

CCC-DES-01-04



An Answer Never Offered

Part 4 in the “At Jeny’s Request” Series



The Mistress of Tides calls upon heroes to awaken an ancient archfey to aid against the threat of Seelie and Unseelie Court conspirators. But a treacherous fey creature fueled by insatiable envy is playing a spoiler. A Two-Hour Adventure for Tier 2 Characters. Optimized for APL 8.

CREDITS

Lead Designer: Eric Weberg
Designer: Alex Kurowski

Editing: Eric Weberg
D&D Adventurers League Guildmaster: Chris Lindsay

Logo Design: Sarah Allen
Art Credits: Jonathan Connor Self. Stock art provided by
Wizards of the Coast for use on the DM's Guild
Maps: Alex Kurowski

D&D Adventurers League Wizards Team: Adam Lee,
Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Amy
Dzura, Alan Patrick, Travis Woodall, Lysa Chen, Claire
Hoffman, Greg Marks

Playtesters: Joe Allen, Reed Allen, Chris Durkin, Joe
Elmer, Sean Fitzpatrick, Dusty Krikau, Paul Krikau, Cliff
Kurowski, Tony Presnow, Brett Smoot, Robyn Williams

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Adventure Primer

Nature is a petrified magic city.

-Novalis

Background

The Cormanthor Forest has long been the home to various fey creatures including those benevolent fey who hold loyalty to the Shining Court. Amongst their most celebrated defenders and guardians is an archfey known as THE GREEN MAN. Though capable of assuming many forms, he is most commonly known to walk the forest in the personification of a massive ash tree.

From his grove deep within the forest, The Green Man held communion with the woodland creatures and other admirers which often included satyrs, dryads and elves. He delighted in entertainment in the form of both story and song, but by far the most enthralling for the guardian was the art of dance. An Eladrin, named ORIYANA, was The Green Man's most beloved and cherished performer. He was not alone in this admiration; a korred by the name of Jormal also delighted in the eladrin's performances and was known to frequent the festivities whenever she would be present. During Jormal's recurrent visits he developed a relationship not just with Oriyana, but The Green Man himself. The korred was invited to take residency within the grove and burrow beneath The Green Man's roots to benefit from his protection.

Like a wine into vinegar, all it took to turn Jormal's adoration into envy was exposure to a corrosive influence. Subversive actors within the Shining Court were planning an assassination against the Lady of Tides (CCC-DES-01-02) and needed to eliminate The Green Man's possible interference in their plot. They corrupted Jormal's mind with fantasies of having Oriyana perform exclusively for his delight. A gift was presented to Jormal in the form of a crystal artifact that would despoil The Green Man's grove and transform all his guests into petrified forms. Jormal was instructed to place this object deep beneath The Green Man and in return he would have Oriyana all to himself.

Now, The Green Man sits stagnant in his grove while the impending crisis of the widening schisms between the Seelie and Unseelie courts widens. The Mistress of Tides calls upon heroes to help her solve the anathema that has afflicted The Green Man to bring him back to give guidance and advice.

Episodes

The adventure's story is spread over three **story episodes** that take approximately 2 hours to play. These episodes are introduced by a Call to Action Episode.

- **Episode 1: Stone Silence.** The characters are recruited by the Lady of Tides to investigate and resolve the origins of The Green Man's petrification. This is the **Call to Action**.
- **Episode 2: The Petrified Party.** The characters investigate The Green Man's grove and discover a tunnel buried underneath him. Their pursuit of the lead will bring them to Jormal the korred's lair whom they will confront in order to deactivate the artifact keeping the grove suspended in stone. This is **Story Objective A**.
- **Episode 3: The Sprung Leak.** The heroes learn who was behind Jormal's betrayal and turn their attention to deal with an Unseelie conspirator named Gladys Razertoe to prevent her from creating another elemental water vortex that would bring renewed flooding. This is **Story Objective B**.

Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes approximately one-to-two hours to play.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **two hours**.

Story Objectives Only. To complete the adventure's story objective, the characters play in Episode 1, 2, and 3.

Bonus Objective. This adventure has no bonus objectives.

Episode 1: Stone Silence (Call to Action)

Estimated Duration: 10 minutes

Scene A. Stem the Tide

This adventure begins with the characters meeting the Mistress of Tides at a marble structure that overlooks the Moonsea not far from Elventree.

- **Played Previous Adventure.** The characters have been summoned by the Mistress of Tides due to their proven reliability in coming to her aid against the assassins.
- **Didn't Play Previous Adventure.** The Mistress of Tides has contacted the characters in their dreams. She stands at a cliff overlooking the Moonsea and points out the rising tides (visions of things yet to come). She beckons them to meet her to play a role in preventing a grave threat to both the Feywild and the Prime Material Plane.

Area Information

This area features:

Dimensions & Terrain. The cliffside overlook rises 100 ft. above the Moonsea. A 15-foot by 15-foot marble gazebo ringed with columns and carved with images of the Feywild exists here as a landmark.

Lighting and Sound. It is midday as the characters arrive and though the area is brightly lit, dark storm clouds gather overhead. The sounds of waves crashing against the cliff and ominous thunder permeate the environment.

Creatures/NPCs

The Mistress of Tides (an ancient Eladrin) looks gloomily upon the Moonsea. She wears a gown that radiates light and wields a gnarled staff of driftwood. She appears as a fair and beautiful elf and bears a countenance that commands respect.

Objectives/Goals. The Mistress of Tides has been trying to reestablish order after the treachery of some members of The Shining Court. It has come to her attention that conspirators looking to dissolve the peace between the Seelie and Unseelie Courts have continued to search for the means to open portals to the elemental plane of water using the Feywild as a channel. She has summoned the characters to awaken an ancient guardian known as The Green Man who she wishes to seek counsel with.

Beyond her need of The Green Man's assistance in confronting the plot to undermine the delicate peace between the Seelie and Unseelie Courts, she has had

a romantic relationship with the guardian in the past and is deeply disturbed by the idea that he has been cursed and desires to relieve him of his stone slumber.

What Does She Know? The Mistress of Tides has been monitoring the activities of the Seelie and Unseelie conspirators who have been using fey gates to draw the raw energy of the Elemental Plane of Water to the Prime Material Plane (as seen in CCC-DES-01-01). She foresees that these coordinated efforts are intended by her enemies to make her look like an incompetent steward of the Feywild in order to draw the ire of the Unseelie Court and dismantle the delicate treaty of peace between them. She trusts that the heroes will help her, as the continuation of these actions, if unchallenged, will in effect drown out life within both the Feywild and the Prime Material planes. The Mistress of Tides believes that The Green Man's wisdom and guidance may be their only hope of preserving order and discontinuing these cataclysmic actions by the conspirators.

Call to Action

The Mistress of Tides believes something terrible has happened to The Green Man. He was known to visit the Prime Material Plane and commune with the woodland creatures of this realm from within a grove he kept in the Cormanthor Forest. She has learned that this place, along with The Green Man and his festive guests, has become entirely transfigured into stone. She has attempted to send her agents to investigate but they have not returned. She now turns to the characters for assistance in returning The Green Man to his natural state, believing that the curse of the place will only affect fey. She believes he is their only chance of bringing to light the motivations of the conspirators and ending their dangerous political games.



Episode 2: The Petrified Party (Story Objective A)

Estimated Duration: 70 minutes

Setting Description

Looking for the source of The Green Man's petrification, the characters arrive at his grove in the Cormanthor Forest searching for clues.

Prerequisites

The characters must complete the **Call to Action** before beginning this episode.

Story Objective A

The characters must locate and disable the source of the area's petrification which lies deep beneath The Green Man in Jormal the Korred's underground abode. The Green Man and his merry menagerie are all kept in stony stillness by a cursed crystal that the Korred has affixed to the Green Man's roots.

Area Information

This area features:

Dimensions & Terrain. The clearing is approximately 120 feet in diameter. The ground underfoot is composed of hard granite. All plant life has been transformed into stone.

Weather and Lighting. The grove has less tree cover than other areas of the forest which allows

bright light to filter in. Storm clouds form overhead and ominous thunder is heard in the distance.

Sounds and Smells. It is eerily silent as the characters approach. No wildlife can be heard within the grove and there is a noticeable absence of the familiar floral and organic scent of the forest.

Petrified Fey. The most notable of the petrified forms is The Green Man, a 40 ft. tall ash tree bearing

the face of an elderly man. Moss growth accentuates his personified features as facial hair. Also present are dozens of petrified fey folk; satyrs, eladrin, dryads and a myriad of animal folks are motionless. They all appear that they were transformed while in celebration and dance.

Scene A. The Grove of The Green Man

The characters approach The Green Man's petrified grove from the north and begin to investigate the area. Their search in turn will lead them to a cavern entrance at the backside of The Green Man.

- **DC 10 Intelligence (Nature).** The trees and plant life along the edge of the grove appear only partially touched by the petrification.

- **DC 13 Intelligence (Arcana).** The vast number of individuals in this petrified state suggests that the enchantment is upon the area rather than any particular creature.
- **DC 15 Wisdom (Perception).** The muffled cries of a large creature can be heard coming from the opposite side of the Green Man's face.
- **DC 15 Intelligence (Investigation).** While inspecting the petrified forms of the fey reveals a few strands of coarse grey hair.

- While very durable, this hair has not been turned to stone. It will detect as magical.
- **DC 15 Wisdom (Survival).** There is a dip where it appears something was chiseled from the stone floor. Tiny pieces of rock and debris can be seen leading towards backside of The Green Man.



Playing the Pillars (Scene A: The Grove of The Green Man)

COMBAT

Should the characters decide to violently take care of the cyclops, he isn't in any position to be a formidable threat. He is effectively restrained and blinded. If he is reduced to 50% of his hp maximum, he will beg for mercy.

EXPLORATION

Searching around the base of the tree will reveal an alternative tunnel entrance that the Korred burrowed out since his main entrance became occupied by the cyclops. A character succeeding on a DC 15 Intelligence (Investigation) check finds heavy foliage covering a tunnel entrance.

SOCIAL

The characters may wish to speak with the cyclops to see what he knows, but he is too upset and belligerent to have a conversation until he is freed. A character succeeding a DC 15 Charisma (persuasion) check promising to help him get free will allay his aggression.

Creatures/NPCs

A very unfortunate **cyclops** has his head stuck in a hole at the base of the gnarled tree roots of The Green Man. The Korred stole some gems of his and the cyclops chased him to this location which is the entrance to the Jormal the Korred's lair. The cyclops took his pursuit a little too far and has put himself in this compromising position.

Objectives/Goals. The cyclops is enraged having not only lost his valuables but is now stuck. He simply wants to be free so he can return to his home in the forest.

What Does He Know? The cyclops recalls with some degree of annoyance the merriment of The Green Man's festivals. Jormal was never shy of dancing in the moonlight with the other fey creatures. The cyclops also recalls an evening where he was hunting in the woods and he spotted Jormal talking with an old emaciated woman who gave him a strange crystal orb that seemed to emit a strange prismatic light.

Characters helping to pull the cyclops free will be successful with a combined Strength ability score of 30 or more. Any less than this is unsuccessful, and the highly ticklish cyclops will instinctually try to swat at the good Samaritan (at disadvantage). He will apologize immediately after, blaming the spasm on his sensitivity to touch.

The Green Man

The fey guardian known as The Green Man is a thoughtful and gracious archfey known for his fondness of merriment and his deliberative and slow decision making. Though his body is transformed into stone, his mind is still quite active and his thoughts slowly sift through the details as to how he came to be cursed. He saw his herald, a korred named Jormal remove and carry away one of the petrified guests; an eladrin bard. The Green Man believes Jormal might know something about what has happened and informs the heroes that he lives underground and directs them to the tunnel located underneath his roots. If the characters have some way to communicate with The Green Man despite his petrification he will speak in a slow and sonorous speech pattern likely to annoy impatient adventurers.

Scene B. The Korred's Den

Squeezing into the tunnel leads 50' down a stone corridor festooned with sparkling pyrite that protrudes from the walls to the Korred's lair. At the end of the tunnel is a small unlocked wooden door. Opening it reveals the Korred's den (see **Appendix 3: The Korred's Den**).

Area Information

This area features:

Dimensions & Terrain. The 20-20-foot chamber is composed of a similar granite material found in the grove. The smaller of the The Green Man's root endings protrude from the ceiling and floor; some larger roots line the corners of the room and seem to continue on through the floor. The ceilings are 6' tall and will require some characters to crouch in order to enter. In the center of the room is a 5'-wide stone dais.

Lighting. Four globes of bright light are centered in middle of the four walls of the room. A character succeeding on a DC 13 Intelligence (Investigation) check will find that each globe is fitted with a hemispherical metal shield that rotates clockwise around the orb. This shield will lock into place at four 90 degree positions such that it either completely blocks the light, half obstructs the light or allows the light to completely fill the room.

Furnishings. A small bed draped in a quilt of stitched leaves rests along the south wall, as does a stone bookcase.

Wall Frescos. Each wall has a vividly painted stone fresco depicting a different scene of life in the Cormanthor forest according to the seasons.

The northern wall portrays a scene of fireflies illuminating a lush forest grove. A korred and an eladrin appear to be dancing among them.

The eastern wall illustrates a bountiful table being set by squirrels, deer and raccoons. Baskets full of gourds, pumpkins and apples are prominent.

The southern mural shows a cave entrance which is piled high with snow. A sleeping grizzly bear is nestled inside.

The western wall shows a field of spring flowers being attended to by pollinating bees.

Show Us the Light

While it may seem that the Korred is not home, any character listening in the room who succeeds on a DC 15 Wisdom (Perception) check will hear the sounds of a drum beat beneath them, suggesting there is another room to be found. A character looking for a secret entrance in the vicinity of the dais who succeeds on a DC 13 Intelligence (Investigation) check will note that it appears to be mechanical and the stonework indicates if triggered it could descend to form a staircase.

In order to activate the dais to descend as a staircase to the next chamber, the shields on the orbs of light must be positioned to correspond to the

season associated with the wall they are encased within. A visual aid of the following solution can be found in **Appendix 4: Puzzle Solution:**

- The northern wall, representing summer, must be fully casting its light into the room.
- The eastern wall, representing autumn, must be half shielded.
- The southern wall, representing winter, must be fully shielded.
- The western wall, representing spring, must be half shielded.

Anytime a light shield is rotated a full rotation back to its original position, the light in the orb flares up and emits a fiery blast. Each creature standing in the room must make a DC 15 Dexterity saving throw, taking 20 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Scene C. Dance Fever

The stairway leads down to the korred's primary sanctuary where he dwells in perpetual fascination and deranged merriment with his prized eladrin.

Area Information

This area features:

Dimensions & Terrain. The 40-foot by 40-foot chamber is composed of granite stone. The ceiling is 15-feet high. A 5-foot wide path of rough granite edges the perimeter of a checkered marble floor.

Lighting. The room is brightly lit by prismatic light that circles around the room emanating from a large crystal ball suspended from the ceiling by petrified tree roots.

Floor.. The checkered marble floor is encircled with eight Glyphs of Warding which store Otto's Irresistible Dance. The glyphs are nearly invisible and require a DC 17 Intelligence (Investigation) check to be found.

Carousel. The korred stands upon a circular slab of stone that mechanically spins clockwise. With him

is the petrified form of a female eladrin in a dancing pose. The stone carousel makes a complete rotation each round. While the Korred is on the carousel he benefits from half-cover (+2 AC) from attacks the originate from characters not standing on the carousel. Additionally, any character grappled by the korred's command hair ability are moved 10 ft. closer to the carousel on initiative count 20.

The Crystal Ball. The crystal ball is a 2-foot in diameter sphere that generates multicolored light. It is being held by the petrified roots of the Green Man that protrude into the room from the ceiling. The crystal ball is the source of the petrification curse afflicting The Green Man's grove. It has an AC 17 and 15 hp. Destroying it releases a wave of energy and light to erupt outward, causing all creatures within 30-feet of it to be targeted by a Flesh to Stone spell.

Alternatively, the crystal ball can be deactivated by a remove curse or dispel magic spell or by simply removing it from the area of The Green Man's grove.

Creatures/NPCs

Jormal the **korred** stands upon a spinning carousel at the center of the chamber is blissful dance along with a solitary stone figure of an eladrin, forever preserved in a whirling pose. He is stark mad at this point and is irritated (as well as slightly embarrassed) by the interruption. He quickly whistles to alert the assistance of his pet **xorn** who is hiding camouflaged along the wall and assaults the party with rocks carried in a satchel at his waist and uses his command hair ability to attempt to draw characters onto the trapped floor.

Objectives/Goals. Jormal has shed any sense of propriety he once had, though somewhere within his deranged mind he knows that he betrayed his own kind by accepting stewardship over the cursed crystal. He hates being reminded of this and wants nothing more than to eliminate the intruders from his home so he can return to blissful and contrived ignorance of his sin.

What Does He Know? The korred was given the

Playing the Pillars (Scene C: Dance Fever)

Combat

The korred prefers the relative safety of the whirling carousel which provides him half-cover from foes not also standing upon it. In the first round of combat he will cast conjure elemental to summon forth an earth elemental to fight at his side and take advantage of dancing creatures.

Exploration

Any character investigating along the walls who succeeds on a DC 17 Intelligence (Investigation) check will discover a mechanical lever hidden amongst a path of vines. Pulling it will end the rotation of the carousel.

Social

Though the korred is deranged, a persuasive character speaking a language he understands can attempt to invoke Jormal's guilty conscious and suppress his aggression. Ability checks to influence the korred are at disadvantage. Characters succeeding a DC 20 charisma (persuasion) to get his cooperation will result in him ceasing his attacks as he begins to sob and confesses his wrongdoing.

crystal orb as a gift from a woman (Gladys Razortoe) that he befriended some months ago. He doesn't understand the motivations of his benefactor and is too obsessed with the eladrin to care; he didn't ask questions at the time that he took possession of the crystal orb and he is unlikely to consider its implications now.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the Xorn.
- **Weak:** Replace the Xorn with a gargoyle.
- **Strong:** Add a xorn.
- **Very Strong:** Add a xorn and two gargoyles.



Wrapping Up The Episode

To complete this episode's objective, the adventurers must eliminate the threat posed by the cursed crystal orb. This can be done either by destroying it, removing the enchantment upon it with a dispel magic or other means, or by simply removing it from The Green Man's roots. It does not pose a threat if taken from the area, as it drew upon The Green Man's energy to fuel the curse. After it has been dealt with, all of the creatures with The Green Man's grove and the area itself gradually return to their vibrant forms again as the petrification wanes.

If the characters kept Jormal alive, he will confess to accepting the crystal from the elderly woman, Gladys Razortoe. He will inform the party that she is still in the area and is spending much of her time near the Green Man's seeing pool. He does not know what her intentions are.

The Green Man will gradually become freed of the petrification, enough so that he is able to communicate verbally with the heroes as they emerge from beneath his roots. He will thank them for their help and enlists for them to help stop the individual behind this treachery. Though he has been dormant, he has seen and sensed her activity near his seeing pool due south of the grove.



Episode 3: A Sprung Leak

Estimated Duration: 40 minutes

Setting Description

Less than a mile south of The Green Man's grove is another woodland grove, though it currently resembles a marsh. Pools of water become frequent and the trees themselves seem to have a damp glaze. The metal of swords, shields and armor begins to collect small droplets of moisture as the characters move forward towards the sound of cascading liquid.

Prerequisites

The characters must complete the **Episode 2** before beginning this episode.

Story Objective B

Defeat Gladys Razortoe and prevent The Green Man's pool from being used to create an elemental water vortex is **Story Objective B**.

Area Information

This area features:

Dimensions & Terrain. The earthy terrain through the forest becomes muddy and thick as the characters approach the grove. Dexterity (stealth) checks are at disadvantage unless something can be done about the smacking sound of their feet slogging

through the mud. The viscous muck is difficult terrain. The grove itself is a 30-foot by 40-foot clearing, flanked by various trees from which hang bones of humanoid creatures that still have bloody flesh clinging to them.

Lighting and Sound. The natural light from overhead accentuates a light fog that continues to get heavier as the characters approach the grove. This causes the area to be lightly obscured. Characters with passive perception of 13 or higher can hear a contemptuous voice muttering up ahead.

Bonus Objective A.

Defeat Gladys Razortoe and prevent The Green Man's pool from being used to create an elemental water vortex is **Bonus Objective A**.

Scene A. Time and Tide Wait for No Man

Creatures/NPCs

Following directions provided by the Mistress of Tides, a short trek through the Cormanthor forest brings the characters to the edge of a forest grove. At the center of the clearing they will see through the fog a silhouette of a young elm tree. In its boughs roughly 15 ft. off the ground is a wooden basin bowl. The bowl is 10 ft. in diameter and is overflowing with water that cascades down onto the terrain like a waterfall. Standing near the tree is a **fomorian** that is acting as a perch for Gladys Razortoe (**bheur hag**). Upon the fomorian's shoulders, she uses him like a stepladder to peer into the pool and conduct her ritual using a decanter which she has been pouring into the basin.

As soon as she becomes aware of the characters, she hurls the decanter into the basin and commands the fomorian to deal with them quickly, saying that "the tides of the endless anguish must be allowed to flow!" On her turn she uses her graystaff to fly off the fomorian's back to assault the party with ranged spell attacks.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the fomorian. Gladys starts combat already in flight upon her graystaff.
- **Weak:** Replace the fomorian with an ettin.
- **Strong:** Add a water elemental.
- **Very Strong:** Add two water elementals.

Scene B. My Cup Runneth Over

With Gladys dealt with, the characters will recognize that the overflow of water coming from the basin has not ceased and is actually increasing in intensity. Keep the party in initiative order to heighten the feeling of urgency. They have five rounds to put an end to the rush of water pouring forth before it augments into a full elemental vortex. The power of the decanter of endless water that Gladys threw into the basin is being amplified by the power of The Green Man's seeing pool, causing the torrent of water that is gushing forth. While it may seem simple enough to climb up and grab the decanter which lies at the bottom of the basin, any creature or object that touches the surface of the water is instantly teleported under the water to a lake within the Feywild. They will discover that they are unable to escape the surface of the water, trapped by an invisible force. A creature trapped this way begins to drown unless able to breathe water. From the perspective of anyone looking into the basin, creatures within it look like miniature versions of themselves.

On initiative count 20, an intense wave of water bubbles forth and crashes down in the vicinity of the tree. Each creature within 10 ft. of the tree must make a DC 15 Dexterity saving throw. On a failure, a creature takes 3d8 bludgeoning damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone.

There are several options that the players may attempt to stop the flow of water from flooding into the world:

- A character attempting to use dispel magic can end the torrent of water if they cast it directly on the decanter. However, they must be on the same plane as they decanter to successfully accomplish this. Casting a dispel magic spell focused on the decanter from outside the seeing pool will fail. A character attempting to cast dispel magic on the overflowing water will find it suppresses the flow of water momentarily, but it resumes after 30 seconds.
- Dealing 40 points of cold damage to the pool will cause it to freeze and in effect dam the water from flowing over. Describe the effects of the water turning to ice so that they recognize their efforts are having an impact.

- If Gladys Razortoe’s corpse is available, a DC 12 Intelligence (Investigation) check will discover that she had tucked within her shawl a spell scribed upon what appears to be the leathery skin of some unfortunate humanoid. The scroll describes the ritual’s process, and also seems to include a way to undo it. This portion of the scroll reads: “The vessel that was kissed in her anguish, once submerged will begin to flood, If this deluge you wish to vanquish, simply feed the pool your blood.”
- A character succeeding on a DC 15 Intelligence (arcana) or intelligence (nature) check will recognize that the tree holding the wooden basin seems to be pulsing with energy. Cutting down the tree would sever the link that the pool has with the feywild where it draws its energy. The trunk of the tree has an AC 15, 45 hit points and is resistant to bludgeoning and piercing damage. Similarly, the wooden basin holding the water could be damaged to drain it of the water.
- A character who has played DES-01-02 A Sanity Never Questioned and has the story award Jeny Owes Me a Tiny Favor will hear Jeny Greenteeth announce her presence and offer her help in stopping the flooding. She offers a solution but adds the caveat that they will not like it: bleed into the pool and feed it their life essence to satiate its hunger. If the characters collectively donate 50 hp of blood to the pool it satisfies the hunger of Olhydra’s blessing which was placed upon the decanter.

If the heroes succeed in stopping the ritual, they will have done the Moonsea region a great service in preventing renewed flooding. They will also unlock the **Decanter of Endless Water** (see **Adventure Rewards** for more information on this item) for future purchase. They will also find various seaweeds native to the Elemental Plane of Water in the area, which can function as 2 **potions of water breathing** if ingested.

If they failed, the incredible force of the cascading water will push them out of the area.

Wrap Up: Judgment

The Green Man thanks the heroes for defeating Gladys and ensuring that another elemental water vortex was not created. Now free of his curse, he is

able to once again to lend aid to the Mistress of Tides. He asks that the heroes come to him again after they have had some time to recover, as he has further need of their assistance if they are yet willing to help avert the coming events that threaten both his home and the Shining Court (an ask he will give to them in CCC-DES-01-05: The Die is Cast).

If Jormal lives at the end of the adventure, the Green Man will express his disappointment that Jormal would besmirch his role as his herald and betray their friendship. The Green Man will turn to the characters and ask them what they think should be done with Jormal. If they make the case that Jormal should be forgiven for his crimes, the korred will blithely lavish his undying gratitude upon them. If they choose a punishment, The Green Man will hear their ideas and will consider anything short of violence, adding that he will need a great amount of time to contemplate this treachery and will take the PC’s suggestions under consideration. For successfully bringing Jormal to him alive, character will receive the story award **Blessed Are the Merciful** (Appendix 7).



Adventure Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive **1** advancement checkpoint and 1 treasure checkpoint for each **story** objective that they complete, as follows:

- **Story Objective A:** End The Green Man's curse.
- **Story Objective B:** Prevent Gladys Razortoe from creating an elemental water vortex.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing **Story Objective B** unlock:

Decanter of Endless Water (Wondrous item, uncommon) This wooden carafe was manipulated by the hag Gladys Razortoe to flood The Green Man's seeing pool. She brought it to the Plane of Elemental Water to be blessed by Olhydra herself to imbue it with the power to pervert The Green Man's seeing pool. Burned into the grain on the outside of the container is the wreathed visage of The Green Man himself. This item can be found in **Appendix 6**.

Story Award

Characters may earn the follow story award, based on game play.

Blessed Are the Merciful. This story award is earned by characters who bring Jormal to The Green Man alive to receive justice. For this act, The Green

Man develops respect for their wisdom and judgment. This story award may come into play in future adventures.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Jormal (JOR mal)**. A korred with a perverse obsession with the eladrin dancer Oriyana. Prior to his betrayal, The Green Man had designated the korred as his herald and official representative to the Shining Court. The conspirators within the Court took an interest in Jormal and learned of his obsession with The Green Man's favored dancer, Oriyana. His fixation on the eladrin made him an easy target to manipulate by the forces that wish to see the peace between the Seelie and Unseelie end. They were able to convince him to betray The Green Man and in return Oriyana would be his.

Personality: *Dance is the language of the soul, and I prefer to let my body language and movement be my primary form of communication.*

Ideal: *Beauty. I wish to be surrounded by lovely images and sound.*

Bond: *I am ashamed that I betrayed my friends and The Green Man; deep down I secretly wish I could make amends.*

Flaw: *My selfish desires cause me to hurt those that have shown me kindness.*

- **Green Man, The.** The Green Man's wanderlust brought him to come to the Prime Material Plane often and he enjoyed listening to the sounds of the forest, the dancing of the wildlife and the merriment of elves, gnomes and even humans. These treks to the Material Plane gave him respite from the complicated politics of The Shining Court. Though these delicate matters exhausted him, he was connected to the Shining Court through a complicated romantic relationship with The Mistress of Tides. Besides his companionship, he provided her with ample advice and counsel.

The Seelie and Unseelie conspirators knew they had to eliminate The Green Man prior to enacting their plots. Seizing on his forays into The Material Plane, the conspirators used one of his most trusted advisors to betray him and keep him petrified in his grove on the Material Plane. He was capable of assuming many forms, but his

petrification left him in his most iconic form of a ash tree with the visage of a wizened elderly man.

Personality: I radiate compassion in my actions. I am slow to move and act, and find more dynamic beings amusing.

Ideal: The benevolent aspects of nature must be preserved and protected.

Bond: I will actively preserve the lives of living beings, and I oppose all needless death.

Flaw: I am slow to act, even if my immediate action would sway things in a direction I support.

- **Oriyana (Oh REE yana)**. An eladrin dancer who travelled far and wide alongside The Green Man for centuries. While many regard her as a simple entertainer, she understands that her role and connection with the ancient guardian is much more paramount. The purposeful mind of The Green Man is often hesitant to make decisions without having considered all possibilities and ramifications; a flaw he is very much aware of. The grace of Oriyana's steps and movements are capable of providing a corrective remedy which revitalizes his mind and brings him to coherence whenever he spirals into convoluted conjecture. Of course her talents were also admired by Jormal who stilted her movements by taking her a stone prisoner.

Personality: *There is something positive to be found in all things; I always find and point out the silver lining even in the most abysmal circumstances.*

Ideal: *Beauty. My inspiring performances have an impact on others and empower them to do great things.*

Bond: *I have devoted my life to The Green Man and dedicate my performances to amplify his glory.*

Flaw: *My inability to see the wickedness in others causes me to make poor decisions regarding who to trust.*

Appendix 2: Creature Statistics

Bheur Hag

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

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

Saving Throws Wis +4

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

Damage Immunities Cold

Senses darkvision 60 ft., passive Perception 14

Languages Auran, Common, Giant

Challenge 7 (2,900 XP)

Graystaff Magic. The hag carries a *graystaff*, a length of gray wood that is a focus for her inner power. She can ride the staff as if it were a *broom of flying*. While holding the staff, she can cast additional spells with her Innate Spellcasting trait (these spells are marked with an asterisk). If the staff is lost or destroyed, the hag must craft another, which takes a year and a day. Only a bheur hag can use a *graystaff*.

Ice Walk. The hag can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *hold person*, * *ray of frost*

3/day each: *cone of cold*, * *ice storm*, * *wall of ice**

1/day each: *control weather*

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) bludgeoning damage plus 3 (1d6) cold damage.

Maddening Feast. The hag feasts on the corpse of one enemy within 5 feet of her that died within the past minute. Each creature of the hag's choice that is within

60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Maddening Feast for the next 24 hours.

Cyclops

Huge giant, chaotic evil

Armor Class 14 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

Senses passive Perception 8

Languages Giant

Challenge 6 (2,900 XP)

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Actions

Multiattack. The cyclops makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Earth Elemental

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Ettin

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Fomorian

Huge giant, chaotic evil

Armor Class 14 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (0)	20 (+5)	9 (-1)	14 (+2)	6 (-2)

Skills Perception +8, Stealth +3

Senses darkvision 120 ft., passive Perception 18

Languages Giant, Undercommon

Challenge 8 (3,900 XP)

Actions

Multiattack. The fomorian attacks twice with its greatclub or makes one greatclub attack and uses Evil Eye once.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Evil Eye. The fomorian magically forces a creature it can see within 60 feet of it to make a DC 14 Charisma saving throw. The creature takes 27 (6d8) psychic damage on a failed save, or half as much damage on a successful one.

Curse of the Evil Eye (Recharges after a Short or Long Rest). With a stare, the fomorian uses Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity.

The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.

Gargoyle

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (0)	16 (+3)	6 (-2)	11 (0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate object.

Actions

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

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

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

Korred

Small fey, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 102 (12d6 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	10 (0)	15 (+2)	9 (-1)

Skills Athletics +9, Perception +5, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 15

Languages Dwarvish, Gnomish, Sylvan, Terran, Undercommon

Challenge 7 (2,900 XP)

Command Hair. The korred has at least one 50-foot-long rope woven out of its hair. As a bonus action, the korred commands one such rope within 30 feet of it to move up to 20 feet and entangle a Large or smaller creature that the korred can see. The target must succeed on a DC 13 Dexterity saving throw or become grappled by the rope (escape DC 13). Until this grapple ends, the target is restrained. The korred can use a bonus action to release the target, which is also freed if the korred dies or becomes incapacitated.

A rope of korred hair has AC 20 and 20 hit points. It regains 1 hit point at the start of each of the korred's turns while it has at least 1 hit point and the korred is alive. If the rope drops to 0 hit points, it is destroyed.

Innate Spellcasting. The korred's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *commune with nature*, *meld into stone*, *stone shape*

1/day each: *conjure elemental* (as 6th-level spell): galeb duhr, gargoyle, earth elemental, or xorn only), *Otto's irresistible dance*

Stone Camouflage. The korred has advantage on Dexterity (stealth) checks made to hide in rocky terrain.

Stone's Strength. While on the ground, the korred deals 2 extra dice of damage with any weapon attack (included in its attacks).

Actions

Multiattack. The korred makes two attacks with its greatclub or hurls two rocks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage, or 19 (3d8 + 6) bludgeoning damage if the korred is on the ground.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, or 24 (4d8 + 6) bludgeoning damage if the korred is on the ground.

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

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

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. One a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time with this ability. At the start of each of the elemental's turns, each grappled target takes 13 (2d8 + 4) bludgeoning damage. As an action, a creature within 5 feet of the

elemental can pull a creature or an object out of it by succeeding on a DC 14 Strength check.

Xorn

Medium elemental, neutral

Armor Class 19 (natural armor)

Hit Points 73 (7d8 + 42)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (0)	10 (+0)	11 (0)

Skills Perception +6, Stealth +3

Damage Resistances piercing and slashing from nonmagical attacks not made with adamantite weapons

Senses darkvision 60 ft., tremoresense 60 ft., passive Perception 16

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Stone Camouflage. The korred has advantage on Dexterity (stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

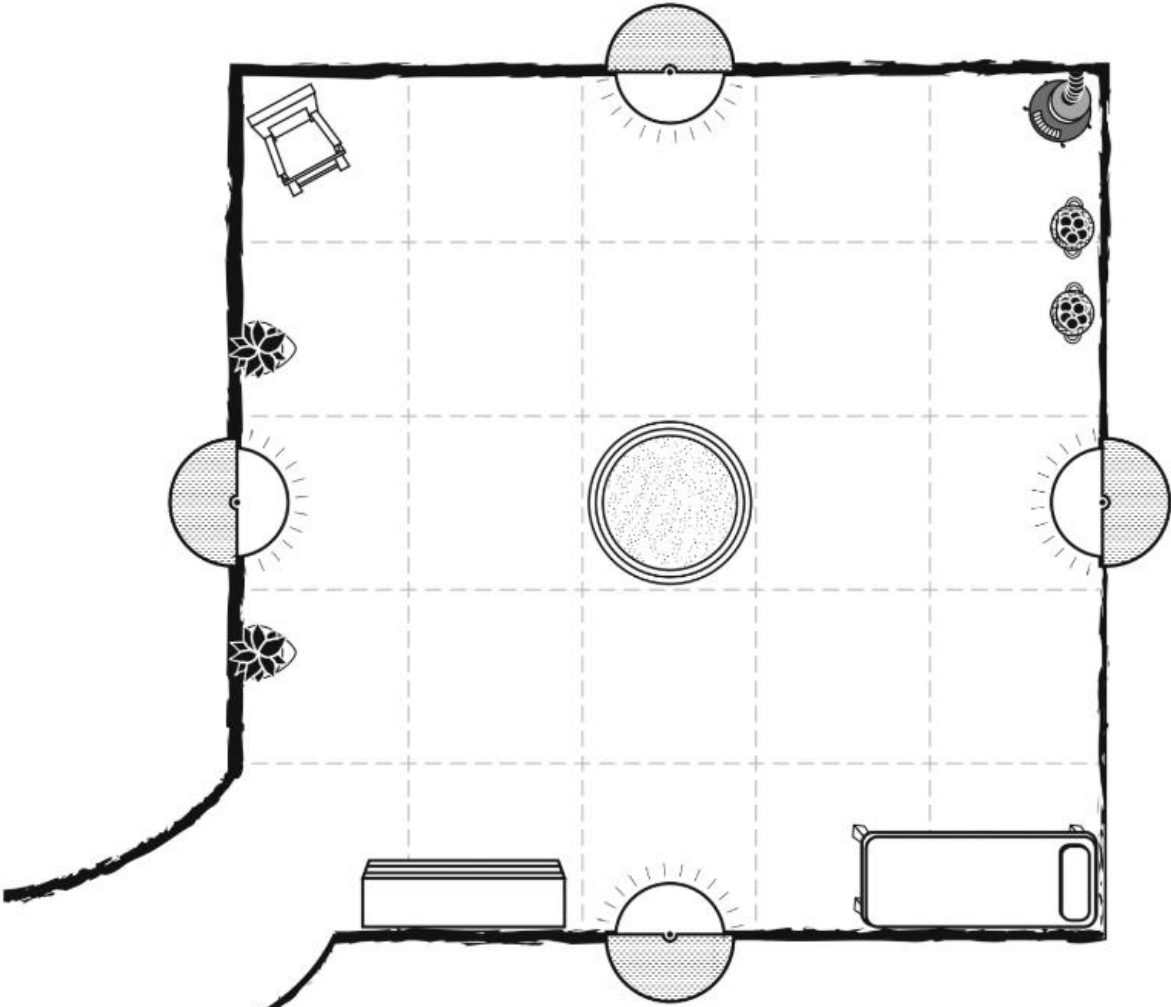
Actions

Multiattack. The xorn makes three claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

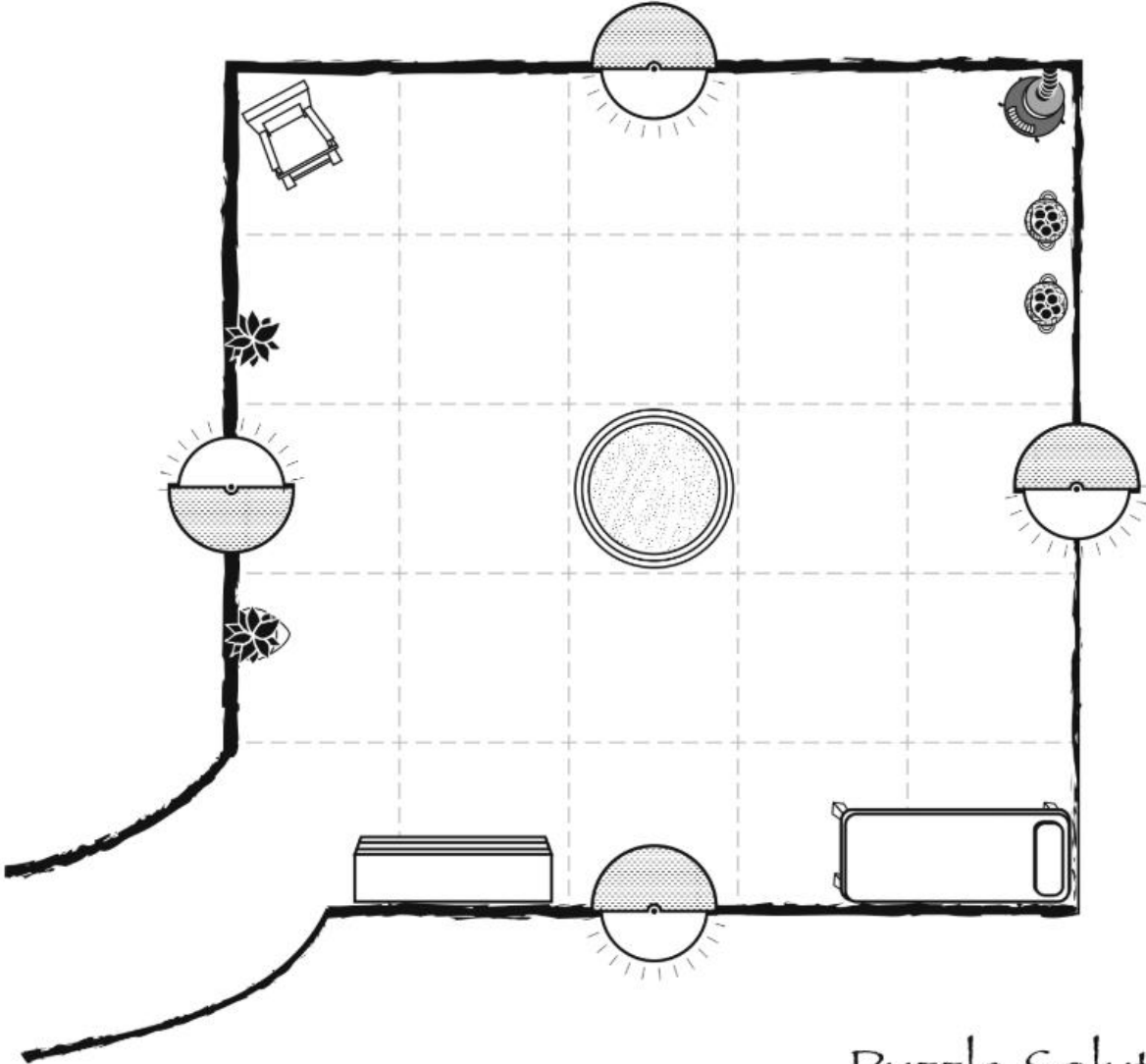
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

Appendix 3: The Korred's Den



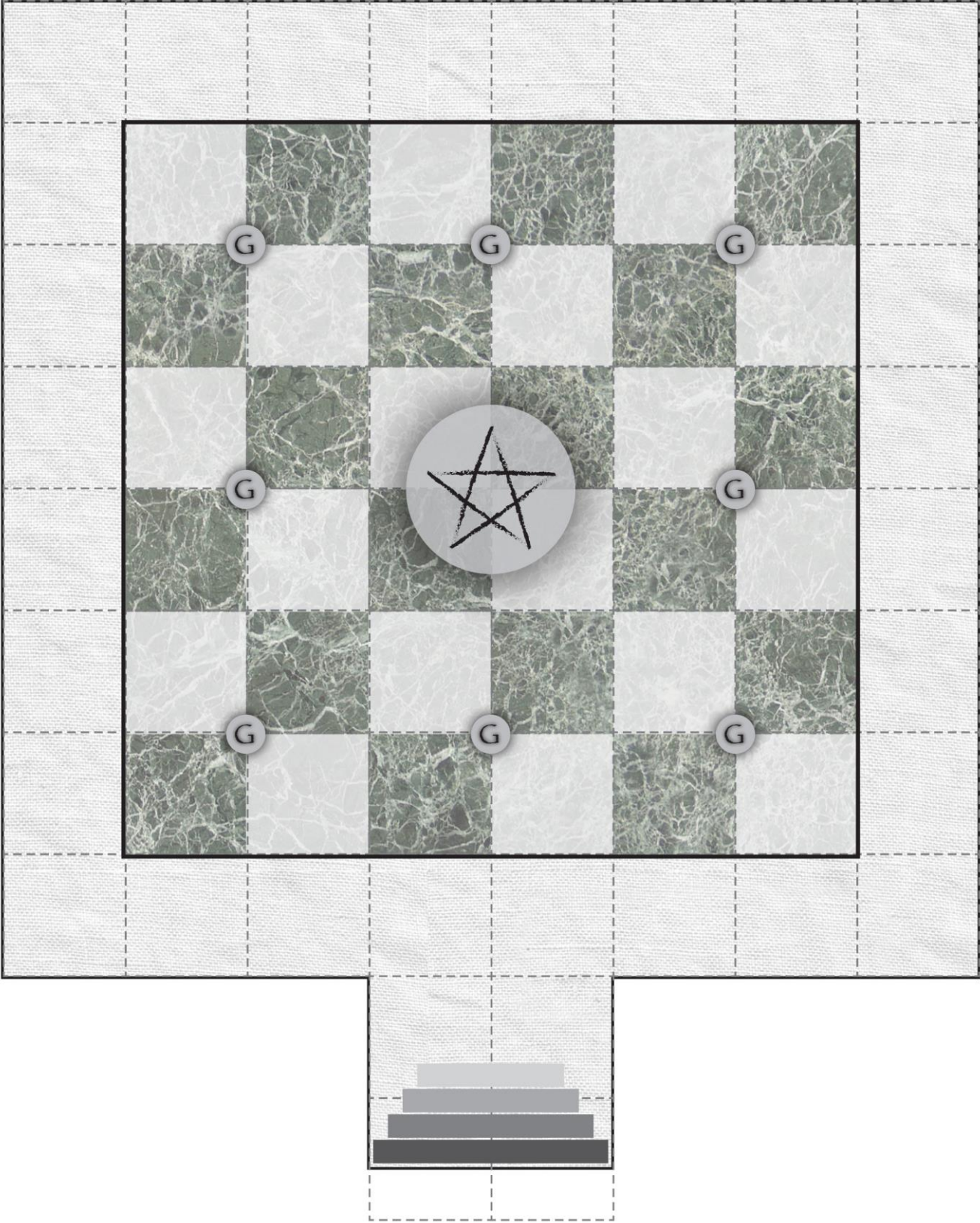
Players Map

Appendix 4: Puzzle Solution



Puzzle Solution

Appendix 5: Jormal's Dance Parlor



Appendix 6: Magic Item

Characters completing this adventure's objective unlock this magic item.

either knocked over or pushed up to 15 feet away from you.

Decanter of Endless Water (Table C)

Wondrous item, uncommon

This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds.

You can use an action to remove the stopper and speak one of three command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following options:

- "Stream" produces 1 gallon of water.
- "Fountain" produces 5 gallons of water.
- "Geyser" produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the decanter, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is

Appendix 7: Story Award

DM's can provide a copy of this Appendix to players as a character reference.

Blessed Are the Merciful. This story award is earned by characters who bring Jormal to The Green Man alive to receive justice. For this act, The Green Man develops respect for their wisdom and judgment. This story award may come into play in future adventures.

Appendix 8: Dungeon Master Tips

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.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

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. Familiar 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.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide

documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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

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