creatures had spoken.

Characters who have a passive Wisdom (Perception) of 10 or above will hear the tabaxi by the bar snort at Lily's claims regarding goblins. If asked, the tabaxi introduces herself as Echo (short for Echo from Caverns Deep) and notes that goblins had troubled the village once, long ago. But adventurers had cleared them from the area. While doubtful about their return, she is eager to hear more about what had befallen Daelis on the roadside – and she is willing to pay the characters 3 gp for their story.

Kaelyn is willing to cover the cost of the adventurer's rooms and food for the next few days if they are willing to investigate the matter and rescue his brother-in-law. If that doesn't seem sufficient, Lily also offers her golden brooch, shaped like a leaf (worth 15 gp). She describes the location of this attack, which is easy enough to find on the road leading into the village.

WAGON ON THE ROAD

The wagon is situated on the main road to Eventide, which traverses a thick forest to reach the village. It takes an hour to walk from Eventide to the wagon's location. Read the following:

The woods that surround Eventide are thick and dark, with tall oaks and evergreens reaching high in the air. You hear the sounds of chirping insects and the rustling of leaves in the forest itself, but encounter little else for much of the journey.

Turning around a corner, you see a horse-drawn wagon sitting on the side of the road; the horse that once pulled it is lying dead. Two feral dogs are by the horse, gnawing on its carcass. The animals quickly turn to you.

The xvarts ambushed the merchant wagon and killed its horse, before taking Daelis captive and looting the valuables from the wagon. In the hours since they've done so, two feral dogs (use the **mastiff** statistics) arrived in the vicinity and have been feeding on the dead horse and xvart. The feral dogs will attack the characters immediately. If one animal is killed, the other will flee.



The wagon itself has already been looted. Characters who search the vehicle and succeed on a DC 16 Wisdom (Perception) check will notice a loose floorboard in the corner. This can be pried open with a successful DC 15 Strength (Athletics) check. Inside, they will discover a pouch that contains three dark green malachite gems (worth 10 gp each).

The dead body of the xvirt has already been heavily mauled by the feral dogs. Aside from its small size, the creature is not instantly recognizable – though characters will notice that the creature has distinctive dark bluish skin. Characters who succeed on a DC 18 Intelligence (Arcana or Nature) check can identify the creature as a xvirt. In addition to the body, characters will be able to find the dead xvirt's weapons – a shortsword and a sling. If the characters search the body and succeed on a DC 12 Intelligence (Investigation) check, they will also notice a gold ring (worth 10 gp) hidden behind its belt.

Characters will be able to see a worn path through the woods; this path is used by the xvarts. They can take this journey to reach the xvirt's lair in a half-hour. Characters who succeed on a DC 12 Wisdom (Survival) check notice a number of footprints belonging to small humanoids and larger animals. If they succeed by 5 or more, they can determine that the same type of creature as the dead xvirt made the small humanoid tracks. These footprints circumvent a pit trap. Characters who are able to follow the tracks can avoid the trap. Otherwise, characters will need to succeed on a DC 10 Wisdom (Perception) check to detect it.

The trap is a 10-foot-deep hole in the ground, concealed by canvas that is covered with leaves and dirt. The first character who first steps on the canvas must do a DC 14 Dexterity saving throw. On a successful save, the character catches themselves on the pit's edge. On a failed save, the character falls into the pit and takes 3 (1d6) bludgeoning damage from the fall.

XVART'S LAIR

The xvarts have made their lair at an abandoned mine located by a hillside. The xvirt warlock has moved most the group's treasure into the center of the cave and the xvarts are in the midst of a ritual offering to Raxivort.

The caverns and tunnels of the xvirt's lair are 10 feet high and lack a light source, except if otherwise noted. The following locations are keyed to map 1.2.

B1. CAVE ENTRANCE

The path leads to a small clearing covered with leaves and dirt. Beyond the clearing is a cave mouth situated at a rocky hillside. A small, balding, blue-skinned creature is leaning against the wall, its eyes closed.

One **xvirt** guards the entrance, but it has fallen asleep. Characters who succeed on a DC 13 Dexterity (Stealth) ability check will be able to sneak past it. If awakened by the characters, the xvirt attempts to surrender rather than attack.

This xvirt is the former xvirt speaker who was overthrown by the xvirt warlock some time ago. It has the statistics of a normal xvirt, but it has an Intelligence of 13 (+1) and knows Common. It was chosen by the xvirt warlock to guard the entrance as a form of punishment, preventing it from taking part in the ritual, and it's eager to use this opportunity to get rid of the warlock. (This xvirt will hereinafter be referred to as the xvirt speaker to differentiate it from the other xvarts in this chapter.)

The xvirt speaker knows the following information:

- The xvirt warlock is making a ritual offering of their treasure to their creator.
- This offering includes the *gem of brightness*.
- Daelis is still alive and is a prisoner in their lair, but he will be sacrificed at the conclusion of the ritual.

The xvirt speaker is willing to tell them the name of their creator, Raxivort, but doesn't reveal further information. Characters who succeed on a DC 18 Intelligence (History or Religion) check also recognize the name as belonging to a being who stole treasure from the demon lord Gra'atz, the Dark Prince. He later became a demigod and eventually was forced into hiding from Gra'atz himself and other powerful enemies.

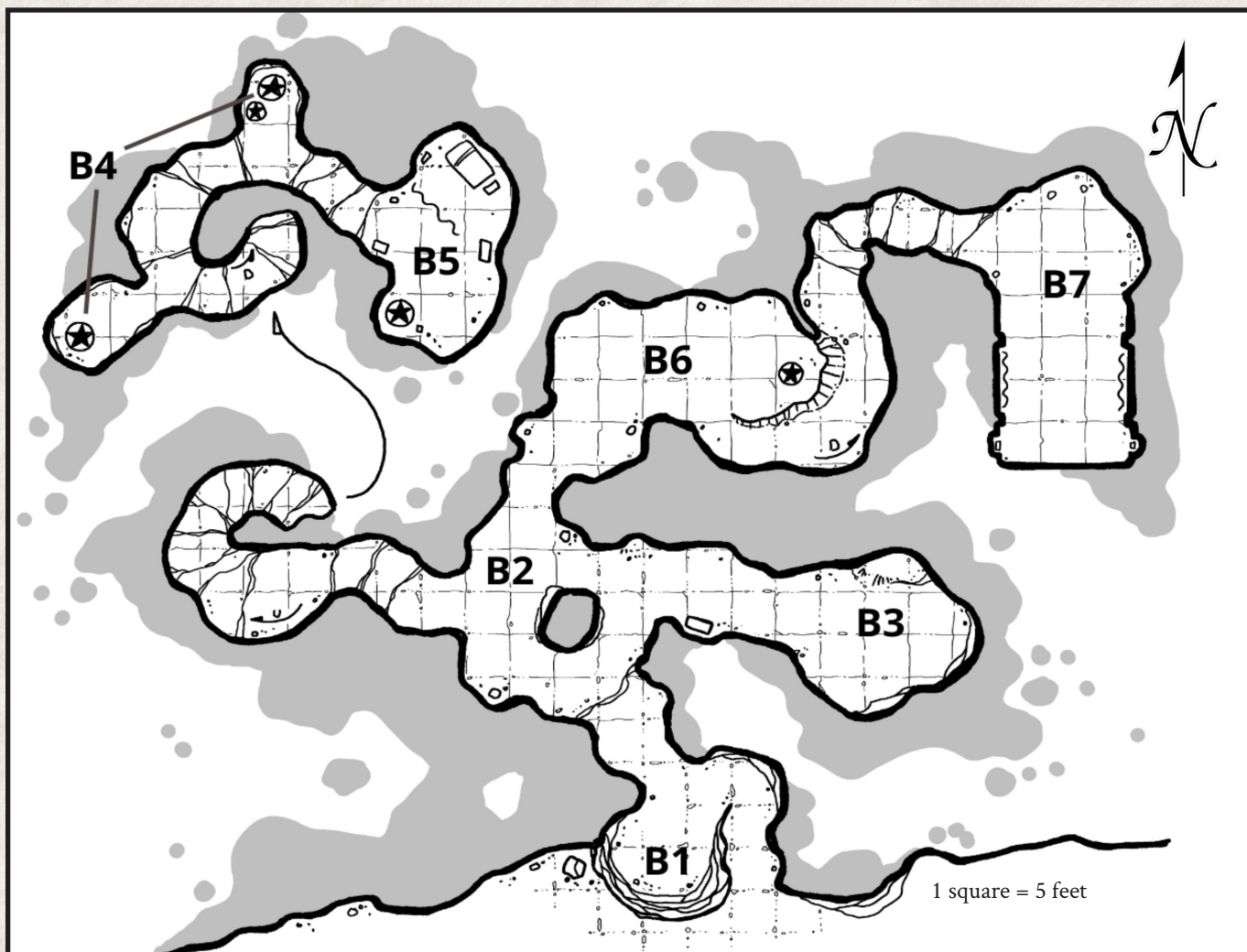
The xvirt speaker offers to lead the characters to the xvirt warlock if they promise to kill the warlock. That will help it regain its position as speaker. In return, the xvirt speaker promises to free Daelis and let the characters leave the lair peacefully. However, as soon as the xvirt warlock is killed, it plans on betraying the characters. The xvirt speaker will push the characters to confront the xvirt warlock in area B6; any delay by exploring B4 or B5 will lead it to distrust the characters and to flee to B6 to warn the others, unless stopped.

If asked for its name, the creature points to itself and says "xvirt." If asked for the name of the warlock (or any other xvirt), it responds by saying "xvirt." The xvirt makes an imperceptibly small change in inflection that only other xvarts would notice. If the characters attack any xvarts other than the warlock, it becomes immediately aggressive.

Treasure. The xvirt speaker carries 10 sp in a small pouch hidden in its clothes.

B2. STONE PILLAR CHAMBER

The cave mouth opens up into a circular chamber, its floor rough and uneven. A large, natural stone pillar sits in the center of the chamber. Various carvings and mineral deposits cover the pillar. Two large bags are lying half empty on the floor on the north wall.



MAP 1.2: XVART'S LAIR

Three tunnels span out of this chamber. The western corridor has old wooden beams providing support and slopes down further into the cave complex, while a foul smell emanates from the eastern passage. You can hear chanting voices to the north, alongside the glimmer of torchlight.

The carvings on the pillar were made by the xvarts following their arrival; they depict their journey to this cave and their recent attacks against passerby. Characters who succeed on a DC 12 Intelligence (Investigation) check will notice some of the most recent carvings, which depict a raid on a wagon and a xvart holding what looks like a gem.

Characters who succeed in a DC 12 Wisdom (Perception) check will be able to hear voices coming from area B6. If they understand Abyssal, they will hear one voice exclaim: "Raxivort the Sly, He who comes from the Black Sewers, our treasure is Your treasure, bless us with Your presence and take what is Yours," followed by the slow chanting of "Raxivort."

Characters who do not understand Abyssal will still be able to recognize the term Raxivort as a name. If it has not already done so, the xvart speaker tells them

that Raxivort is their creator but does not reveal further information about the demigod. Characters who succeed on a DC 18 Intelligence (History or Religion) check recognize the name and know the information detailed in area B1 about Raxivort and his relationship with Gra'atz.

The two bags contain grains and oats that the xvarts had taken from other roadside travelers. However, the bags are infested with weevils and their contents are now worthless.

Development. One **xvart** enters the chamber from the western passage, carrying a small box of treasure for the offering to Raxivort.

If the characters are alone, the xvart will drop the box and yell a warning to the others. Unless prevented, it will run down to area B5 in a panic. If the characters are joined by the xvart speaker from area B1, the two will discuss the arrangement to kill the xvart warlock – and this creature will step aside and head down to area B5 until the outcome is finally decided.

If a warning is issued, the xvarts in area B6 are already deep in the ritual and do not hear this warning.

Treasure. The xvart is carrying a small wooden box with 5 gp, 15 sp, and 150 cp.

B3. KENNEL

The xvarts keep two **giant rats** in this kennel. These animals are used as both mounts and to help guard their lair.

A thick animal stench wafts out of this cave. Bones and pieces of clothing litter the room. Sitting on these discarded items are two giant rodents, their bodies covered in black, matted fur and their thick tails stretched behind them. Both creatures are busy eating a large pile of grains and oats.

If the xvart speaker from area B1 is with the characters, the two giant rats behave docilely. Otherwise, these creatures attack. Characters who give these rodents food and succeed on a DC 15 Charisma (Animal Handling) check will convince these animals to ignore the characters – at least until they harm any xvarts in their field of view, in which case they become hostile. Characters who are able to speak to these animals have advantage on the ability check.

Treasure. Characters who succeed on a DC 17 Wisdom (Perception) check notice a glint of a gem half-hidden in the discarded items on the ground. It is a pendant shaped like a wolf with two small agates for eyes (worth 20 gp).

B4. XVART'S TREASURE ALCOVES

A stone statue stands in each the two alcoves at the bottom of the curved passageway. The statues bear a resemblance to the small creature that inhabit these caves – though each statue stands 9 feet tall with curved horns protruding from its head. At their base sits an open stone chest. The statue's arms are crossed and folded around its torso.

The passageway goes further east, with lanterns hanging from old wooden beams along the ceiling providing some light.

Each alcove has a stone statue of Raxivort connected to an open stone chest at its feet. The xvarts' treasure is normally placed in these chests, but it has since been moved to area B6. The chests are currently empty.

Characters who succeed on a DC 18 Intelligence (History or Religion) check will recognize that the statue depicts a demon – one that is closely associated with the demon lord Gra'atz.

Any character who gives 5 gp or more in a chest will receive a blessing from Raxivort – for the next 12 hours, they will gain "Raxivort's tongue," and be able to communicate with ordinary bats and rats, as well as giant bats and giant rats.

Those who take back the offering will gain "Raxivort's silence," resulting in both the removal of the blessing and the loss of their ability to speak for 12 hours.

B5. XVART WARLOCK'S CHAMBER

Tucked in the corner of the cave is an old mattress. The scent of mildew hangs in the air. A small wooden chest sits at the end of the bed, its lid closed. The walls of this chamber are covered with brightly colored mineral deposits.

The **xvart** that appeared in area B2 would have ran down to this chamber, either to hide or to await the outcome of the plan to kill the xvart warlock, unless it was prevented from doing so. It will attack any characters



who enter the room, unless accompanied by the xuart speaker.

The chest is locked and trapped. Any character who examines the chest and succeeds on a DC 13 Intelligence (Investigation) check discovers a poisoned needle hidden in the chest's lock. Removing the needle requires a successful DC 13 Dexterity check using thieves' tools. A character who fails to notice the trap and attempts to pick the lock or who fails in their check to remove the needle takes 1 piercing damage and 1d6 poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

Treasure. The chest contains one *potion of healing* and an old leather-bound volume written in Common titled *Delving into the Deep Caverns of Pandemonium*, authored by Ashali Jathal (worth 10 gp). It describes the nature of various planar beings that call Pandemonium home.

The book has a red ribbon bookmark that opens the volume to a page that details the story of the demigod Raxivort – from his journey as the demon lord Gra'azt's servant to his theft of Gra'azt's treasures to his discovery of the Infinity Spindle that led to his ascension to demigod status. It also details Raxivort's creation of xvarts, as a way to hide from Gra'azt and other foes. Some writing in Abyssal can be seen along the margin, which asks "Raxivort has an eye for magical gems?"

B6. TEMPLE TO RAXIVORT

Torches hang along the walls of this large 12-foot-high cave, illuminating an ominous stone figure on one end of the chamber on a raised dais. The figure resembles the small creatures in these caves, though it stands 10 feet tall, has twisted horns jutting out of its head, and its eyes are closed. The light from the braziers and the candles on the raised dais has given the statue a demonic reddish hue.

A pile of treasure is lying on the floor beside the statue. Next to that is a bloody stone altar, with a male human figure laying motionless atop. His clothes are bloodied and tattered around him.

Three of the small, blue-skinned creatures are prostrate before the altar, their loud voices chanting "Raxivort" in unison. Another of the blue-skinned creatures, appearing several inches taller due to wooden lifts under its feet, is approaching the man with a jeweled dagger in its hand.

Three **xvarts** are lying on the ground beside the bloody altar. The **xuart warlock** is holding a sacrificial dagger and is preparing to sacrifice their prisoner, Daelis, who is lying unconscious on the altar.

Development. If the xuart speaker from area B1 is with the characters, it begs them to attack the xuart warlock who wields the dagger. It promises that the others won't interfere with his presence near them, and they do

not. If they defeat the warlock, it says to the other xvarts in Abyssal: "I am now speaker, by Raxivort's will. Hear my command: kill them," while pointing to the characters. The xvarts, including the speaker, then proceed to attack the party.

Characters who are alone and enter this cave to interrupt the ceremony will be attacked immediately.

Daelis is at 0 hit points and is currently unconscious. After an hour, he will gain 1 hit point and therefore regain consciousness, though characters have the option to heal him earlier. He will ask about his prized *gem of brightness* and will be grateful if it is returned to him.

Treasure. A pile of treasure sits on the floor in front of the statue of Raxivort. It includes 10 gp, 200 sp, an ivory scroll case (worth 15 gp) and a *gem of brightness*. The xuart warlock's sacrificial dagger has a pommel shaped like a rat, with two small azurites (worth 10 gp each) inlaid in place for the rat's eyes. The blade itself has Abyssal writing on it, which reads: "To Raxivort goes the spoils."

B7. XVART LIVING QUARTERS

A pungent odour greets you as you enter this cave. The stone floor is covered with dirty mats, tattered sheets, and torn pillows, used as makeshift beds for the lair's inhabitants. One of the small creatures seems to be sleeping on one of the mats, its head covered with a bandage.

The xuart was wounded from the raid on the wagon and has since died.

Treasure. Characters who search the room thoroughly can, if successful on a DC 14 Wisdom (Perception) check, notice that one of the stones is loose by the wall. If they move the stone, they find a bottle of dwarven brandy (worth 3 gp) and small pouch containing 8 sp hidden inside the space.

CONCLUSION

Characters who rescue Daelis from the xvarts and bring him back to the Eventide Inn will be greeted as heroes by Kaelyn and Lily, the latter of whom proceeds to hug and kiss her husband. Kaelyn offers the characters free room and board at his inn for the next several days.

If she has not already offered it to the characters, Lily is so delighted by Daelis' return that she willingly gives them her leaf-shaped golden brooch (worth 15 gp). If the characters return the *gem of brightness*, they are very grateful but don't offer any additional reward for the characters. Daelis and Lily stay at the inn for the next few days, before eventually leaving the village.



CHAPTER 2: THE BLACKSMITH'S DAUGHTER

THE DAUGHTER OF THE VILLAGE BLACKSMITH has recently gone missing. The characters are tasked with rescuing her from a group of darklings from the Feywild before she is trapped in their lair forever. This adventure is designed for characters who are level 2.

ADVENTURE BACKGROUND

The blacksmith at Eventide, Ander Brightforge, has discovered that his teenage daughter Miri disappeared overnight. Earlier last evening, Miri had found a mysterious jeweled bracelet; once placed on her wrist, she found herself drawn towards a tower in the wilderness. When her father was fast asleep, she left their home and headed there alone.

The bracelet belongs to a group of darklings, led by an elder named Préachán Geárr. His boggle servant left the bracelet in the blacksmith's home for the girl to find. His reason stems from an ill-conceived promise the blacksmith had made many years before.

When he was an apprentice blacksmith, Ander had found himself lost in the Feywild. Once there, he only managed to escape by making a deal with Préachán

Geárr, who knew a way to pass back to their world. Yet the deal had come at a cost.

The darkling elder had asked for the right to eventually claim Ander's finest creation in return for aiding the blacksmith. Ander, thinking that those words meant a suit of armor or a sword, had readily accepted the price. Little did he know at the time that Préachán Geárr had meant to claim his daughter.

Miri is now trapped and is on the verge of having her soul imprisoned.

The blacksmith has been looking for his daughter all morning in the village. Having no luck, he has gone back to his home and smithy, the Blinding Forge. He asks for the characters help, thinking that they might be the only hope for Miri to escape.

THE BLINDING FORGE

The characters begin this adventure heading towards the Blinding Forge. It is early in the morning, with the sun still peaking out along the horizon, and the village of Eventide still reasonably quiet. Yet there is commotion in the shop. Read the following to the characters:

The door to the blacksmith's shop is ajar, and the sound of heavy footsteps of someone pacing loudly can be heard inside. Rows of farming tools, weapons, and other items are neatly stored in the shop. A large

man with a cane is pacing in the back room, shouting "Miri, Miri, where are..."

The man stops, suddenly seeing you. His shoulders slump, and he says, "My daughter, she's gone missing."

Ander has arrived back to his home and shop after searching the village for his daughter. His damaged leg, an injury from his time in the Feywild, makes it difficult for him to search outside the village confines – a fact that he freely tells the characters. He hopes the party might be willing to search for his daughter. If they show interest, the blacksmith offers the characters 20 gp and a magical dagger (*weapon of warning*) with a hilt shaped like a dryad. Characters who examine the dagger can, if successful on a DC 18 Intelligence (Arcana) check, surmise that the dagger was crafted in the Feywild. Ander had found it during his foray into the Feywild and is willing to confide to them about that fact.

The blacksmith informs the party that his daughter disappeared in the middle of the night. He was asleep at the time and didn't hear anything that night. Characters who succeed on a DC 14 Wisdom (Insight) check notice that Ander seems to be hiding some worry. If pressed, he admits that Miri wore a strange looking bracelet that evening – a golden bracelet shaped like twisted branches, with strange markings on it, though he can't recall all the details. After a long day working the forge, he just didn't have the energy to ask about it. He begins to rub his leg at this point, and he tells them that it has been more sensitive than usual these past few days.

If Ander tells the characters about the bracelet, read the following:

"But it wasn't just about the bracelet," says Ander. He moves slowly towards a window at the back of the shop, limping on what looks like a bad leg, and opens the curtain, his broad frame partially blocking the view of the nearby forest outside. "She seemed preoccupied that night. And she kept looking outside at the woods, as if expecting to see something..."

As Ander finishes his story, the sharp sound of a glass shattering can be heard upstairs in the family home above the shop. Characters who succeed in a DC 15 Wisdom (Perception) will be able to make out faint words in Sylvan coming from upstairs. If the character understands Sylvan, they hear the following: "Dark crow, give me more luck than this."

Ander starts walking upstairs immediately. Characters are free to follow, in which case read the following:

You follow the blacksmith upstairs and enter a small bedroom. The thick scent of perfume wafts from inside the room, drifting from a glass vial that lay in pieces on the ground. Near the window beside the broken vial, you see strange sight: a purple-skinned

creature, hunched over, its large hands dragging across the floor, its body shaped liked a twisted old man but no larger than a halfling. What looks like oil covers the ground around it, the sticky black substance excreting from its pores.

The creature is a **boggle**, a servant of Práchán Geárr. It has a personal interest in collecting valuables and was searching Miri's room until it accidentally broke a vial of perfume. The creature created a puddle of slippery oil on the floor in the room. It is not interested in fighting the characters and, at first opportunity, it plans on using its dimensional rift ability by the window to escape.

Characters may have an opportunity to kill or capture the boggle. If characters are able to speak Sylvan and succeed in capturing the boggle, it is willing to share the following information:

- The darkling elder has taken Miri and plans on trapping her in his lair deep in the forest.
- Ander's agreement with the darklings to escape the Feywild was in return for his daughter Miri.
- Breaking the agreement by rescuing Miri will entail consequences.

Ander is familiar with boggles, remembering that the darkling elder from the Feywild had boggle servants. As a result, he now suspects Práchán Geárr may be behind his daughter's disappearance. Characters who have a passive Wisdom (Perception) of 12 or more will hear Ander mutter under his breath, "Boggles? Could this be Práchán Geárr?" If pressed, Ander admits that he recognizes the creature that was in the room and suspects the darklings might be involved in what happened to Miri. He provides further detail of his agreement with the darkling elder to escape, as detailed in the Adventure Background.

Characters who investigate the window in the room will noticed a lanky male teenager, Davnik Ravenwood, from across the street looking intently at the Blinding Forge. He is the son of Kaelyn and Mayda, the proprietors of the nearby Eventide Inn. He also has a crush on Miri and noticed her departure in the middle of the night.

Characters can head outside to speak to him. If they don't look outside the window or choose not to talk to him, he heads towards the shop in order to ask about Miri. Those who succeed on DC 10 Wisdom (Perception) check will notice his cheeks flush when he talks about Miri. They can find out the following information from him:

- Miri left in the middle of the night into the woods.
- Her bracelet glowed a strange greenish light
- Davnik had only chanced upon Miri when he looked outside his room in the Eventide Inn.

Characters who investigate the road out of the village and who succeed on a DC 10 Wisdom (Survival) check

will be able to track Miri's footprints going from the main road into the woods. Those with backgrounds or classes that would give experience or knowledge with tracking footprints can roll with advantage. If the characters fail the roll, Davnik offers to show the path Miri had taken out of the village. Either way, characters will be able to track the blacksmith's daughter into the forest going forward.

THE FOREST MAZE

Characters are able to follow the path from the dirt road into the woods. After two hours, they eventually come within sight of their destination. Read the following:

The tracks lead deep into the woods, eventually snaking their way up a large hill thick with trees, brambles and other greenery. Ripped pieces of a nightgown can be seen sticking on some the thorned bushes.

You finally see what you imagine to be your destination, an old stone tower sitting lonesome up on the hilltop. As you see the tower, your environment suddenly seems different – the woods have grown dark, the once morning sky looks more like twilight, even the narrow path itself seems twisted. A narrow path traverses up what now looks to be a maze of overgrown trees, vines, and shrubs.

The tower sits at a place where the barrier to the Feywild is particularly thin, allowing for magic from that plane to seep directly into the world. As a result, the forest surrounding the tower has been transformed into a maze; the characters are now magically trapped in its confines. Characters who cast *detect magic* will find the aura of conjuration magic in the trees surrounding them. If they attempt to turn back around, they will find that the path leads them back to the hillside with the tower.

Characters should roll a d6. On a 6, they reach the tower unhindered. If they roll any other number, their path takes them to a dead end with an encounter. Each encounter can only occur once. Roll on the Forest Maze Encounter table. Following the encounter, characters can roll a d6 again to try a different path.

FOREST MAZE ENCOUNTERS

d12	Encounter
1–2	Blink Dogs
3–4	Boggle
5–6	Dead Body
7–8	Meenlock
9–10	Quickling
11–12	Shadow

BLINK DOGS

Two **blink dogs** are resting in this part of the maze. They were promised to the darklings to guard their home, but their arrangement soon fell apart. While no longer bound to defend the darklings, they are still compelled to stay in the vicinity for a few more years.

The creatures were gifted with telepathy as a means to communicate. They are not hostile to the characters and are willing to share information, though they will defend themselves if attacked. They have not seen Miri but know the darkling elder has trapped people in the past. They tell them the darklings live under the tower, accessible by a trap door outside.

BOGGLE

The characters see a confused **boggle** that had gotten lost in the maze. It will try to flee from them. This is not the same boggle as the one encountered earlier, but it does know the same information. It reluctantly shares that information, if captured.

DEAD BODY

The characters discover the remains of a recently dead hunter who had gotten lost in the maze around the darkling's tower. Characters who succeed on a DC 10 Intelligence (Medicine) check will know that the body has been dead for two days. The body is covered in claw marks, and her face is twisted in fear.

Treasure. If the characters search the body, they find studded leather armor, a short bow, ten arrows, and a leather pouch containing 5 gp.

MEENLOCK

A **meenlock** is sitting in a burrow of a large oak tree. It senses the characters and crawls out of the tree in order to attack them. Make a Dexterity (Stealth) check for the meenlock and compare it to the passive Wisdom (Perception) scores of the party. Any character whose score equals or exceeds the meenlock is not surprised.

QUICKLING

A **quickling** had just sneaked near the darkling's lair to steal a silver amulet from the boggles. It is currently fascinated by the item. It is not immediately hostile, but it is very prickly and rude – and any attempt to take the amulet will result in hostility. If characters succeed on a DC 14 Charisma (Persuasion) check, the quickling is willing to tell them about the amulet – that it was taken from a human girl by a boggle near the tower. If asked, the quickling describes the girl as being unharmed.

Treasure. Miri's amulet is shaped like a small anvil and was given to her by her father (worth 5 gp).

SHADOW

The **shadow** is a ghostly remnant of a female human hunter who had gotten lost in the maze and was killed by the meenlock. The shadow now wanders the maze itself. It is hostile to the characters.

TOWER OF THE DARKLINGS

Before you sits the squat stone tower, a dark, crumbling building overgrown with vines and moss. A small amount of smoke billows out from a chimney peaking out of the thatched roof.

A door is visible in the wooden extension connected to the tower itself. Large trees surround the old building, some so large and so close to the structure that they have worn away the walls on the upper floors, creating another opening of sorts.

The darklings had long ago abandoned the tower, preferring instead the darkness of the lair that they had built underground. The tower later fell into ruin, with the partial exception of the first floor.

The rooms and corridors in the tower and underground lair are 12 feet tall and lack a light source. The locations listed below are keyed to map 1.3.



Access to the tower can be found through the shed (area C1) or the second floor (area C5). Characters who succeed on a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check can climb the tree to reach area C5. The entrance to Práchán Geárr's lair is outside the tower and accessible by a secret trap door. Characters who examine the ground around the tower can, with a successful DC 16 Wisdom (Perception) check, see the faint outline of the trap door. If the characters are unable to find it, a darkling will enter the lair from the forest – this darkling can be used in the encounter in C9.

C1. ENTRANCE

A large oak door sits solidly in the wooden extension of the tower, serving as the only visible entrance to the tower itself. A large carving of a crow covers the door, with stars above it and Elvish script beneath.

The door is magically locked and cannot be opened using thieves' tools or by brute strength. Characters who know Elvish can read the following on the door: "When you have more of it, you see even less." If the Elvish word for darkness is uttered, the door magically opens. A *detect magic* spell reveals an aura of abjuration magic on the door.

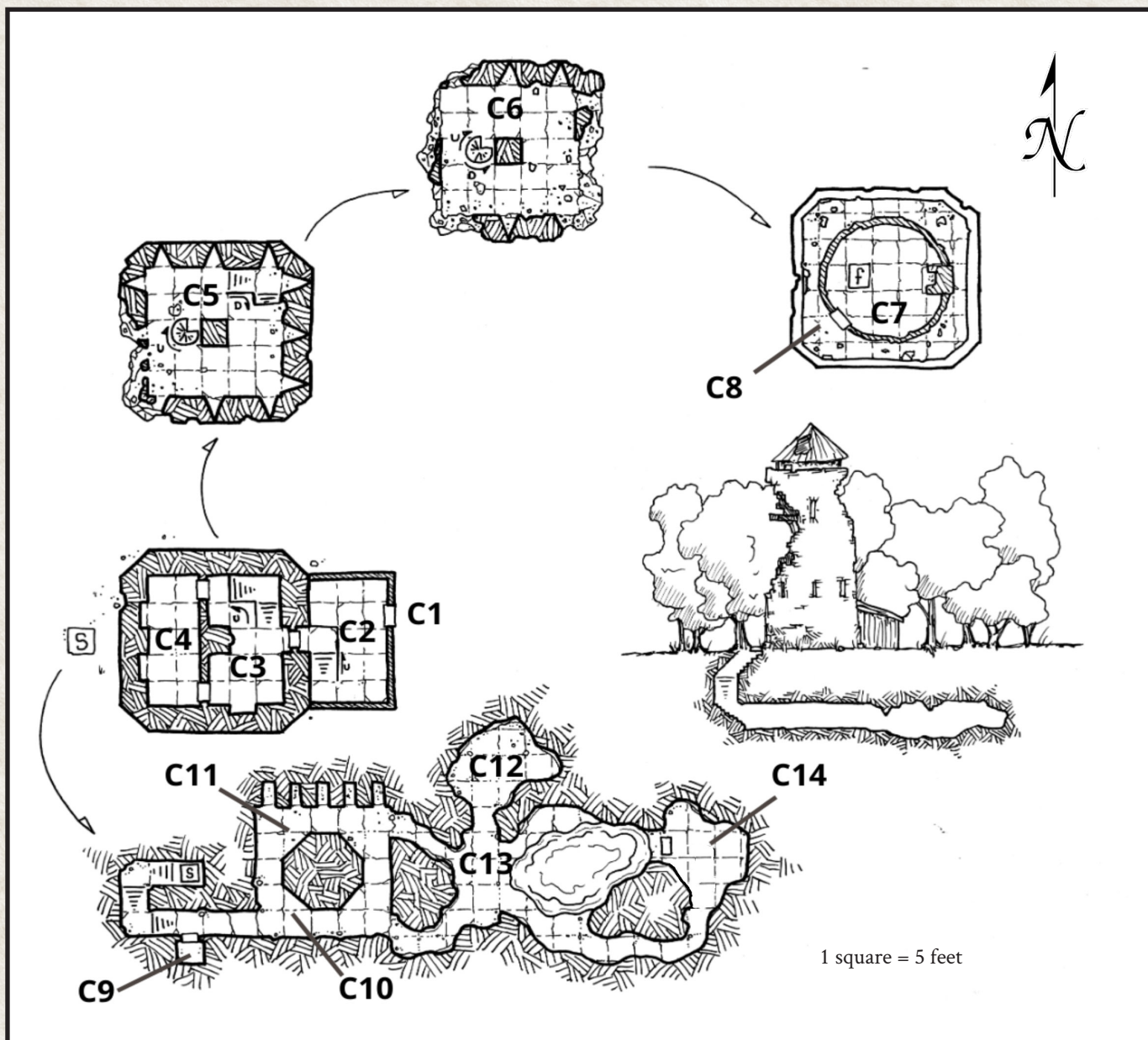
C2. FOYER

The wooden shed serves as a foyer to the tower itself, with stairs on one end rising several feet before stopping at the door to the tower itself. The wall paneling is carved with vibrant images of crows.

The carvings are designed to stop anyone from carrying light sources into the tower. Characters who carry any light source, magical or mundane, into this chamber will trigger the trap. Once activated, black smoke will emerge from the crow carvings, coalescing into 2 swarms of crows (use the **swarm of ravens** statistics). A *detect magic* spell reveals an aura of conjuration magic radiating from the carvings.

C3. MAIN HALL

The main hall of the tower features a staircase in the corner, alongside two doors on opposite ends of the western wall. A suit of black armor stands guard next to each door. A painting hangs in a small alcove along the southern wall, and an ornate rug lays on the floor, depicting the tower in better days, the sun shining bright behind it.



MAP 1.3: TOWER OF THE DARKLINGS

The rug is a **rug of smothering** that attacks any non-darkling that steps on it. Characters who study it can, if successful with a DC 10 Wisdom (Perception) check, notice that the image on the rug shows a trap door open outside the tower.

The painting depicts what looks to be a gray-skinned elf wearing a gold amulet shaped like an inverted triangle, with a small ruby in the center. Characters who succeed on DC 10 Wisdom (Perception) check notice that the portrait of the elf is perfectly done, lacking even the marks of a brushstroke. The painting houses a trapped soul. Characters who examine the painting can, if successful on a DC 16 Intelligence (Arcana) check, surmise that such portraits are likely magical in nature. Destroying the painting releases the trapped soul to the afterlife. A *detect magic* spell reveals an aura of necromancy radiating from the painting.

C4. GALLERY

Two paintings hang from the wall in this chamber. Each depicts a gray-skinned elf. Interestingly, both seem to be wearing the exact same necklace – a gold amulet shaped like an inverted triangle, with a small ruby set in the center.

Each painting has a soul trapped inside. Characters who inspect the paintings can, with a successful DC 10 Wisdom (Perception) check, notice that the portraits lack the telltale signs of brushstrokes. Characters who succeed on a DC 16 Intelligence (Arcana) check deduce that such portraits are likely magical in nature. Destroying the paintings releases the trapped souls to the afterlife. A *detect magic* spell reveals an aura of necromancy radiating from the paintings.



C5. SECOND FLOOR

You step onto the second floor of the tower. In one corner, the thick branches of a tree had finally broken through the crumbling wall. The room is quite barren, with a large stone pillar sitting squarely in the middle of the rubble-strewn chamber. Intricate shapes of crows can be seen on the pillar's surface. A circular staircase climbs further up the decaying old building, while stairs in the corner lead further down.

This room is largely empty. Rubble from the broken wall remains scattered on the floor, while vines and moss have climbed through the walls into the chamber itself. Characters who succeed on a DC 10 Perception (Wisdom) check will notice oily residue on the circular staircase.

The pillar depicts a murder of crows, with what looks like stars shining above them. Characters who succeed on a DC 12 Wisdom (Perception) check will see faint words written using Elvish script at the base: "May the dark crow shield us from summer's light."

C6. THIRD FLOOR

Much of the walls on this floor have crumbled away, leaving the room exposed to the elements. A non-descript square pillar sits in the middle of the chamber. Small animal bones litter the ground near the circular staircase going to the tower's roof.

The boggles in area C7 eat small animals that they catch in the woods and throw the remaining bones on this floor. Characters who succeed on a DC 10 Wisdom (Perception) check will notice oily residue around the bones and on the circular staircase.

C7. BOGGLE LAIR

The top of the tower is enclosed with an old, wooden conical roof. A door is on one side of the room, while a fireplace burns on the other. The ground itself is covered in a sticky oily substance. Gems and coins glitter in the flickering light of the fire.

Three small creatures – purple-skinned and mis-happen, none taller than a halfling, one with overly large hands and eyes, the other two with large feet and ears – are warming themselves by the fire.

Three stray **boggles** have made a home in the rooftop. They are immediately hostile to characters and fight to protect their home rather than flee.

Treasure. Characters who spend time searching the floor find 2 gp, 5 sp, and 23 cp.

C8. ROOFTOP

The rooftop is empty, except for dirt and debris.

C9. STORAGE ROOM

This room is the first area that character encounter after entering the underground lair using the trap door. The darkling elder stores painting supplies here. The door is half open. A **darkling**, currently in the room, attacks any intruders.

C10. WALL OF PAINTINGS

An octagonal inner wall divides up this otherwise square chamber, with two passages leading to a dark cavern to the east. A painting hangs on seven of the octagon's eight sides. Each one is masterfully done. Most depict what looks like gray-skinned elves, though one dragonborn and one eladrin can also be seen. Each is smiling widely, and each wears the exact same necklace – a gold amulet shaped like an inverted triangle, with a sparkling ruby in the center. Opposite the northern part of the octagonal wall are burial niches. Only one side of the wall, facing the south, lacks a painting.

Préachán Geárr has trapped a soul in each painting. Characters who succeed on a successful DC 10 Wisdom (Perception) check see that the paintings of the people on the canvas lack signs of brushstrokes or other markings. Characters who succeed on a DC 16 Intelligence (Arcana) check deduce that such portraits are likely magical in nature. Destroying any painting releases the soul to the afterlife. A *detect magic* spell reveals an aura of necromancy radiating from the paintings.

C11. CRYPTS

Ancient burial niches line this wall, each holding black metal urns. Elvish script can be seen above the niches.

Each of these urns holds the remains of a darkling who died, after their body and possessions turned to ash. A total of 20 urns sit on shelves in these niches. Each urn is worth 2 gp. Characters who understand Elvish will read the following message along the wall: "The dark crow leads his people to rest."

Characters who search the niches and are successful on a DC 14 Wisdom (Perception) check will find a *rod of the pact keeper +1* next to an urn. Any character who removes the magic item or an urn from the hallway is cursed. Until the curse ends, the character has disadvantage on attack rolls and ability checks. Putting the items back in their place or casting a *remove curse* spell (or a similar spell) on the character ends the curse.

C12. SLEEPING QUARTERS

This cavern holds four small cots and a wooden chest. Three small creatures are also visible; they are quietly sharpening their daggers. They look like small, wizened elves, with gray, mottled skin, their bodies covered in leather and pitch-black clothing.

Three **darklings** are currently in this cavern cleaning their weapons. They attack any intruders on sight. Characters have the option of trying to sneak past them through area C13, but they must succeed on a DC 15 Dexterity (Stealth) check.

Treasure. The chest is unlocked. It contains 22 gp, 50 sp, 130 cp, a deep blue azurite gem (worth 10 gp), and a bloodstone (worth 50 gp).

C13. DINING ROOM

This spacious cavern features a table covered with plates and glasses, all neatly arrayed, with five chairs are spread out around the table. A small underground pool stretches out deeper into the cave.

The darklings use this cavern as their dining room. The pool itself is 10 feet deep and connects to area C14. The pool is empty.

C14. DARKLING ELDER'S BEDCHAMBER

The passage opens up into a cavern. A bed sits along the eastern wall, while to the north stands a dark figure in black. The figure's hood is pulled down, revealing what looks like a gray-skinned elf, with arcane symbols tattooed on his face, neck, and hands.

The elf figure is busy painting on a stretched canvas. On a stool to his right is a gold amulet, shaped like an inverse triangle, with a ruby at the center. On his other side is a large stone block. A black-haired teenage girl is lying still on the stone.

Préachán Geárr, the **darkling elder**, is in the midst of painting. His *amulet of soul trapping* (see Appendix) is on the stool. He attacks intruders on sight and calls for help from the three **darklings** in area C12.

Miri is currently lying unconscious (albeit full health) on the table. The magic bracelet that had guided her to the darklings had drained her life before finally leaving her unconscious; the item has become blackened and rusted in the process, but still glows a faint green. Removing the bracelet ends the unconscious condition and destroys the item. The darkling elder intends to put the amulet around Miri's neck once the painting is done, resulting in her soul being trapped in the portrait. He therefore does not use it against the characters.

The *amulet of soul trapping* is currently linked to the painting. Characters who succeed on a DC 15 Intelligence (Arcana) check can surmise that the amulet is designed to trap a soul in the painting. They can choose to force the amulet on Préachán Geárr, which requires a successful grapple contest between the character's Strength (Athletics) check against the darkling elder's Dexterity (Acrobatics) check. If successful, the darkling elder must succeed on a DC 15 Charisma saving throw or have his soul trapped in the painting. The amulet is destroyed once used in such a manner.

Treasure. The darkling elder's *amulet of soul trapping*, if it is not used and destroyed, is now permanently linked to the painting. He also has a leather pouch with 5 pp, 15 gp, two green agates (worth 10 gp each) and one amethyst (worth 50 gp). A *potion of healing* is next to his bed.

CONCLUSION

The darkling elder's death ends the magical maze around the tower. Once back in the village, the characters discover the blacksmith has since disappeared. Observers say a strange light emanated from the blacksmith's home before his disappearance. Miri is devastated to learn this news and ends up staying with Kaelyn and Mayda Ravenwood. She also agrees to honor her father's promise of 20 gp and his *weapon of warning* (dagger). Miri informs the characters that her father had left a note detailing the possibility that rescuing her from the darklings could have consequences, including his return to the Feywild. He promises to find a way to return.





CHAPTER 3: THE HAG OF RED CRAG ROCK

THE LOGGERS AT EVENTIDE ARE AFRAID; SEVERAL of their number have disappeared in the forest. They ask the characters to investigate. As the characters discover, a corrupted dryad and an evil hag are behind things. This adventure is designed for characters who are level 3.

ADVENTURE BACKGROUND

Eventide has grown quite prosperous thanks to the hard work of its loggers. Yet many have grown afraid, with several of their number disappearing. A group are in the Smiling Horse Tavern, hoping to find some adventurers who might investigate the issue on their behalf.

The disappearances began several days earlier, when the logger Luth Helder had gone into the woods never to return, leaving behind his wife Kethra and their young daughter. Others had soon followed suit.

Behind the disappearances is a dryad named Meliae, who had lived quietly and peacefully in the forest for many decades. Yet that quickly changed when her tree was destroyed by Luth and other loggers – the destruction of her tree, which was her home and roots her to the world, has left her twisted and vengeful.

Meliae quickly took revenge on Luth but remained unsatisfied. Soon she found herself in the company of a forest hag by the name of Black Morwen and has continued to lure loggers deep into the forest, where they are taken and killed by the hag.

Yet there is more to this story, as Luth had not destroyed the dryad's tree by accident, but rather at the behest of the very same hag. Luth's child was sick with an illness, and the hag had supplied the cure – but at the cost of the destruction of the dryad's tree.

Since that time, Black Morwen had been facilitating the corruption of Meliae even further, enjoying the knowledge that she is the cause of the dryad's current predicament.

The loggers just lost their friend Taren to the dryad's charms the previous evening, but haven't found much support from the village speaker, who has asked for their patience. Seeing a group of adventurers at the tavern, they decide to hire them to investigate the matter.

SMILING HORSE TAVERN

The characters begin this adventure in the Smiling Horse Tavern. Nearby, a group of loggers have been talking quietly and occasionally glancing at the characters, until one of them finally approaches. Read the following:

The tavern is busy this night. Local farmers and loggers crowd around the nearby tables, enjoy-

ing a drink or two after a hard day's work. The halfling innkeeper seems particularly pleased by the bustling full house. The pungent smell of pipe smoke hangs heavy in the air, while the loud din of laughter and conversation fills it, almost drowning out the lone elvish musician playing a fiddle in the corner.

Yet not everyone seems so celebratory. A small group of locals are sitting nearby, their faces glum and serious, their voices quiet, and they occasionally look in your direction. One of the men suddenly gets up and heads towards your table.

"Begging your pardon," he begins, one hand nervously rubbing the other. "But you look like you can take care of yourselves. We're being hunted, you see. And we have some coin we'd be able to pay if you'd be willing to help."

The speaker is Edith, a logger from Eventide, and he introduces the characters to his companions – Dorn, Helm, and Bran (neutral human **commoners**). He explains that loggers in the village have become increasingly worried about a spate of disappearances in the forest. In total, three people have disappeared in the past several days.

Edith has gone to the village speaker, Pavel Starag, who seems concerned but says he isn't able to spare people to investigate – at least without direct evidence of foul play or a dead body. Edith hopes that the characters might be able to investigate. Together with his companions, he has been able to pool together 10 gp. That is all they can afford. If it doesn't seem enticing, he does suggest they might want to talk to the speaker, who might have additional funds available. The speaker can be found in his office in the Village Hall.

Edith thinks that the forests are haunted and assumes ghosts must have taken the loggers, and he freely shares that with the characters. Those who succeed on a DC 14 Wisdom (Insight) check realize that not all of Edith's companions look convinced, especially Bran. If pressed, Bran explains that he was with the last person who disappeared, a logger named Taren, right before it happened. Read the following:

"Taren seemed normal that day," explains Bran. "But he started talking to himself out of the blue. Then he started walking deeper into the forest, with nary a glance back. And, before I lost him, I swore I saw a tree move to grab him." He visibly shivered at the thought. "A tree! It was the forest, not a ghost."

The loggers are willing to offer details of the three men who disappeared. Taren was the last person who went missing. He lives with his sister Lia, who also runs the supply shop in Eventide, called Redleaf Provisions. Their

home is above the shop itself. Malak was the second person to go missing. He lives with his great aunt, Selise. The first person who went missing was Luth, who had left a young wife Kethra and their young daughter.

The loggers are happy to direct the characters to the homes of any of them. Bran also offers to show them the place where Taren had last worked.

If the characters go to Speaker Starag in the Village Hall, he does seem concerned about the situation, but explains that he can't afford to send his men to investigate. Characters who offer to investigate the matter can, if successful on a DC 12 Charisma (Persuasion) check, convince him to pay 40 gp for their services in the matter.

INVESTIGATION

Characters are free to investigate the disappearances of Taren, Malak, and Luth by going to their homes and asking questions. They can also take up Bran's offer to show them the site where Taren had disappeared, though he is only willing to do so during the day.

TAREN

Taren's sister Lia is a half-elf who runs the village supply shop Redleaf Provisions. She is either working at the shop during the day or is in her living quarters above it. If the characters go to her shop, read the following:

A sign hangs above the front door of the shop, depicting a backpack with a red leaf on it. As you enter, you are greeted by a female half-elf cleaning the store, surrounded by all manner of supplies. She smiles at you, though her eyes are red and teary.

Lia is still in some disbelief at Taren's disappearance from a few days ago. She approaches the characters as potential customers. Characters who succeed on a DC 12 Charisma (Persuasion) convince her to talk about Taren's recent disappearance; characters who mention Bran will gain advantage on the check.

Lia admits that Taren had acted strangely in the days leading up to the disappearance. As she explains, Taren had gone on a trip deep into the forest with Luth and a few loggers. This had happened late at night and he arrived back early in the morning – and he frequently complained about Luth in the days ahead. Characters who succeed on a DC 14 Wisdom (Insight) check will notice that she seems displeased about Taren's attitude. If pressed, read the following:

"It's not right, to complain about someone like that. Not when Luth and Kethra's child was, well, so unwell at that time. By the gods, we all thought she wouldn't last the season. But she surprised us, that little one."

Her smile deepens, and for a brief moment, the pall of sadness around her seems lessened.

She doesn't have any information about the forest, but she has heard rumours of ghosts, fey and other supernatural forces in the woods.

If they go with Bran to scout the location where Taren disappeared, the journey takes around an hour. Characters will see a small clearing close to the road, where the nearby trees are particularly thick, though several are now just stumps. A hungry **brown bear** is in the area searching for food. It sees the party and moves close to see if they have anything edible. Character can attack the bear, throw some of its rations at the bear, which it takes and soon leaves, or scare it away with a successful DC 15 Charisma (Intimidation) check.

Characters who search the area for tracks will, if successful on a DC 16 Wisdom (Survival) check, be able to identify and follow Taren's tracks from the tree that he had been cutting before his departure. His tracks can be followed briefly before they become obscured by the dirt and vegetation. Yet characters who follow the tracks will notice a second pair near the end – these appear right next to a tree.

MALAK

Malak's great aunt, Selise, lives in a small home on the north side of the village near the stream. She often acts as the midwife and healer for the village. She is happy to talk to strangers who show politeness in their inquiries, though she has little patience for rudeness – and is quick to kick anyone displaying such attitude from her home.

If the characters mention Luth, she suddenly becomes angry, but tries her best to hide it. Characters who succeed on a DC 12 Wisdom (Insight) check will realize that her tone has suddenly shifted at the mention of his name. If they ask about him, read the following:

"Malak always had a soft spot for Luth," she says. "Foolish boy. Oh, he was nice enough, I admit. And his child's sickness, well, that was a terrible ordeal. But there's something not right about that. I saw the child – the girl was dying of gutroot sickness, and there was nothing anyone could do for her. She was too far gone.

"But now the child is fine, and people are disappearing, including Luth. Including my Malak. No, something's not right about this."

She is uncertain what could have happened. Yet she suspects Luth must have made a deal with something dark to find a way to save his son. If characters inquire about that, or if they ask about what she knows about the forest, read the following:

"Oh, there are dark things in the forest, of that I have no doubt. I have felt the eyes of creatures there staring at me, long ago. Then again, I've also seen some strange things fairer to the eyes and softer to the touch. But that was long ago."

Characters who succeed on a DC 15 Charisma (Persuasion) check will convince her to tell them about a strange being whom she met when she was just a girl – a fey woman, who looked like an elf, but with fine antlers twisting up from her midnight hair. She met her several times and they even developed feelings for each other, but she suddenly disappeared.

Unbeknownst to either Selise or the characters, the fey woman that she saw was actually the dryad before her transformation – as she was forbidden to fall in love with a mortal by the Lord of the Hunt, a powerful archfey who led her clan, and was bound to a tree as a dryad as punishment. The dryad had caught glimpses of Selise long ago, but she soon stopped as it was too painful.

LUTH

If characters go to Luth's house, they will find his wife Kethra taking care of her and Luth's two-year old daughter Amafrey. She is open to talking to strangers who show an interest in her husband's whereabouts. While fearful for her husband, and growing increasingly despondent about his return, she does try to put on a brave face – responding to any questions about Luth by saying that she's sure he'll return at any moment. Characters who succeed on a DC 14 Wisdom (Insight) will notice that she doesn't look entirely convinced herself. She refuses to go into any further detail on that point.

Kethra does not mention anything about her daughter's sickness, unless asked, in which case she responds truthfully. Questions about how her son was cured leaves her stone faced, but she admits that Luth found someone that could help her son – a healer from a nearby town who was able to make a cure with her husband's help. Asking about that help leads to this response:

"Oh, he had to find a special ingredient deep in the woods. I'm not sure what exactly it was. Some flower or plant, I think. Said he had to do it at night, and took his friends for protection: Malak and Taren." She pauses for a moment, mouthing those two names again briefly. "Oh dear..."

She is willing provide additional details about her husband's trips – that he seemed nervous at first, about both his trip to the other town, then to find the ingredient. But he seemed back to his old self when he went to get the cure. Characters who press her on the other disappearances will leave her flustered; if successful on a DC 14 Charisma (Persuasion) check, she admits she believes it's a strange coincidence, but nothing more.

Kethra doesn't have information about the healer. But she says she's been going through Luth's belongings and they are welcome to take a look to see if they can glean any hints from them. Most of his belongings are clothes and the tools for a logger, and don't provide any further information. But characters who succeed on a DC 14 Wisdom (Perception) check notice that one of the floorboards looks loose, as if it could be removed. Those who open it find a small journal. Most of it details Luth's thoughts and fears about being a new father. But, if the characters spend some time reading it, they come across the following passage:

"What choice do I have! My girl is dying. By the gods, the crone might not even be real. Still, I have to take the risk, even if she wants my soul – as Black Morwen has been wont to do. According to legend, says Echo. But maybe the hag can help little Amafrey..."

The name Black Morwen means nothing to Kethra, but she does know of a tabaxi named Echo (short for Echo of Caverns Deep), who has made a point of collecting stories and legends from this area. She runs the mill alongside her husband Taman Helder. Kethra tells them that they can find her at the water mill during the day. At night, she often enjoys a drink and listens to stories at either Eventide Inn or the Smiling Horse Tavern.

From Echo, they can learn about stories concerning an old hag in the forest who had been known to make bargains with people. She is known to live at an old ruin deep in the woods, near a large red rock outcropping – one so large that the villagers call it Red Crag Rock, which they avoid and claim is a place of bad luck. She is willing to provide verbal instructions in how to reach the landmark, which is a 3-hour journey. However, she does ask them if they'd offer her a story of what they find at that location upon their return.

SPECIAL ENCOUNTER

Characters who investigate the disappearances will eventually hear commotion outside – this can take place at any time (especially if the characters have investigated all leads and the players seem uncertain on where to go next). At that point, read the following:

You hear the sound of loud voices. Turning, you see Edith and his friends coming towards you. They are talking amongst themselves, clearly agitated, and as they come closer, Edith yells: "Another one! the woods have taken another one!" His eyes are darting all around, scared, as if expecting a shadow to take him.

Edith informs the characters that another logger had disappeared, his friend Helm, who was in the woods with

some others before he too disappeared. He offers to take them to the place – a journey that takes over an hour.

Once they arrive, characters who search the area for tracks can, if successful on a DC 13 Wisdom (Survival) check, identify and follow Helm's tracks. If they fail the save, Edith will have seen the tracks and directs them to it, though he does not go with them, preferring to leave this place as soon as possible. They will also notice a second set of tracks – one that comes out of a tree and walks close beside the other. Both tracks are fresh and characters can follow them to Red Crag Rock and the hag's lair.

Characters with a passive Wisdom (Perception) of 12 and above will hear some rustling from the woods. Suddenly, four **twig blights** emerge from the woods, a remnant of Meliae's corruption, which is accelerating with each person taken to Black Morwen. They attack the party.

ABANDONED FARM

The trail goes straight to the ruin that Black Morwen calls home. Yet, on the edge of the clearing, it goes near some old, abandoned farms. The hag's servant, a spiteful redcap named Kneecutter, lives in one of these farms. He was created in this area, arising from blood that had been spilled by the farmers living here – an act that the hag had been instrumental in facilitating. He joyfully attacks any characters who walk near the farm.

Once the characters reach this area, read the following

The trail goes around an old, abandoned farmstead. A small house – its door wide and thudding against the wall – is situated in a small clearing in the forest. Behind the house is the half-collapsed shell of an empty barn.

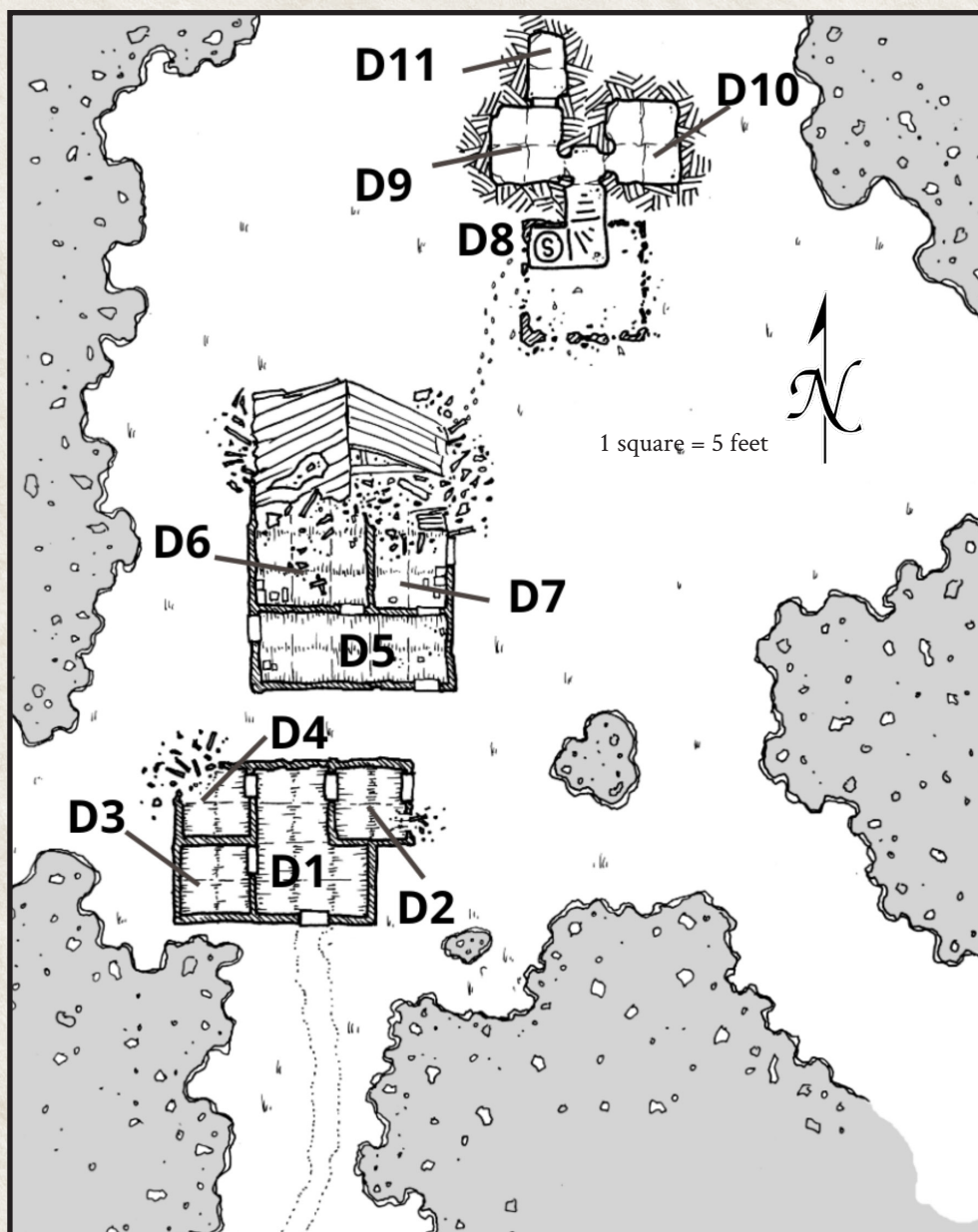
Characters who are wary of this abandoned farmstead may choose a different path to get to the ruin. If so, they may go straight to Red Crag Rock and the hag's lair in area E1. But, even if they choose not to go through the abandoned farm, the special encounter at the end can take place at any point before they reach Red Crag Rock.

The following locations are keyed to map 1.4.

D1. LIVING AREA

This room is strewn with broken chairs and a table lying on its side. The wrecked remains of a cabinet are lying in the corner. What looks like slash marks can be seen on some of the destroyed furniture.

Blood stains the ground around the remains of the chairs and cabinet. Any characters who succeeds on DC 12 Intelligence (Investigation) check will discern that the slash marks seem to belong to some sort of sharp sickle.



MAP 1.4: ABANDONED FARM

D2. KITCHEN

This room has pots and pans lying on the ground. A door on the east side of the house is closed. Next to it is a large hole in the wall.

D3. BEDROOM

Read the following to the players when they reach the entrance to the bedroom:

This bedroom is still in relatively good shape. A thick layer of dust covers the bed and furnishings, and a human skeleton wearing a nightgown is lying under the covers in the bed. A pillow partially covers the skull.

This room hasn't been touched in many years. Musty clothes still sit in the cabinets.

Treasure. Characters who succeed on a DC 13 Wisdom (Perception) check will notice a small jewelry box lying behind a cabinet. It holds 2 agate earrings (10 gp each), a silver brooch inlaid with 2 azurite gems (30 gp), and gold necklace with a small pendant shaped like a horse (50 gp), which matches the one in area D4.

D4. NURSERY

A crib sits barren and lifeless in this room. Lying beside the crib, next to a large hole in the wall in the corner of the room, is a crumbled human skeleton wearing shreds of clothing. The skeleton has a blood-stained dagger still grasped in its hand.

If anyone touches the skeleton, a **spectre** awakens in this room and attacks. The spectre is all that remains of the family who lived here.

Treasure. Characters who search the body will discover a gold necklace with a small pendant shaped like a horse (worth 50 gp). It matches the one in area D3.

D5. BARN ENTRANCE

This room is empty, except for a skeleton lying in the corner. Two open doors go deeper into what remains of the barn.

Characters who examine the skeleton can, if successful on a DC 14 Intelligence (Investigation) check, notice nicks on two of the rib bones – as if something sharp had gone through the ribcage.

D6. ANIMAL PEN

This room used to hold the animals, but the back of the barn has collapsed. No animals are inside.

D7. GRAIN STORAGE

This room used to hold the grain on the farm. The back of the room has collapsed.

D8. TRAP DOOR

The burned remains of a building can still be seen around a poorly shut trap door. Large, heavy footprints are visible on the dirt ground, particularly between the trap door and some barrels filled with water outside of the partially collapsed barn.

Suddenly, the trapdoor opens and a small, bearded creature emerges, looking like a small gnome but with sharp teeth, spiteful eyes, and wearing heavy iron boots. It carries a jagged sickle and its pointed hood is glistening red. It smiles when it sees you.

The **redcap** lives in the cellar of this burned down building, and frequently drinks water from barrels near the barn. Its hood has recently been dipped in the blood of the captured logger Helm. The creature immediately attacks the characters.

D9. REDCAP'S LIVING QUARTERS

A dirty mat sits on one side of the cellar floor, covered with some blood-stained clothes. A whetstone lies on the side of the mat. A few bones are scattered around it, the flesh on them picked clean.

The redcap sleeps on the mat in this chamber.

D10. BONES

The redcap discards the bones of its victims in a small mound in the middle of this room. There is nothing of value in the mound.

D11. STORAGE ROOM

The redcap keeps its valuables in a bag in this storage room, taken from the remains of its many victims. The bag itself is stained red with blood.

Treasure. The bag contains 33 gp, 70 sp, 105 cp, 2 malachite gems (worth 10 gp each), 2 amber gems (worth 50 gp each), a finely sculpted stone figurine of a horse with agates for eyes (worth 25 gp), and a *stone of good luck*.

SPECIAL ENCOUNTER

This special encounter can take place at any time during the character's time at the abandoned farm or even if they choose to avoid this location altogether on their way to Red Crag Rock.

A lithe figure steps out of an old, gnarled tree. Her form is a blend of brown and green, wood and leaves, like the forest itself. But, at closer inspection, you notice that the leaves look dark and wilted and some of the wood looks rotten. Her eyes are dark and cold.

"You shouldn't be here," she says in Common, her voice beautiful and melodious, but without a hint of humour or kindness. "It is dangerous to walk so close to Red Crag Rock."

Meliae, the **dryad**, asks the party about their purpose in the woods. If they explain their investigation into the missing loggers, Meliae becomes immediately angry. Read the following:

Her eyes glint with violence for a moment. "You think these loggers are innocent. Tell that to the trees, who have felt each swing of their axes," she spits, one hand unconsciously rubbing her torso. "Tell that to



those who have lost their roots. The loggers deserve their fate. They all do."

Characters who are successful on a DC 14 Charisma (Persuasion) check are able to calm her down. On a fail, she uses her tree stride ability to leave – and if they fail by 5 or more, her anger leads to two **vine blights** and three **needle blights** emerging from the nearby woods to attack the characters. On a success, read the following:

"But I suppose not all mortals are bad," she says, her anger rapidly melting away. "I met someone once in these woods. A mortal girl. A lovely creature." She suddenly smiles, and for a moment the darkness around her lessens, if only briefly. "But it was not to be. The Lord of the Hunt does not take kindly to relations with mortals. And he punishes such transgressions."

The dryad is referring to her initial encounter with Serise before her transformation. Characters who have met Malak's great aunt and have figured out this connection can inform her that Serise is alive in Eventide, though any mention of her grandnephew Malak as a victim would make her leave using her tree stride ability. Characters who have read Luth's journal can also tell her about his dealings with Black Morwen. That confuses her and will lead her to use her tree stride ability as well.

Once she gains enough information from the characters, she leaves. If she is attacked during this encounter, she tries to escape using her tree stride ability – and two **vine blights** and three **needle blights** emerge from the woods to attack the characters. Unless killed, she will reappear in area E7, though her disposition towards the characters depends on what they eventually tell her.

RED CRAG ROCK

Black Morwen lives underneath an abandoned ruin in a large open clearing next to Red Crag Rock. After many years of living here, the hag's corruption has begun to seep into the ground – the area around the ruin is dead and barren, the trees on the clearing's outskirts have become dark and twisted, while a foul smelling fog has begun to encircle her home. Various types of blights have also emerged from this corruption to serve the hag.

Read the following:

The massive shape of Red Crag Rock sits in barren field, the reddish hue of the stone looking like dried blood and the rock itself resembling nothing so much as a blade jutting out of the ground. Sitting alone in its shadow is the small shape of an old ruin, the top of its towers having been long since destroyed.

The surrounding area is bleak and barren, with little vegetation and only a few twisted trees growing from the ground's soil. A foul-smelling fog drifts around the ruin.

The rooms and corridors in the ruin and underground lair are 10 feet tall and lack a light source, unless otherwise noted. The following locations are keyed to map 1.5.

E1. ENTRANCE

A doorway provides the only entrance into the ruin. Standing next to the door, hidden from view by the ruin's partial wall, are the twisted shapes of walking vegetation. Some have conifer-like needles growing from them, others are made up of twisted branches made to look like a head and limbs.

Three **twig blights** and two **needle blights** guard the entrance to the ruin. They attack intruders immediately. The door itself is unlocked.

E2. FOYER

A small room sits largely empty. There is a closed trapdoor on the right and a doorway to the left. Small figures, carved from bone, sit on some shelves.



The hag's underground lair (E6 and E7) can be accessed through the trap door. The door opens up to the ruin.

E3. STAIRWAY

A spiral staircase goes to the upper levels of the tower.

E4. SECOND FLOOR

This floor is covered in fresh blood, with two hatchets leaning against a barrel in the corner. Two shapes are standing by the barrel, their forms made up of vines wrapped into a humanoid form. Blood drips from their torsos, as they shamble towards you.

Victims of the hag are butchered in this room, their parts thrown in the barrel. Helm was recently killed and his remains are now inside it. Two **vine blights**, which were storing the remains, attack any intruders.

E5. THIRD FLOOR

This floor is littered with bones, some having been picked clean, while others still have some of their rotting flesh still hanging on them. Part of the wall is missing, with only rubble on the ground next to it.

At this height, the fog on the ground outside spreads out in all directions.

Black Morwen leaves the bones of some of her victims on this level. It's a 25 feet drop from the opening to the ground.

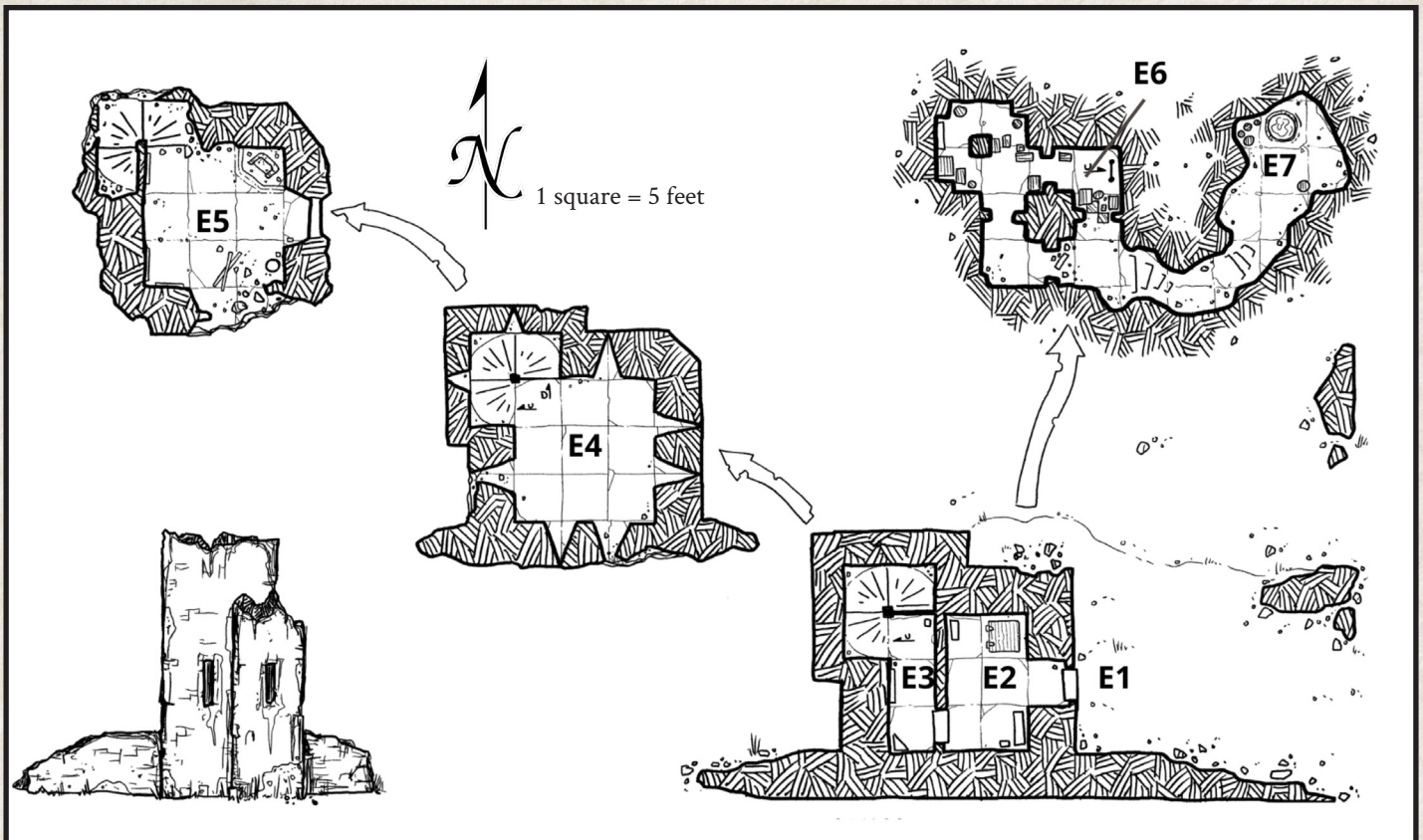
E6. STORAGE ROOM

The trap door opens into a room with a large pillar in the middle. Dirty crates filled with clothes block the corridor to the south. The western corridor opens up into a small chamber with a narrower pillar supporting the stone ceiling. Shelves and cabinets line the walls. The foul odor of rotting eggs lingers in this place. A corridor heads further east, though reaching it seems to require heading west around the large pillar.

The hag stores her clothes and those of her victims in the crates. Characters can move the crates to head south, but it requires a successful DC 16 Dexterity (Stealth) check to avoid making noise that would alarm the hag. The shelves hold several books and little figurines made of humanoid bones; these depict grotesque scenes of killings and murders.

Treasure. The books are all written in Elvish script. A few are recipe books for how to cook various types

MAP 1.5: RUIN AT RED CRAG ROCK



of humanoids, written by other hags. Others reveal the crazed writings of Black Morwen herself, though these are written using a cypher and are unintelligible to the characters. One book is titled *The Ways of Ceithlenn of the Crooked Teeth* (worth 15 gp), which provide information about the powerful archfey that many hags worship and rituals meant to please the entity.

E7. HAG'S LAIR

If the characters enter without alerting the hag to their presence, read the following:

The stairs end in a small cave that holds a black cauldron and a dirty mat next to it. Flames crackle from underneath the cauldron. Standing in front of the pot is a hideous figure, her skin slimy and covered with pus-filled boils, her nose long and crooked, her dirty black hair hanging lifeless around her.

The figure is garbed in a blood-stained garments. Hanging from her wrist is a bracelet made of children's teeth. The other hand holds a wooden cane covered in arcane symbols.



Black Morwen is a forest hag (use the **green hag** statistics, but with the following modification: hit points are 70 and AC is 16). She's armed with *cane of the tree spirit* (see Appendix). She's currently preparing a soup made from the choicest cuts of the logger Helm. Characters who made significant noise entering her lair will have alerted her to their presence, leading her to turn invisible to speak to them.

While open to talking with the characters, the hag has no intention of letting them leave. If asked, she informs them that the loggers are gifts from the dryad; they have been killed and used as food, ingredients for eldritch rituals, or offerings to Ceithlenn of the Crooked Teeth.

If the **dryad** wasn't killed earlier, Black Morwen uses the cane to summon her as a bonus action – either near the end of their conversation or on the first round of combat. Black smoke comes out of the cane, eventually forming into Meliae. She joins with Black Morwen in attacking the party, with a few exceptions (see below).

Development. If Meliae is informed about Malak's relationship to Serise from her past or Luth's dealings with Black Morwen, she refrains from attacking the characters. Any character can also, if successful on a DC 15 Charisma (Persuasion) check, persuade her to attacking the hag – they have advantage if they provided this information in their first encounter with her. In either case, once the hag is defeated, read the following:

The dryad's shoulders are slumped, as she stares long and hard at the fallen hag. "I should never have trusted one of Ceithlenn's followers. What have I done." She turns her gaze to you, looking cold and hard but resigned as well. "You do not have to worry. My time here is done. I go to the Lord of the Hunt for judgment." She looks up, and suddenly she's gone.

Treasure. Characters are free to take the *cane of the tree spirit*, though its ability to summon the dryad has now been used and is permanently gone. The hag also has four pieces of jewelry in a small bag next to her mat (worth 20 gp each).

CONCLUSION

Edith and the other loggers are saddened by the loss of Helm but they do pay the characters the promised 10 gp. Once he is informed about the fate of the loggers, Speaker Starag goes to the characters and pays them 40 gp as well – he does so even if the characters didn't receive the promise of that payment earlier. Edith holds a ceremony for the lost loggers and invites the characters to join attend. If the dryad is not killed, the next day, a large tree suddenly appears in the field where the ceremony took place. Some say they can see the outlines of a face frozen in a scream on the tree trunk.

APPENDIX

MAGIC ITEMS

The following new magic items appear in this collection of adventures.

AMULET OF SOUL TRAPPING

Wondrous item, rare (requires attunement)

Powerful archfey like the Summer Queen are known to trap the souls of mortals who displease them in paintings and other objects of art. This magic is known to be carefully guarded, and acquiring such power risks the wrath of such beings. Those who do learn such power, and who survive the consequences, are able to fashion magic items such as the *amulet of soul trapping*.

A creature who attunes to the amulet can connect it to a specific piece of art – one that can hold the likeness of a person, such as a painting or a sculpture. Once done, it cannot be reversed. And, at that point, the magic item loses its attunement requirement. The next person who wears the amulet triggers the soul trapping. A creature must succeed on a DC 15 Charisma saving throw or have their soul trapped in the piece of art. The body of a creature trapped in such a manner would be incapacitated, eventually dying in three days time. Destroying the piece of art releases the soul to the afterlife, though the body needs to be alive if the creature is to be revived.

The magic of soul trapping is unstable in this form, however. Once an item is used in such a way, it is im-

mediately destroyed – irrespective of whether the soul is successfully trapped or not.

CANE OF THE TREE SPIRIT

Weapon (club), rare (requires attunement)

A dryad's tree serves as the fey spirit's home and root to the world. Once it is destroyed, the dryad becomes unhinged or mad. Yet some dark fey creatures, such as hags, have been known to use the wood from the dryad's tree to craft magical items. The *cane of the tree spirit* in one such item.

This cane can be wielded as a magic club that grants a +1 bonus to attack and damage rolls made with it. The cane has 7 charges and regains 1d6 + 1 expended charges daily at dawn. If you expend the cane's last charge, roll a d20. On a 1, the cane crumbles into ashes and is destroyed.

Spells: You can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it (spell save DC 14): *barkskin* (2 charges), *entangle* (2 charges), *goodberry* (1 charge), *speak with plants* (3 charges).

Summon dryad. The cane also retains a connection to the dryad whose tree was used to create it. This can lead to corruption seeping unknowingly into the dryad, when wielded by a hag, for instance. This connection can also be triggered one time to summon the dryad as a bonus action. The dryad must succeed on a DC 15 Charisma saving throw or be teleported within 30 feet of the cane. Once used in this manner, the cane loses the connection – and it is no longer able to summon the dryad. The cane still retains its other properties.

A CANE OF THE TREE SPIRIT CAN BE
FASHIONED OUT OF A DRYAD'S TREE



CREATURES

Creatures that are not described in the *Monster Manual* but appear in this collection are presented in this appendix in alphabetical order. See the *Monster Manual* to interpret a stat block.

BOGGLE

Small fey, chaotic neutral

Armor Class 14

Hit Points 18 (4d6 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Saving Throws Perception +3, Sleight of Hand +6, Stealth +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 1/8 (25 XP)

Boggle Oil. The boggle excretes nonflammable oil from its pores. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action.

Slippery Oil: While coated in slippery oil, the boggle gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.

Sticky Oil: While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Uncanny Smell. The boggle has advantage on Wisdom (Perception) checks that rely on smell.

Dimensional Rift. As a bonus action, the boggle can create an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that the boggle can see or specify by distance and direction (such as "30 feet straight up"). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle's next turn.

ACTIONS

Pummel. *Melee Weapon Attack:* +1 to hit, reach 5 ft. one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

Oil Puddle. The boggle creates a puddle of oil that is either slippery or sticky (boggle's choice). The puddle is 1 inch deep and covers the ground in the boggle's space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour.

If the oil is slippery, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.



DARKLING

Small fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Acrobatics +5, Deception +2, Perception +5, Stealth +7

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Elvish, Sylvan

Challenge 1/2 (100 XP)

Death Flash. When the darkling dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of the creature's next turn.

Light Sensitivity. While in bright light, the darkling has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the darkling has advantage on the attack roll, the attack deals an extra 7 (2d6) piercing damage.

DARKLING ELDER

Medium fey, chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 27 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Skills Acrobatics +5, Deception +3, Perception +6, Stealth +7

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Death Burn. When the darkling elder dies, magical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area must make a DC 11 Constitution saving throw. On a failure, the creature takes 7 (2d6) radiant damage and, if the creature can see the light, is blinded until the end of its next turn. If the saving throw is successful, the creature takes half the damage and isn't blinded.

ACTIONS

Multiattack. The darkling elder makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) bludgeoning damage. If the darkling elder had advantage on the attack roll, the attack deals an extra 10 (3d6) piercing damage.

Darkness (Recharges after a Short or Long Rest). The darkling elder casts *darkness* without any components. Wisdom is its spellcasting ability.

QUICKKLING

Tiny fey, chaotic evil

Armor Class 16

Hit Points 10 (3d4 + 3)

Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	13 (+1)	10 (+0)	12 (+1)	7 (-2)

Skills Acrobatics +8, Sleight of Hand +8, Stealth +8, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1 (200 XP)

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

Evasion. If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The quickling makes three dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

MEENLOCK

Small fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 31 (7d6 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-1)	15 (+1)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +6, Survival +2

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 14

Languages telepathy 120 ft.

Challenge 2 (450 XP)

Dear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 11 Wisdom saving throw or be frightened until the start of the creature's next turn.

Light Sensitivity. While in bright light, the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Teleport (Recharge 5–6). As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, and the target must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REDCAP

Small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d6 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (-0)	12 (+1)	9 (-1)

Skills Athletics +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

ACTIONS

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

XVART

Small humanoid (xvart), chaotic evil

Armor Class 13

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	8 (-1)	7 (-2)	7 (-2)

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 8

Languages Abyssal

Challenge 1/8 (25 XP)

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Overbearing Pack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and rats.

ACTIONS

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

Sling. *Melee Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

XVART WARLOCK OF RAXIVORT

Small humanoid (xvart), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	8 (-1)	11 (+0)	12 (+1)

Skills Stealth +3

Senses darkvision 30 ft., passive Perception 10

Languages Abyssal

Challenge 1 (200 XP)

Low Cunning. The xvart's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *mage armor* (self only)

Spellcasting. The xvart is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *mage hand*, *minor illusion*, *poison spray*, *prestidigitation*

1st–2nd level (2 2nd-level slots): *burning hands*, *expeditious retreat*, *invisibility*, *scorching ray*

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Raxivort's Blessing. When the xvart reduces an enemy to 0 hit points, the xvart gains 4 temporary hit points.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and rats.

ACTIONS

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



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