



School Magic

Porin Vorisch the Headmaster of the Moonsea School for Homeless Children has requested aid.
Adventurers seek to find the cause of fey disturbance and unrest in and around the School.

A Two Hour Module for Characters Level 1-4



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Introduction

Welcome to *School Magic*, a D&D CCC adventure.

This Adventure is set at the Moonsea School for Homeless Children. A Boarding School for Orphans and other Displaced Children Built by the Vorisch Family of Phlan in the Border Forest.

This adventure is designed for **three to seven 1st - 4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

Adventure Background

The Moonsea School for Homeless Children is a relatively new site built in the Western Foothills of the Dragonspine Mountains, north of the River Tesh, about half way between Teshwave and Dagger Falls. The School was imagined, founded, and built by Serana Vorisch. Serana was the eccentric, lone daughter of her aristocratic family. She survived the Conquest and Reclamation of her home City of Phlan. After disaster also befell Mulmaster, Hillsfar, and the Sword Coast Serana chose to use her wealth to provide shelter, education, and opportunity to the many displaced and suffering children of the region.

Serana died shortly after the School was opened, leaving the running of her legacy to Porin, a child of her eldest brother.

The School has flourished, the number of displaced, orphaned, or refugee children seemingly endless. Porin has proven to be an effective and caring administrator, but now they face an unusual problem. The local fey have taken an interest. The school was unwittingly built on the site of a Fey Realm's Portal to the surface. Queen Snowhair of Underhill wants something in return and has been sending subjects in increasing numbers to make her wants known. Porin has called on adventurers to resolve the issue.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

The Moonsea School for Homeless Children: A Boarding School established a short year ago by Serana Vorisch. It is home to about four dozen orphans, refugees and the like from Phlan, Mulmaster, Hillsfar, and even the western end of the Black Road. It is a predominately wooden multi-storey structure sitting atop a hill surrounded by orchards, and gardens, with a commanding view of the surrounding woods.

Serana Vorisch: Founder of the school and eccentric spinster daughter of the Vorisch family of Phlan. She used her wealth, contacts, and charm to build the school despite her brothers' misgivings. Serana died just 3 months ago.

Porin Vorisch: Serana's half-elven nephew, Porin took over the job of Headmaster upon her death. He is an affable, handsome man entering middle age, whose non-conformist outlook and disposition led him to take up the mantle of Serana's vision.

Underhill: The overlooked, fey domain upon which The Moonsea School for Homeless Children was built. Underhill most often is reached only by portals linked to the seasons and moon.

Snowhair: Queen of the realm of Underhill. She is childless, vain, and prone to tantrums. Currently she feels slighted that Serana Vorisch, and the Moonsea School for Homeless Children did not consult with her, nor include Underhill in its dedication.

Marta: A young Duerger girl living and studying at the MSfHC. She was trapped 'above' when her parents died in skirmishes with adventurers while running from the horrors of the Demonic influence which spread to Hillsfar. She has no clan name and refuses to claim anything until she 'earns' it.

Teva Firecrest: A young halfling from Hillsfar who has grown up at the School. She has helped in and around the kitchen for the last year. Cheerful, exuberant, and usually loud she has become quiet and shy over the last tenday.

Tom: A young human boy from Phlan, Tom came to the school recently. He was found as an urchin on the streets and offered a chance for a better start in life by a Proctor of the Vorisch household.

Adventure Overview

School Magic is broken into three parts:

Introduction, Investigation, and Negotiation.

Part 1. (30 minutes) The adventurers arrive at the Moonsea School for Homeless Children and meet with Headmaster Porin Vorisch. Porin shares what information they have, and offers access to their library, and to students seemingly singled out by the fey.

Part 2. (70 minutes) The adventurers make their way to Underhill and face a series of trials and tests to be granted an audience with Snowhair.

Part 3. (20 minutes) Negotiations. The adventurers must appease Snowhair, and forge a pact between school and Underhill.

Adventure Hooks

For the Children: Adventurers who have witnessed the last few years in the Moonsea Region may jump at the chance to aid those hoping to make life better for orphans, homeless and displaced children.

Looking for adventure and employment;

Factors of the Vorisch family throughout the Moonsea region are glad to direct adventurers to the Moonsea School for Homeless Children to help resolve the issues there.

Kumoricon CCC Adventure Hooks:

02-01 Vacant: Having made your way out of the Storm and Thorp 'There's a light up above'. The Moonsea School for Homeless Children is a beacon on a hill promising refuge, and possible employment.

02-03 Little Girl Lost: Weathering sudden fierce storms and more within the Border Forest, you find the light and shelter offered by the School on the hill welcome.

02-04 To Be the Very Best: The Wild Monster Capture Festival takes place upon the grounds of the Moonsea School for Homeless Children. Having proven your abilities there, Headmaster Porin Vorisch comes to you with a request for aid.

Part 1: Arrival and Introductions

Estimated Duration: 30 minutes

After a ride of days from the Moonsea, the Black Road, or other locales, the adventurers find themselves walking onto the grounds of the Moonsea School for Homeless Children. The school is a multi-storey wood and stone building built atop a prominent bluff. The bluff is mostly clear of trees, offering a well-manicured lawn with jutting rocks. The school dominates the hill.

General Features

If you have run or intend to run KUMORI 02-04 There can also be seen the tents, ropes and activity of a festival.

The School is obviously recent construction, and while simple and austere in construction it is still inviting.

Weather. It is fall, and while bright sunny days are possible, storms can be seen building and flowing from the Moonsea, and the North. Light breezes are refreshing upon the hill, but can quickly turn to strong winds which tug and hoods, cloaks, capes, and any carried objects.

Light. Outside, the light moves from bright sunlight, to gloom and shade with the flow of clouds. The moon is large and waxing making the nights nearly as bright when the clouds are gone.

Inside, lanterns line the halls and stairs, and dominate at least one table in each room. Candles are used as well in dorms, studies, and storage spaces.

Smells and Sounds. The school still smells somewhat of new wood, soap and herbs used in cleaning, and the pines of the forest. The smell of rain often is blown in as storms move past or over the school. The school can change from nearly deathly quiet to sudden explosions of footsteps, and children's voices as the students move from study to play, rushing up and down stairs and halls.

1. The Headmaster's Office

Upon arrival, the characters will be met on the grounds by one of the older students, Marta, a young grey skinned dwarf which the astute will realize is a duergar. She will greet and then lead the party into the school and down a hall to the headmaster's office. Knocking once, she will wait for an answer, and then open the door and usher the new arrivals in.

'Your visitors Master Vorisch.'

Marta then curtsseys, and after a nod from Porin moves past the party and through a door into an adjoining room. A short burst of conversation can be heard from this room as she enters.

Roleplaying Porin Vorisch: Porin is calm, agreeable, and friendly, if busy and concerned. Moving constantly while talking, picking up books, waving out windows, and in the direction of current topics. To the forest, up to the dorms or classrooms, westward to the gardens and so on. Porin gets to the point answering questions to the best of their ability and directing the adventurers to the most likely source of answers. Porin is handsome with muted elven features and a sly smile.

Obviously proud of the School and Aunt Serena, yet self-effacing enough to know that the school is not truly 'important' to the Moonsea Region; at least not yet. Porin sought the aid of the adventurers purposely. 'It is good for the rash to see consequences'. Is their favorite quote from Serena.

Headmaster Porin Vorisch addresses the party "Thank you very much for coming. You are welcome to sit or stand as you wish." They place a bookmark in a book and stand from behind their desk. "There is water, tea, wine and some middling spirits on the table." A wave to a buffet next to a window overlooking the eastern slope of the school's hill reveals the truth of this, and of a small collection of cheeses, fruits, nuts, and cold meats. "Let me tell you what I can, and answer questions as best I can, then introduce you to the three in the next room. I hope this will be enough to solve the School's current issues."

Porin will introduce themselves, and ask for names from the visitors, thereafter addressing people by name when appropriate.

The office is nicely appointed, but not extravagant or too richly appointed. A bookshelf dominates the wall behind Porin's desk, and two more are on the room's walls. One fills the wall across from the door, the other shares space with a fireplace. There are padded chairs, and small tables in the center of the room, forming a semi-circle in front of the hearth.

What Porin will tell the Party:

- The Moonsea School for Homeless Children is their Aunt Serena's Legacy and something they are proud to represent. Construction

finished last Spring, Serana died Last Winter.

- Workers were brought in from Phlan, Yulash, and Dagger Falls.
- The Grounds were a family holding inherited by Serana.
- Serana sought to ease the suffering of children impacted by recent calamities around the Moonsea, and to provide them with skills, knowledge, and purpose.
- There is a stone archway at the base of the hill the school is built on. It faces North, and has some very faint carvings on it.
- Since Greengrass there have been increasingly frequent disturbances by, and sightings of, fey. Missing personal items and small pieces of clothing, small pranks, (snuffed candles, windows opened, ties undone, food spilled, and the like).
- Within the last Tenday, three separate notes, have been delivered to three of the students. These three are in the next room. Marta, the young duergar who escorted the party to the office, Teva Firehair, an excitable young halfling, and Tom, a young boy from Phlan.

Adventuresome Spirits:

When the characters are done with questions or seem eager to move on, Porin will move across the room and open the door to the adjoining chamber. The silence which follows is deafening.

The three are no longer in the room, an open window on the North Wall indicating how they left.

A paperweight holds down a small stack of papers on a table in the center of the room. These are: ***Marta's Note, Teva's Note, Tom's Note, and An Explanation.***

Give the appropriate Handouts to the players.
2,3,4, and 5.

Characters who investigate the window can see small footprints heading from the School to the North Edge of the Hill. These can be tracked trivially by anyone with Survival until nightfall.

Porin will read the notes, hand them to the characters, and speak quietly.

I will pay you to resolve the matter I called you here for, and to make sure these three are safe. I and the school cannot let them down.

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Developments and Treasure

Payment: Headmaster Porin Vorisch offers to pay the adventurers 30gp EACH for bringing about peace between the school and Snowhair, and ensuring the safety of **Marta, Teva, and Tom.**

Allow the following skill checks to piece together the information from Porin the Notes, and the books available in Porin's study:

An **INT History check DC14** will reveal that the woodsmen of the area told the original Vorisch family explorers of the area that the bluff had a Spring Door and an Autumn Door to a magical realm. An **INT Arcana check DC 14** reveals that an eccentric mage who once resided near the hill and studied the moon boasted of great secrets he had pried from **Underhill**. These checks can be made with advantage if a member of the group has the **Researcher** feature or **Sage** background. Remember these skills and DCs are suggestions, any appropriate or thoughtful suggestion by the group should grant them the ability to find something. For each of these successful checks, allow the characters advantage on a roll to open the gate to Underhill.

The Gate to Underhill:

The characters are going to have to go to the gate on the North side of the hill and open it to get to **Underhill**. This should be obvious after the conversations with Porin and the children.

Part 2: Going Underhill

Expected Duration 70 minutes

Following the Introduction and conversation with Headmaster Porin the party should surmise they must get to **Underhill** and to do that they need to open the gate at the base of the hill.

1. The Gate

At the base of the hill, on the Northern Slope hidden beneath heavy vines, and behind two scrub oak trees

is the gate. The gate is three heavy dark stones placed into an arch. The arch is built up against a smooth wall of rock with only a fraction of an inch separating it. There is a strong sense of age, and power that can be felt by anyone. The archway and stone face behind it glow with strong magic if **Detect Magic is cast**. Faint carvings are cut into the cap stone. Runic Writings around a roughcut circle about a spread hands-width in diameter. **Players' Handout 6**. (This should be cut apart along the lines and placed in a random set up upon the table. The party can move the pieces to solve the puzzle. Consider printing an extra copy on cardstock and keeping it for further use.)

The writing is in very archaic Sylvan. If the party is able to read this whether by knowledge or magic read the following:

*Where do you head traveler?
Place this goal in your heart.
When do you trod your path?
Keep this close.
What lantern lights your way?
Let this light surround you.*

If touched the circle will glow outlining the symbols in blue white witchlight. And allowing each segment to be moved with a mere touch.

The Answer lies in the three rings of the circle:

- The heart or center is either **Underhill** or **Overhill** for whichever is on top. In this case **Underhill**, the dark spot under the hill.
- The second ring has symbols for seasons. A sheaf of grain for Highharvestide, a Sun for Midsummer/Shieldmeet, a flower for Greengrass, and a Snowflake for Midwinter. Highharvestide should be moved to topmost.
- The third ring has the four quarters of the Moon. It is currently full, and this symbol should be place on the top.

DC 14 INT Nature checks should make the symbols for season and moon obvious.

DC 14 INT Arcana or History should reveal that the center ring represents **Underhill** and the outside world.

Moving the three rings into the proper alignment causes a faint moonlight like glow to appear within the arch, and a sound like a large fist knocking on

stone three times can be heard, and the fey passage is opened.

2. Underhill

General Features

Underhill feels and looks very much like a cavern. There is a sense of weight above, and of depth everywhere.

Weather. Despite feeling cave like, there are breezes and even occasional rain. The wind carries a sense of age and of the Season outside.

Light. A diffuse light seems to permeate large portions of Underhill, concentrating on where one stands. Fading to dim light after 40 feet.

Smells and Sounds. Woodsmoke, loam, ripening fruit, heady wine, and fresh water. Faint laughter, hushed singing, and instruments and dance steps all linger just past clear hearing.

Upon passing through the portal the party is met by faint footsteps and a disembodied voice.

"Welcome to Underhill. Queen Snowhair has been expecting you. She has arranged some entertainment for you it seems. Three contests await you. Win one and she will grant you audience. Prevail in two and she will guarantee you safe passage back home. Best all three and she will be impressed." And then in a quieter voice, "I do not recommend winning all three. She tends to get testy when her champions all come up short. ... Three others are here waiting to speak to our Queen. You may speak to them now if you wish."

A soft light will then shine upon an alcove to the left revealing **Marta, Teva, and Tom**.

Once revealed by the light the three will look momentarily sheepish, and then erupt into excited conversation. Talking over each other, rambling from topic to topic, generally being impressed with themselves for getting to **Underhill**, and with the adventurers for following them, and being disappointed that **Snowhair** wants the party to take on the challenges rather than them.

Marta:

- Headmaster Vorisch has been very kind to her in letting her stay.
- A small pale, well grey, man gave her the note just last night. **Players' Handout 2**.

- No, he wasn't a gnome, or a duergar, or a derro, or anything like that.
- She has been meeting this man and others like him for just over the last tenday. They are teaching her manners, and how to drink tea. You **have to** be quiet. That is very important.

Teva Firecrest:

- She used to live in Hillsfar, but men with Feathers took her family, she hid, and was very quiet, is that what Marta meant? Madame Vorisch found her and brought her here to the school.
- Yes, she got a note too. **Players' Handout 3.**
- It is written in red, and was stuck to the garden gate with a sickle. She was in the garden picking squash. She saw a short man with a red hat but, not a red feather, stick it there. He was angry looking.
- There have been dead animals in the gardens. Not dead like they died, or were sick, but dead like someone stabbed them. Who would do that?
- The little man scared me. Are you scared?

Tom:

- One of the weird, sticky, slippery men tacked the note to my wardrobe. **Players' Handout 4.**
- They steal things from everyone in the dorm. It doesn't matter if you lock it in a chest or wardrobe. They reach through things. (wiggles his fingers through his other hand). I know how to open some of the wardrobes with a hat pin, but the sticky men don't even open the doors..
- Wow, all these notes came from small people. Does that mean something? Are all the fey small?
- Why did they give the notes to us? There are lots of kids at the school.
- Do you think all the little people have homes? Are some of them orphans?

Once the children and the party have finished talking the voice will again speak up.

"The challenges await. These three may accompany you, but they may not participate. This way please."

3. Challenges:

• Dark Tea

The Party will first be led to what feels and looks like a dining room of sorts. Soft light illuminates a low table with places for each member of the party plus one.

For this encounter consider using actual cups and saucers, or a play set for the tea service. However you perform the tea, work to emphasize the care and silence of **Voor**.

The voice will once again speak.

"This is **Voor** he will be testing you. Follow the cues, and be welcomed in the **Dark Tea Society**, or disappoint your host and the Queen."

With that a single figure, a short grey man in impeccable clothes will stand before the party. He places a single finger to his lips, bows almost imperceptibly, and turns to lead them to the table. As he does, a small cart with a tea service can be seen being silently pushed toward the table by another small grey man. The greeter will move to the head of the table and then wave a hand around it silently inviting each to seat. Once they are seated he takes a tray loaded with empty cups and saucers from the cart. From this tray he places a cup and saucer before the character on his left, nods and hands the tray to this person, motioning for them to continue around the table. Once all participants have cups and saucers, he takes a pot from the cart, and pours tea for the person on his left, and again motions around the table. When all have been served he will raise his cup, nod to the table and bring the cup to his lips. When all have had a sip he will smile, softly clap his hands twice, and move to speak.

If at any time during this slow mime any characters speak, ask questions, or make any noise beyond sitting and serving, **Voor** will raise a hand and cast a withering glare at the offender. Following with a single upraised finger. A second interruption meets the same fate but two fingers. A third causes him to

shake his head sorrowfully and pull a small bell from his coat and ring it. Characters may make a **CHA Persuasion DC 14** to undo one *faux pas*. Nobles and Courtiers may make the roll at advantage. A second infraction can be offset by a **CHA Persuasion DC 14** at disadvantage. Nobles and Courtiers again have advantage on the roll. If the bell is wrung the characters have failed this challenge.

Developments:

The Dark Tea Society will share the following information with appropriately mannered parties

- Snowhair is angry that she was not asked to aid in the construction, founding, or purpose of the School
- Snowhair has no children of her own,
- Snowhair expects visitors or envoys to act civilly and politely.
- Snowhair enjoys teaching.
- Marta is an excellent student.

Rewards: Each character receives a black silk kerchief marking them as members of the **Black Tea Society** if they can complete the tea ceremony to their host's satisfaction.

No ringing bell, no more than two infractions.

Snowhair will recognize the courtesy and decorum of the characters. She will give up one demand if the request is polite, civil, and made with deference.

If the Party fails the challenge:

- **Voor** will greet and wish Marta well.
- He will instruct the characters to work on manners and following directions.
- The Voice will admonish the party, sounding disappointed. "Well at least you won't make her testy now will you..."

Rewards: The Voice will produce a **Spell Scroll of Silence** which is 'handed' to the lead character.

"You may need this in the future..."

Note this reward is only for parties which fail the challenge.

• **Boggle the Mind**

After tea the party will be led to a set of rooms set up in the middle of a cavern. They will be led through one half of the structure. A mirror of these rooms leads off in the opposite direction. The first room has

an open trap door in the floor revealing a small cubby into which two statuettes are being placed. The second room has cupboards on three walls, each has two more statuettes. The third room has a single, freestanding hutch in the center, it has eight statuettes on shelves within. A single door leads from the final room. The party will be led out and around the rooms on the outside and back to the beginning. Here a group of small dark figures stand talking amongst themselves conspiratorially.

"The contest here is quite simple. Be the first team to get most of their trophies out the last door. Without bloodshed."

Tom will smile and wave at the small men, and comment.

"Remember they can reach through things.."

The party is up against a group of boggles. One for each member of the party.

The boggles have a plan in place and will follow it barring major disruption. The first two will move into the first room, one opening the door to the hatch, the other grabbing a statue and dashing for the exit. The following round the other will grab the second statue and move on to the exit. Additional boggles will move through the first room and to the door of the second. Here they will use **Dimensional Rift**. They will spend the next round reaching to the bookcases and getting one statue each before dashing to the final door. If there are more than four boggles the remaining ones will move on to the last doorway and once there use **Dimensional Rift** to attempt to reach the final cache of statues.

Unfortunately for them, the cupboard is just out of reach. They will have to move into the room and push the cupboard toward the door, and try again. As Boggles reach the last door, they will drop statuettes, and work to empty the final cache.

The trapdoor in the first room is unlocked. The bookcases in the second room also unlocked but attached to the wall. The final cupboard is free standing. A smart party will realize that they can carry the cupboard out the final door, (combined STR of 15 is sufficient to carry the cupboard at a regular pace). The cupboard holds **most** the statuettes itself, and getting it out the door first will win the challenge.

Developments

If the Party is successful:

- The boggles will grudgingly come to congratulate the party. Offering sticky hands to shake.
- **Tom** is given a statuette by the boggles.
- The Voice congratulates the on their success "Well done"

If the Party fails the challenge:

- The boggles celebrate by taking statuettes from the Party's store, and high fiving each other.
- **Tom** is waved to somewhat sheepishly if present.
- **The Voice** will admonish the party with a pithy "Can't win them all"
- or "You really need to try harder" if they have lost both challenges so far.

Rewards:

If successful **Snowhair** will recognize the characters' wits and skills. She will grant a concession during **The Negotiation** if the characters point out this success or call upon wits, skill, or ingenuity. They may each also keep 1 statuette each. These are carved stone figures of dancing fey. **10gp value.**

The Final Challenge

C. RED

The Voice again leads the party through passages and to a small cavern. The center is filled with a small pond surrounded by moss and toadstools, which form rings around the pool. Upon one particularly large mushroom sits a small, wiry bearded figure. He is wringing dark liquid from a thick woolen hood. Seeing the party approach, he dons his cap and jumps down smiling wickedly.

Teva will quietly tell the closest member of the party that this is the man she saw in the garden.

"This is **Red**. He is the final challenge. He will accept a single challenger to combat. He fights to kill, **Snowhair** would prefer if you not kill any of her subjects. Will one of you accept the challenge? Or do you forfeit?"

If they accept:

Run the combat as a single combat. Red, a **Redcap**, versus the chosen party champion. Red fights simply and brutally. He prefers to charge using **Ironbound Pursuit**, then wait for the next round to use multi-attack. **Red** will appear to consider striking an unconscious foe, but will pull the blow and walk away muttering about the Queen saying "no killin. YET."

If the champion falls, courtiers will stabilize them within 2 rounds, or wrap the body for transport back to the surface if dead.

If the Champion Wins **Red** or **The Voice** will offer up **Red's Slippers** as a reward.

If they forfeit:

The Voice will speak briefly before leading them to the audience chamber.

"Not all challenges are as they appear. Snowhair will be glad to see you now. This way."

Developments:

If the party accepted this challenge and did anything but win by using diplomacy or non-deadly magic **Snowhair** will insist on **A Fair Bargain**. There is no other means to reach peace.

Part 3: Negotiation

The Audience Chamber of **Underhill** appears almost suddenly ahead. The room feels immense yet the walls can be seen a short distance away. A white, thick carpet or furs cuts the room in half directly before the party. On either side courtiers and denizens of the realm mingle. The colors, sounds, and smells are near-overpowering yet pleasant and familiar; the smells of holidays and home. The carpet leads to and covers a three tiered dias which dominates the room. But most striking of all is **Snowhair**. She sits on a throne of alabaster, her long flowing hair the color of an unblemished snowfield cascades over the throne to merge with the carpet. She has an ageless beauty, and a commanding presence. It is impossible to see her and not know she rules the realm.

If the Party has won no challenges:

A **DC 15 CHA Persuasion** must be made to convince **Snowhair** to grant an audience.

If the Party won one or two challenges:

Proceed with **The Bargain**. The party may have advantages from the challenges they one. Grant advantage to any character with the following backgrounds: **Noble or Waterdahnian Noble**.

Characters with the **Warlock Fey Pact** can have advantage on skill check during **The Bargain**, and will then know that any further actions will be at disadvantage as **Snowhair** recognizes the connection to their patron.

If the Party won all three challenges:

Snowhair will demand a gift or trinket from each member of the party. This should be something with meaning to the character rather than something with intrinsic value.

The Bargain:

In this audience the party must resolve the sources of **Snowhair's** anger.

- She feels slighted that the school was built on top of **Underhill**, without consulting or speaking with her. She demands that the school be rebuilt with the aid of **Underhill**, or renamed to honor her.
- She enjoys teaching and is miffed that her considerable knowledge and skill was unasked for. She demands that she be allowed to teach a class each season. The subject is of her choosing.
- She is childless, and the nearness of so many motherless children causes her pain. She demands that the school accept no more students.

To resolve these the party must prove persuasive, diplomatic and resourceful. Each of the notes left with the children provide some guidance, though Red's is less helpful. Information gained in the library, and from the challenges all should aid the party. The party needs to address the issues above to build a

peace between the **Moonsea School for Homeless Children** and **Underhill**.

The party must agree to each of **Snowhair's** demands, or find a way to persuade her otherwise. The challenges offer them some avenues to do this depending on success or failure. The party may also accept **A Fair Trade** to resolve any two of the demands. They may have no choice but this depending on events in the challenges.

Consider any apology, or well phrased appeal. Negotiations should require a **DC 16 CHA Persuasion, Deception, or Intimidation** check to succeed.

If the Party succeeds (3 successful checks) :

- **Snowhair** is mollified, and offers to become a Patron of the School. She will provide aid and support in the form of instructors, gold, knowledge, and otherwise.
- She will limit the excursions and activities of her subjects. Greatly reducing the nuisance they have been of late.

Whether the Party succeeds or not:

If Unsuccessful:

"You may yet bring about peace between my Realm and the School."

If Successful:

"Let me offer one last choice."

Snowhair offers a bargain

"I would share my hospitality with the homeless. Let one Child spend a year in my Realm starting at each Midwinter. I would be Patron and Parent, they would be as one of mine. What say you?"

The party can decide now, or wait to consult with the Headmaster. **Snowhair** will provide safe passage home in either case. Accepting the bargain earns the party the **Fair Trade** story Award, and counts as successful negotiation, bringing peace.

Developments:

- The party is allowed to travel freely back to the surface whether they succeed or not.
- If successful they are treated to food and drink both *Underhill* and at the *Moonsea School for Homeless Children* upon return.
- *Porin Vorisch* advises against the *Bargain*, but will accept it if it is the only way to bring peace. He is aided in making this decision by the fact that *Marta* volunteers enthusiastically, and *Teva* and *Tom* are interested.
- *Porin Vorisch* provides the offered payment.

Rewards:

Characters accepting the bargain earn the *Fair Trade* story award.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who

Advancement Checkpoints

The Characters gain one AP for each of the following Story Objectives they complete:

Getting to Underhill

Negotiation

Magic Item Unlock:

For defeating **Red** in the challenges the characters unlock the following item:

Red's Slippers

Wondrous Item, uncommon

Player Handout 7.

Consumable Magic Item:

Scroll of Silence

This item can be found in the *Dungeon Master's Guide*.

Story Awards

During the course of this adventure, the characters may earn the following story award:

A Fair Trade see *Players' Handout 7*.

DM Reward

The DM earns Advancement Checkpoints as earned by the players.

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Snowhair: Queen of the realm of Underhill. She is childless, vain, and prone to tantrums. Currently she feels slighted that Serana Vorisch, and the Moonsea School for Homeless Children did not consult with her, nor include Underhill in its dedication.

Marta: A young Duergar girl living and studying at the MSfHC. She was trapped 'above' when her parents died in skirmishes with adventurers while running from the horrors of the Demonic influence which spread to Hillsfar. She has no clan name, and refuses to claim anything until she 'earns' it.

Teva Firecrest: A young halfling from Hillsfar who has grown up at the School. She has helped in and around the kitchen for the last year. Cheerful, exuberant, and usually loud she has become quiet and shy over the last tenday.

Tom: A young human boy from Phlan, Tom came to the school recently. He was found as an urchin on the streets and offered a chance for a better start in life by a Proctor of the Vorisch household.

The Voice: The Herald of *Underhill* a sardonic, somewhat helpful voice and footsteps which guides the party through the vey Realm.

Porin Vorisch: Serana's half-elven nephew, Porin took over the job of Headmaster upon her death. He is an affable, handsome man entering middle age, whose non-conformist outlook and disposition led him to take up the mantle of Serana's vision.

Appendix. Monster/NPC Statistics

Boggle

Small Fey, Chaotic Neutral

Armor Class 14

Hit Points 18 (4d6+4)

Speed 30 ft., climb 30ft.

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

Skills Perception +3, Sleight of Hand +6, Stealth (+6)

Damage Resistances fire

Senses Darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 1/8 (25xp)

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.

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.

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

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.

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 60ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700xp)

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.

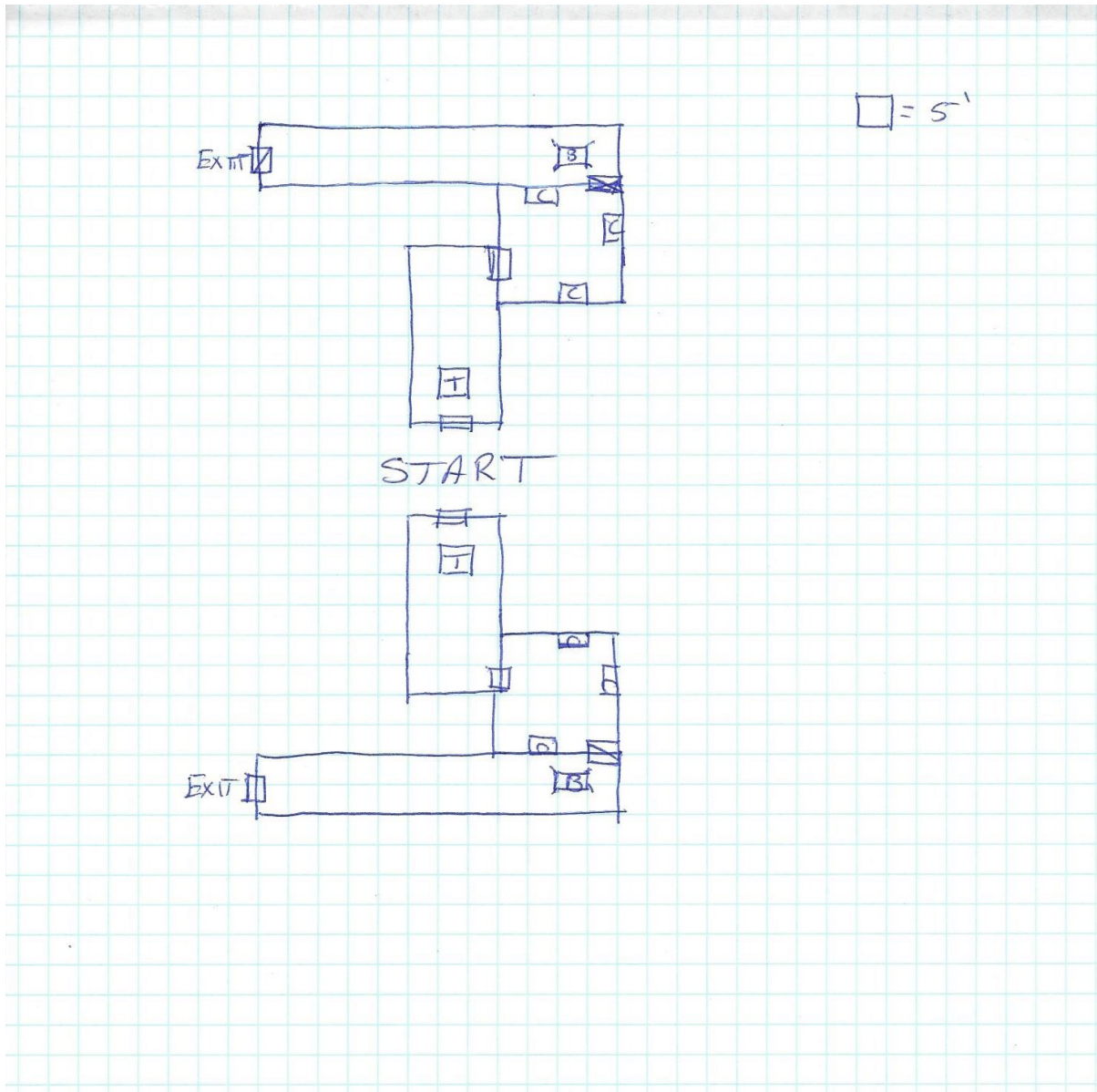
Actions

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.

Appendix. Map



T: Trap Door With 2 statuettes
C: Cupboards. Each contain 2 Statuettes
B: Hutch holds 8 Statuettes

Players' Handout 1: Gate

*Where do you head traveler?
Place this goal in your heart.*

*When do you trod your path?
Keep this close.*

*What lantern lights your way?
Let this light surround you.*

Players' Handout 2: Marta's
note

*Underhill is uneasy. This
establishment, this school of
yours has caused our Queen to
be perturbed. We strongly
suggest that you send
appropriate envoys to offer
your apologies and make what
amends you can. As always we
advise the best manners and
decorum.*

*Respectfully,
V.*

*Master of the Black Tea
Society*

Players' Handout 3: Teva's Note

*Yer running out of time
prettie. Ya made the Queen
upset. I don't mind when she's
angry, I get to do my job, and
my job is killin. I hear some of
ya don't like killin. Particula
if it is ya that gets kilt. Meh. If
ya don wan killin get to the
Queen an make her happy.*

Red

Players' Handout 4: Tim's Note

Snowhair is unhappy. You need to make her happy. She likes children, especially smart children. Go to Underhill and give her what she wants. Then maybe we can all be happy again. If you don't everyone will be unhappy.

B.

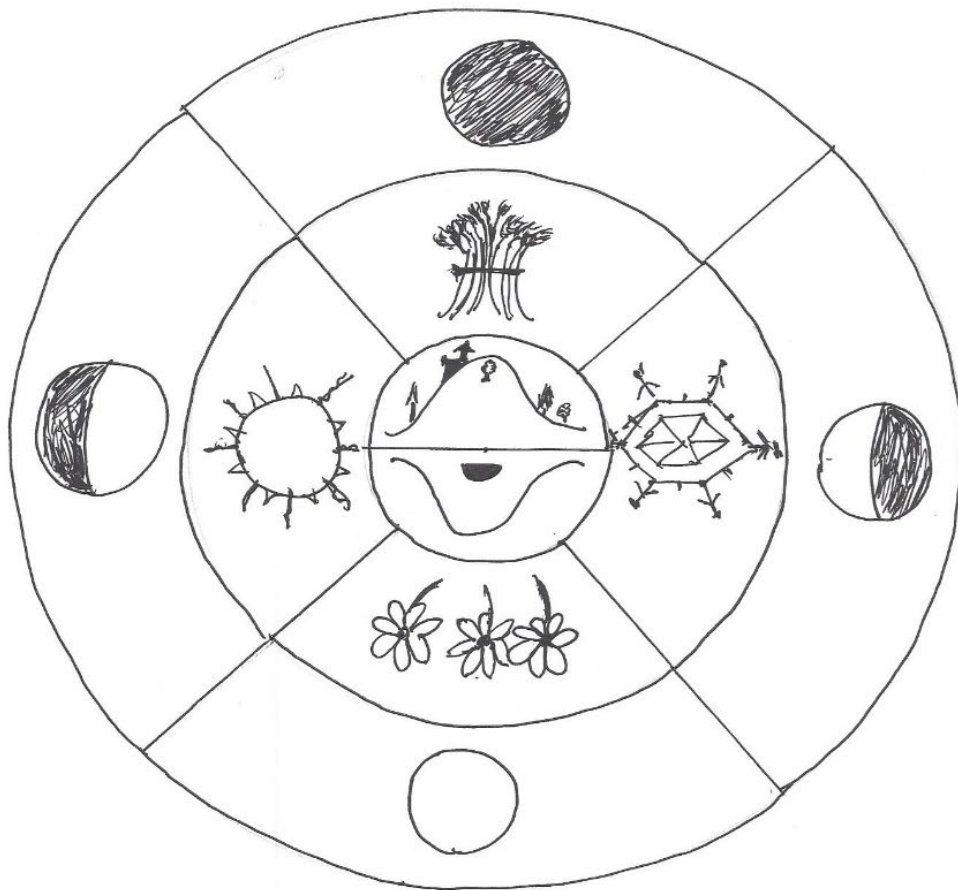
Players' Handout 5: An Explanation

Headmaster and Adventurers, we figured out what the notes are talking about.

We don't want anyone getting any madder, and hope you won't get mad at us, but we are heading to Underhill. We will try to talk to Snowhair and be back by dinner. Don't worry.

M. and T. and T.

Players' Handout 6: Gate Symbol.



Player Handout 7: Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Story Award

A Fair Trade: You journeyed to Underhill to aid the Moonsea School of Homeless Children. You earned an audience with Snowhair, Queen of Underhill. Your solution involved a bargain of Patronage. Granting Snowhair the right to Patronage for one student a year. For good or ill you have bargained with a fey and accepted the consequences. Those familiar with the fey, and fey themselves can sense this bargain upon you. You can feel each season pass and the tug of each phase of the moon that might open the gates to Underhill while the bargain lasts.

Player Handout 8. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Red's Slippers (Boots of Elvenkind)

Wondrous Item, uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across.

These 'slippers' are crafted of the finest supple deerskin, with iron studs crafted into the soles. Bright red, the color of pouring blood, they present a striking appearance.

This item can be found in the *Dungeon Master's Guide*.