



ADVENTURERS LEAGUE™

TALES TREES TELL

Despite the shaky alliance that exists with the elves of the Quivering Forest, they do not suffer trespass in their realm lightly, especially from common folk from nearby Phlan. A woodworker's recent blunder into the forest might set off a diplomatic incident. Can you help find him and mollify the aggravated elves? An adventure for 1st-4th level characters.

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EXPEDITIONS™

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INTRODUCTION

Welcome to *Drums in the Marsh*, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tyranny of Dragons*™ storyline season.

This adventure is designed for three to seven 1st-4th level characters, and is optimized for five 3rd level characters. Characters outside this level range cannot participate in this adventure. Players with ineligible characters can create a new 1st-level character or use a [pregenerated character](#).

This adventure begins in Kabel's Hill; a small farming town north of the city of Phlan. The adventurers's path then turns towards the Quivering Forest to the east, an ancient enchanted forest. Within, they encounter a hungry displacer beast, a village of xenophobic elves and finally, an ancient green hag.

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a [DCI number](#). This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

For more information on playing, running games as a

Dungeon Master, and organizing games for the D&D Adventurers League, please visit the [D&D Adventurers League home](#).

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the [D&D basic rules](#) or the *Player's Handbook*™.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will 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

XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes 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 Player's 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 THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels than the optimized group size. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 3rd-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out 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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

DUNGEON MASTERING THE ADVENTURE

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since 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. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*™ has more information on the art of running a D&D game.

DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the [D&D basic rules](#) or the [D&D Adventurers League Player's Guide](#) for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including -faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some

downtime activities help with lifestyle expenses or add lifestyle expenses.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

CHARACTER DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the D&D basic rules). If a

character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

DEATH

A character who dies during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

Shortly after the Zhentarim liberated and assumed control of Phlan, a pact was enacted between the town and the dark fey of the Quivering Forest to the north. In exchange for forbidding travel and logging in the forest,

the fey pledge to protect Phlan. The fey would later honor their part of the bargain and spare the town from destruction at the hand of the Netherese; a fate that Zhentil Keep and the Citadel of the Raven were less successful at avoiding.

Meanwhile, the rich and fertile lands along the Stojanow River north of Phlan have always been important as a source of food for the town. Farmers grow crops while doing their best in fending off the predations of wild beasts and other dangers that roam the unsettled wilds. They know the only way Phlan is to survive is if the people can eat. Each time in its history Phlan has been razed, the outlying farms suffered a similar fate. But just like the town itself, these outlying farms would build anew.

In response to the dangers inherent in scratching out a living beyond the protective walls of Phlan, the farmers built fortified hamlets at strategic locations along the river, tiny communities where they can bring their grain for sale and transport, and shelter during times of strife. One such place is Kabel's Hill, a tiny thorp where the Stojanow and the Quivering Forest come into close proximity. The community is little more than a wide place in the road, a stopping point on the way to other places.

Strange things are afoot in Kabel's Hill however. A month ago, a local woodworker, Halvin Graingle, disappeared. At first, the townsfolk nothing of it; Halvin was an eccentric, prone to all manner of odd behavior. However, eventually, the folks of Kabel's Hill investigated Halvin's home and found distressing things. Among them was a journal with an old map of the Quivering Forest, complete with a path leading deep into the forest.

The Quivering Forest—an enchanted wood known for its secretive denizens—has long been restricted; off limits to all travel and woodcutting by the old decree. In these backwater parts of the Moonsea, the fey within are the subject of more stories than one can count; unruly children taken away by the fey, the foolish farmer who didn't leave an offering from the year's first harvest, that sort of thing. Upon learning that Halvin may have trekked into the Forest, the people of Kabel's Hill got well and truly worried.

And so, they decided to mount a secret expedition to find Halvin and return him to Kabel's Hill in the hopes that the fey had not already found him. The next morning, six hale and hearty men set out into the forest, each carrying a letter signed by each resident of Kabel's Hill.

That was two tendays ago. There has been no word from the recovery party, and the other townfolk are beginning to get worried. And so, they have sent word to Phlan for help.

HALVIN GRAINGLE

Considered largely to be a hermit who keeps to himself, what the residents of Kabel's Hill don't realize, however, was that Halvin is not who he appears to be. He was a member of the Cult of the Dragon and struck out to meet with the dark fey that reside within the Quivering Forest, to strike a new pact with them—one that may render the town of Phlan utterly defenseless.

And so, Halvin posed as a woodworker and moved to Kabel's Hill six months ago to begin his work, all while keeping a low profile. He took up residence in an old, abandoned farmhouse on the outskirts of town and began collecting fallen timber, using it to craft simple items to sell, primarily furniture and tool handles, things he knew the farmers would need. When the other folk of the hamlet told him stories about the fey, their warnings ultimately fell upon deaf ears.

Halvin set off into the forest and eventually happened across the hag, Jeny Greenteeth. Ultimately, his attempts at negotiation met with failure, and he was slain by the hag.

THE PACT

When the first Lord Protector, Cvaal Daoran, assumed control of the Cinnabar Throne, he forged an alliance with the dark fey of the Quivering Forest. This pact bestowed upon Phlan the protection of the forest and its denizens in exchange for forbidding travel and logging within its borders.

This agreement would prove to be Phlan's salvation when the fey prevented the cities destruction at the hands of the Netherese; a fate that Zhentil Keep was unable to avoid.

Since then the pact has established a tenuous peace between the city and the forest.

OVERVIEW

This adventure is set in three parts.

Part 1. Upon arriving in Kabel's Hill, a half dozen men have yet to arrive from a venture into the Quivering Forest. They ventured within to seek out a seventh villager who had earlier passed beyond the forest's boundaries, purportedly in search of wood. Once the adventurers arrive, things take a turn for the worse. What was once simply a missing persons matter has devolved into very real danger for the combine. It would seem that the fey have learned of the town's actions, and they aren't pleased.

Part 2. The adventurers, prompted into action, can branch off in a number of different directions.

First, they can investigate the mutilated livestock. Though it happened almost a tenday ago, the residents of Kabel's Hill haven't destroyed the carcasses. Here the adventurers find clues indicating that the cows were killed by some sort of poisonous creature.

They can also head to Halvin Graingle's shack. There the adventurers discover what Halvin has been up to that might have precipitated his trip into the forest. There, they find some cryptic notes that lead them to believe he is up to no good. They may also encounter his familiar, an imp that has been creating its own nuisance while Halvin has been away.

Finally, the adventurers can go to the cabin of Serelis, an elf ranger who refused to the town's request to accompany the villagers into the forest. If the characters gain the ranger's trust, he acts as a guide and lead the characters to Greenhall. Upon leaving the ranger's cabin, the adventurers are attacked by the hag's minions.

Part 3. Eventually the adventurers head into the Quivering Forest itself. There they encounter a hungry displacer beast and eventually come to the elven town of Greenhall. During the course of discussion, the characters learn that it is these elves encountered the villagers, but refused to aid them, driving them off with arrows. Most of them escaped, but they slew one of them. The elves may provide aid to the adventurers or they may drive them off as they did the adventures, but eventually, the group locates the hovel of Jeny Greenteeth.

Here, the adventurers learn the fate of both Halvin and the villagers sent to find him and must avoid suffering the same fate themselves, all while ensuring that the pact between the fey and the town of Phlan remains intact.

ADVENTURE HOOKS

Adventurers are flocking to Phlan to seek their fortunes. The air is charged with the prospects of riches, danger, and glory. The following adventure hooks can be used to draw the characters into the story.

THE DIRT FARMERS

Any adventurers who participated in DDEX1-1 *Defiance in Phlan*—specifically Mission 2—are likely to have met Millivent Moss; a peat farmer who resides not too far from Kabel's Hill. The adventurers meet Millivent in the

market at Podol's Plaza where she informs the party of the goings on in the small farming combine.

ENCLAVE, TO ARMS!

Any adventurers who are members of the Emerald Enclave have received word that the residents of Kabel's Hill are planning an excursion into the Quivering Forest. While it is not known why they are going, their presence in the forest is sure to outrage the dark fey who live within.

SLIPPING THROUGH THE FIST'S FINGERS

Any adventurers who have established a good working relationship with the Knights of the Black Fist may be told that grain isn't the only thing being shipped downriver from Kabel's Hill. The barge runners also bring rumors of kidnappings occurring in the small village. How much of this is fact and how much is embellishment remains to be seen. The adventurers are asked to investigate these rumors on behalf of the Black Fist, who is stretched too thin to do so themselves.

CREEPY AND HORRIFYING

This adventure has a few moments which can be a bit extreme for some players, in particular the discovery of the villager in "Message Received" in Part 1, the first encounter with Pipypap in "Animal Slaughter" in Part 2, and the discovery of the villagers' fate in "Jery Greenteeth's Hovel" in Part 3.

Please warn the players beforehand that there is some possibility that the adventure's depictions might be a little extreme, and if players are sensitive to it, please adjust the depictions accordingly.

PART 1: KABEL'S HILL

Kabel's Hill is a small, lightly fortified hamlet settled roughly a day and a half north along a narrow stretch of the Stojanow River. The small collection of houses and barns sits atop a low rise on the western bank of the Stojanow and is a mere hour away from the edge of the Quivering Forest on horseback.

Kabel's Hill serves primarily as a way station for travelers, and for grains and goods headed to Phlan by river. It also acts as a forward outpost for the town, and sends riders south to warn of approaching danger.

The village itself is a dozen buildings tucked away inside a wooden palisade; including a small inn and tavern, a blacksmith and stables, a general store and granaries, and a dock with a ferry. The farmers bring their harvested crops and other homespun goods to Kabel's Hill, sell them, stay for a drink or two at The Leaky Bucket (the local watering hole), and then head back to their homesteads. Barge captains buy the grain, stay the night at the inn, and then ship the goods downriver for resale. Occasionally, adventurers and others on their way somewhere else along the Stojanow take a room for the night, but seldom do people stop and stay for any longer than they have to.

When the characters arrive, the place is in an uproar. Most, if not all, of the local folk have gathered in the common room of The Leaky Bucket, so no one is about in any of the other establishments. Because of this, the town seems oddly abandoned when the adventurers arrive.

GENERAL FEATURES

The general features of the construction and architectural style of the hamlet of Kabel's Hill are as follows:

Palisade Wall. The wall stands 10 feet high and has simple triangular platforms with ladders spaced approximately every 80 feet along its inside surface, where defenders can keep watch or fire missile weapons from partial cover.

Architecture. Most of the houses and shops are constructed of walls made of double-layers of roughly planed half-logs, the gaps filled with mud, with steep-peaked roofs of thin wooden shingles to keep winter snows from mounding too high.

Weather and Terrain. At the onset of the adventure, the day is rainy and the last vestiges of a particularly nasty storm are blowing themselves out. Despite the

weather—or rather perhaps because of it—the fields in the area are fat with wheat and vegetables, and the animals grazing in meadows are fatter still.

Rates and Prices. All costs for goods and services in Kabel's Hill establishments are standard rates, as listed in the Equipment chapter of the *Player's Handbook*.

Residents. The people of Kabel's Hill are nervous. On the evening that the characters arrive, everyone is in the Leaky Bucket.

There are six locations of interest in Kabel's Hill that the characters might visit.

DOCKS

Local farmers sell their harvest here. It is then sold to the barge-runners who, in turn, ship it downriver for sale in Phlan. The docks are run by a man named Bricklan Marth; one of the wealthier men in Kabel's Hill (which really isn't saying much).

The road through town leads down to the water's edge, where a set of wooden docks juts out into the river beside a large warehouse. A single barge is tied up here, large enough to hold a wagon and a few passengers.

GRANARIES

Goods that are not immediately sold are stored here either until the next barge-runner makes the trip from Phlan or it is sold and used locally for food or seed. The granaries are currently about half full with grain; ready to be loaded onto the barges and shipped downriver to Phlan.

There are three tall, wooden, round structures with conical roofs stands here. Each roof has a slanted trapdoor set into it, and a conveyor platform runs from near the ground to a position in the midst of the granaries, where grain can be hauled up to be deposited inside.

BLACKSMITH

The town blacksmith is a man named Hurg Pilauwer. The front of his shop is open to the air, and a forge, anvil, kegs, crates, and piles of scrap iron are stacked neatly inside. A single horseshoe nailed to a plank on the front of the building indicates the nature of the business, if the rest doesn't already make it obvious.

Hurg is not a particularly skilled smith, but he can straighten out a sickle blade and make nails without batting an eye.

COLVIN'S GENERAL GOODS

Colvin Brenick, the proprietor of the place, only opens a couple of hours each morning or by special request. He only stocks the bare essentials for farming, including tools, seed, cloth, rope, and that sort of thing. He can special order desired items from Phlan, but it takes a while for the same barge captain who took the order to return with it later. There is a locked shed out back where Colvin stores larger, bulkier items.

STABLES

This building is as plain and utilitarian as they come, essentially a large barn with stalls and a fenced area in the back. The Brightbells from the Leaky Bucket across the road manage the place, hiring a couple of the local boys to work there.

THE LEAKY BUCKET

This inn and taproom is more like a tiny bed-and-breakfast than a proper tavern. **Hupe** and **Grinna Brightbell**, the halfling proprietors, live here and rent out the spare rooms upstairs to the barge captains and occasional adventurers who show up and need a bed for the night. They have a couple of long trestle tables with benches in the front room and serve food and drinks communal style to their guests. It's not fancy, but it's comfortable and peaceful. Despite its backwater location, the Leaky Bucket has great fare; amazingly fresh mead and food so good that it gives even the Laughing Goblin's cabbage soup a run for its money.

If this is the first location that the characters visit upon arriving in Kabel's Hill, there is a host of locals gathered in the taproom arguing loudly.

The inn's sign, if it can be called that, is simply an old bucket dangling from a post that has been driven into the ground in front of the two-story building. The word "Inn" has been painted on its side in what appears to be pitch. Rain has filled the bucket to the top and water trickles out from a more than a dozen places.

Before you even enter the place, you can hear a number of excited and angry voices emanating from inside. Above them all one voice bellows, "It's been over two tendays! What do you plan to do?!"

The locals have all gathered here to discuss what the missing townfolk. The interior of the "Bucket" consists mainly of a single, large front room with two long, rough

tables with benches. As the adventurers arrive, the inn is filled with people.

All of people seem to be talking at once, gesturing and arguing with one another. A male halfling stands on one of the benches, seemingly trying in vain to calm everyone down. A female halfling woman stands next to him shouting at everyone (including the other halfling) at the top of her lungs; both of her hands wrapped menacingly around the handle of a rather large iron skillet.

As the adventurers enter, the ruckus stops and everyone stops mid-sentence to stare at them. After the initial shock of seeing strangers in the midst of their meeting, the locals begin murmuring to one another again. The halfling, Hupe Brightbell, jumps off the bench and greets the characters, asking politely if he can help them.

ROLEPLAYING HUPE BRIGHTBELL

Hupe is a painfully meek little man; more likely to help someone for no other reason than because he's afraid of what they may do if he says no. He is kind, but it is obvious that he is all too aware that people take advantage of that kindness. He typically carries a damp bar towel thrown over his shoulder, but pulls it off and wrings it when he is nervous.

Quote: "Well...um...I don't see why not."

ROLEPLAYING GRINNA BRIGHTBELL

What her husband lacks, Grinna more than makes up for. She is spunky, opinionated, and doesn't hesitate to speak her mind. She is, however, an amazing cook and wildly popular in Kabel's Hill. Anyone with a compliment for her cooking is sure to win a place in her heart.

Quote: "I don't care what my husband said; you can't bring that thing in here!"

If at any point the characters ask what is going on, Hupe says simply "we're just having a bit of trouble; nothing to concern you fine folk about."

If pressed, Hupe wrings his towel and suggests they talk to his wife, Grinna. Grinna happily explains some of the mundane details of the town's recent troubles.

- Six months or so ago, a man named Halvin Graingle moved into an abandoned barn a few hours walk east of Kabel's Hill.
- Halvin is largely considered to be an eccentric hermit who survives off of money earned from selling wood carvings.
- A month ago, he suddenly stopped coming to town. A few of the villagers went to pay him a visit to see if he was ok, and he was nowhere to be found. His

home still had his possessions inside, but they found a crude map of the area in his home.

- The map had some vague notes but there were a few things that scared the villagers. The map had a couple areas inside the forest labeled. The most concerning of which was Greenhall, an elven settlement. It also detailed a course deeper into the forest.
- The villagers unanimously agreed that Halvin had gone into the forest; something that is expressly forbidden. A nearby resident emphasizes this, "We don't go into the Quivering Forest and the Quivering Forest doesn't come and steal our children in the night."
- Because of this shaky truce with the fey, the villagers decided that a few of them would go and see if they could find Halvin before he was found by the fey.
- They sought out the services of Serelis Greenleaf—a half-elf ranger that lives in the local area—as a guide, but he adamantly refused and insisted that they send anyone into the forest only to their own peril.
- That was two tendays ago and they've heard neither hide nor hair of them since.
- Almost as an afterthought, one of the scruffier villagers hollers out "T'was proolly dem damned faeries tha' killed my cows! Damn their eyes! Damn their wings!"
- The man is thoroughly drunk, but laments the loss of a few of his prize cows. After a few of the others in the room chuckle at him, he obstinately invites "any of ya fools tha' don' believe me ta come and take a look fer yerselves!"

At this point, a number of townsfolk have gathered around the adventurers; listening in on their conversation with Grinna. Any adventurer with a passive Wisdom (Insight) score of 10 or higher notices that the villages are giving a wide berth to any elves or half-elves in the party. If asked why, the villagers politely say that people in these parts pay proper respect to the fey; even going so far as to offer them a drink.

Grinna eventually shoos the rabble away and offer the adventurers a hot meal and a drink to "clear the road dust out of their mouths." She and Hupe offer this to the adventurers free of charge. While she is doing this, Hupe makes a round around the room and the villagers drop a few coins into a hat. In exchange for tracking down the missing villagers, he offers its contents; a total of 50 gp. A successful DC 15 Charisma (Persuasion) check

convinces Hupe to pitch in an additional 50 gp of his own money; increasing the pot to 100 gp if the adventurers successfully find out what's become of the missing villagers.

MESSAGE RECEIVED

Once the adventurers have sufficiently questioned the locals and are ready to move on, a horrible sight is spotted outside the inn.

The nervous buzz of the Leaky Bucket's common room is shattered by a scream of terror. A heartbeat later, a young human woman bursts in through the front door. "They know! They what we did!" she cries, throwing herself at Grinna's feet and clawing madly at the halfling's clothes with one hand and pointing out the door with the other.

No sooner than she collapses than everyone in the inn shoves and pushes to get outside first. As the adventurers wrestle their way through the throng, various villagers cry out in alarm and issue prayers to the gods for protection; some silent, others not so much.

The two dozen or so people from inside the inn are gathered around the town's central signpost. Hanging from it is an adult human male, blood streaming his eyes and mouth.

The man is Rerk, a local farm hand and one of the six men who ventured into the Forest in pursuit of Halvin. His group successfully found their way to the hag, Jeny Greenteeth. The hag cut out his tongue and put out his eyes; replacing the latter with stones. The hag found the notes that each of the villagers carried and drove a hairpin through them and into his chest; pinning the letters to him. While invisible, she carried Rerk to Kabel's Hill and hung him from the signpost while everyone was in the Leaky Bucket.

The adventurers can learn the following from inspecting Rerk.

- Rerk's eyes have been put out and replaced by polished, black stones. They are carved to resemble large, lidless eyes. Removing the stone is relatively simple.
- The villagers identify the stones as the personal sigil of Jeny Greenteeth; a hag that purportedly lives nearby, within the Quivering Forest.
- Most of what the villagers know about Jeny Greenteeth is typical faerie story stuff; she eats children, she makes crops die, etc. However, an

adventurer who succeeds at a DC 15 Intelligence (History) check remembers that Jeny Greenteeth was one of the fey who entered into the original pact with Phlan in 1380 DR.

- A foot-long bone pin has been driven through a sheet of paper into Rerk's chest; effectively pinning it to him.
- The pin is long and well-crafted, decorated with a piece of highly polished jet. When subject to a *detect magic* spell, however, it radiates strong divination magic. An *identify* spell identifies the hairpin as a scrying focus.
- Despite his injuries, Rerk is alive. A clever adventurer may heal Rerk with magic. If so, he awakens immediately, but begins screaming uncontrollably in pain and terror. The shock is simply too much for Rerk to bear. He does nothing but scream for ten minutes before finally passing out. He lapses into a comatose state for five days before he recovers.
- It is possible to remove the pin without killing Rerk, but requires a successful DC 15 Wisdom (Medicine) check. Failure causes Rerk to incur one failed death save. Because of his current condition, he is already considered to have failed one death save. Two failed saves kill Rerk.
- Once the pin is removed, the letters are easy enough to identify. Any townspeople present informs the adventurers that they are the letters that each member of the rescue party was given before entering the forest. The letters all read the same thing:

"Kabel's Hill honors the long-standing truce between the people of Phlan and the people of the Quivering Forest. We seek only to retrieve a lost friend who does not fully understand what his trespasses signify."

TREASURE

Rerk has none of his possessions on his person except the clothing on his back. The hairpin is worth 50 gp. Unbeknownst to the adventurers (unless otherwise detected), the hairpin is a scrying sensor; allowing Jeny Greenteeth to see and hear everything within 30 feet of it.

DEVELOPMENTS

From here the adventurers have a choice to make; where to go first. The most obvious options are:

Investigate The Livestock Deaths. The characters

can investigate the reports of slain livestock. The locals can take the Characters to where the cow was slain.

Search Halvin Graingle's Barn. A handful of people, the sort who are always suspicious and saying, "I told you he was up to no good!" after the fact, think a group should head over to the woodworker's home and poke around. They have no idea what anyone should be looking for, but just the same, they want to see what he must be hiding.

Find Serelis. The ranger who the townsfolk asked to escort them into the forest. The citizens can give the heroes directions to Serelis's cabin in the woods.

Venture into the Quivering Forest. Any adventurer expressing a desire to go into the forest is met with gasps of shock and alarm. The villagers loudly protest this decision ("look what happened to Rerk!"). It is, after all, an excursion into the forest that has caused this whole mess. That said, the villagers are essentially powerless to stop them.

PART 2: OUTSIDE KABEL'S HILL

Upon leaving Kabel's Hill, the adventurers can investigate any number of locations. Each of the three locations has subtle changes depending on the order in which they are visited.

GENERAL FEATURES

The following general features of the area surrounding Kabel's Hill are as follows:

Weather. The weather is still inclement; raining heavily with intermittent lightning and thunder.

Light. Despite the cloud cover, the area is well-lit during the day and dark at night. There are no sources of light save for those that the adventurers possess.

Sound. Livestock sounds, rain, thunder.

Smells. Freshly turned earth, rain, manure.

ANIMAL SLAUGHTER

If the characters decide to investigate the mysterious livestock killings, the drunk farmer is all too happy to lead them to his farm on the outskirts of town. Once there, he shows leads them around the back of a shabby barn.

Three cows lay piled near some scrub bushes that surround a large outcropping of rock too big to remove from the farmer's field. Each in various stages of rot, they have all been torn open and it's obvious that large portions of the carcasses are gone; having been carved off with a knife.

A few carrion birds fly away as your arrival; squawking in disapproval at your intrusion.

Halvin's imp familiar, Pipyap, has been busy in his master's absence. He has been ravaging the local livestock.

In examining the dead cows, they can find a small puncture wound, as if from a stinger, and can see that the area around the wound is swollen and discolored; clearly by poison. Aside from that the cows are completely mutilated, as if someone butchered them for meat but had no idea exactly how.

ROLEPLAYING PIPYAP

Pipyap is a friendly, albeit ill-willed imp. He is talkative but has a plainly visible mean-streak. While he is not above violence and generally meanness, he is honest and forthright in his dealings. Pipyap absolutely loves being on the Material Plan and has no desire to return to the Nine Hells. Because of this, he is very, very careful to avoid getting himself killed

Quote: "Have you tried this stuff? It's great!"

PIPYAP

The adventurer's encounter with Pipyap varies depending on the order in which they investigate Halvin's Home and Animal Slaughter.

Animal Slaughter First. Pipyap is not here. Any adventurer within 5 feet of a dead cow who also succeeds on a DC 12 Wisdom (Perception) check notices very small, clawed tracks with blood intermingled with them and perhaps drag marks leading away. These are the tracks of Pipyap, too full to fly, walking back to Halvin farmhouse.

Halvin's House First. The adventurers may have followed the trail of the predator from the barn behind Halvin's house to this location. Once they sufficiently investigated the cows, Pipyap appears.

One of the more recently deceased cows shudders for a moment; there is something moving under its skin.

Suddenly, the blade of a small knife parts the hide and opens the cow width-wise across its belly. A bloody small, scaly creature with leathery wings spills out onto the ground. The foot-tall creature picks itself up off the ground.

"Oh, heya," it says, "I didn't see ya, there."

This is Pipyap, Halvin Graingle's **imp** familiar. In lieu of accompanying Halvin on his trip into the forest, Pipyap stayed behind. He has whiled away the time gorging himself on livestock and more or less being cruel and malevolent.

Pipyap is friendly for a devil. He uses a tiny folding knife to saw strips of meat from the cow, chatting away while he does so. Every once in a while, he carves off a chunk and tosses it into his mouth; apologizing to the adventurers for being so rude as to talk with his mouth full. He even goes so far as to offer the adventurers a rather choice morsel or two. The rest he packs into a small burlap satchel with a disproportionately large button keeping it closed.

Pipyap freely talks to the adventurers about Halvin. Over the course of the conversation, he relates the following information.

- Halvin is a really swell guy, but he makes pretty dumb decisions. The last one was a doozy. He went into the Quivering Forest. "Even I thought that was stupid."
- If asked why, he says simply "Even fiends know better than to cross a hag."
- He's been killing cows in the fields, but only because they probably deserved it.
- He didn't say when he'd be back, but he promised me he would be. Pipyap sure does miss him.

Pipyap is faithful, however, and won't knowingly betray Halvin's identity or goals in the forest. He simply says he doesn't know and leaves it at that. If attacked, he turns invisible on his turn and flies away. If slain, Pipyap's body boils away into a cloud of sulfurous smoke, leaving behind nothing but a tiny folding knife and a small burlap satchel stuffed with raw meat.

With some skill and luck, Pipyap can be convinced to accompany the adventurers into the forest. If any adventurer succeeds at a DC 10 Charisma (Persuasion) check, the imp mulls the idea over and acquiesces after a moment's deliberation. Any adventurer who suggests that they need Pipyap's help in making sure that Halvin is safe or by offering him food makes the check with advantage.

If Serelis is with the adventurers, he urges that they not instill too much trust in the imp. "Fiends and their ilk are borne of deceit and malice, and cannot be trusted."

XP REWARD

If the adventurers befriend Pipyap in this encounter reward each player 25 XP.

HALVIN GRAINGLE'S BARN

When the characters decide to investigate the woodworker's secluded farmhouse, Hupe Brightbell and the rest of the villagers can point them in the right direction.

The approach to the farmhouse leads you into a small hollow within a copse of trees right on the edge of the forest proper. The house has definitely seen better days, as evidenced by the loose boards and shingles, the peeling whitewash, and the handful of stones that have fallen from the leaning chimney. A small barn, around in the back, leans even more, and vines have grown up to cover most of it.

There is nothing remarkable about the house, outside or in. Halvin has only occupied the main kitchen/dining area and one bedroom, leaving the rest of the house dim and dusty.

TREASURE

Halvin secreted away his valuables well, and only an adventurer investigating the interior of the cupboards notices a false panel inside, and only then on a successful DC 13 Wisdom (Perception) check. Behind the panel is a small, ornate silver box with the likeness of a dragon head etched onto the lid (15 gp), inside of which is a pouch with 15 gp tucked inside, a garnet (5 gp), and a diary.

The diary has a dragon head embossed onto its cover and is filled with many cryptic notes, sketches, and maps, much of them of the area around Phlan, Kabel's Hill, and the Quivering Forest. If any character spends at least 10 minutes studying the diary, they learn the following information.

- Halvin was sent to Phlan to treat with the fey of the Quivering Forest; specifically to convince the fey to break their pact with the town and sit idle while the Cult plunders it.
- He had been sending letters and gifts to the elves and fey of the forest to no avail. Either his messages were not being received or they were being ignored.
- After months of no progress in obtaining permission to enter the forest, he simply ran out of patience, and decided simply to enter on his own and visit them personally.
- He knew that Greenhall was the closest thing to an elvish settlement in this part of the forest, and had a general idea of where he might find the hag, Jeny Greenteeth.
- He expressed disappointment in his familiar who apparently was too scared to go into the forest.
- The last entry is just over a month old.

PIPYAP

Halvin's **imp** familiar, Pipyap usually sleeps here, hiding out during the day and hunting at night. Halvin was feeding him well enough, but the familiar refused to go with Halvin into the forest and has been left to fend for himself ever since. The adventurer's encounter with Pipyap varies depending on the order in which they investigate Halvin's Home and Animal Slaughter.

Halvin's House First. The barn is uninhabited. While they do not find the imp here, they do find a pile of hay

he's been using as a nest towards the rear of the barn. They also find a trail of blood leading out of the barn and towards the location of the attacks against the livestock (Animal Slaughter, above).

Animal Slaughter First. The adventurers may have followed the trail of the predator from the dead cow back to the barn behind Halvin's house. Inside they find Halvin's familiar, Pipypap. In the month since Halvin left, he's killed three cows, but has been eating so much that he hasn't been able to fly home and had to waddle along the ground, which is why it left a noticeable trail. If Pipypap is in the barn when the adventurers enter it, they **hear his loud snores** as he sleeps off his last meal.

ROLEPLAYING PIPYAP

Pipypap is a friendly, albeit ill-willed imp. He is talkative but has a plainly visible mean-streak. While he is not above violence and generally meanness, he is honest and forthright in his dealings. Pipypap absolutely loves being on the Material Plan and has no desire to return to the Nine Hells. Because of this, he is very, very careful to avoid getting himself killed.

Quote: "Have you tried this stuff? It's great!"

When the adventurers arrive, Pipypap is sleeping in the barn.

The snoring grows louder as you round a large pile of moldering hay; neatly baled and stacked in the rear of the barn.

Asleep on a pile of hay is a small, scaled creature with leathery wings and a grossly distended belly. Resting on his back, his swollen belly heaves up and down in concert with his labored snoring.

Suddenly, his snoring becomes loud and ragged, and after a few choking coughs, the creature jerks awake and props himself up on an elbow; rubbing an eye with a fist while errant strands of hay cling to the side of his face.

"What time is it?!" he gasps.

A small, burlap satchel is on the floor next to Pipypap, stained through with blood. Beside the bale that Pipypap is nesting in is a half-full milk can. Its lid lay discarded on the floor. Upon waking, he hops to the rim, dunks his cup in and takes a swig; falling onto his back in the hay and letting out a long, contented sigh.

Pipypap freely talks to the adventurers about Halvin. Over the course of the conversation, he relates the following information.

- Halvin is a really swell guy, but he makes pretty dumb decisions. The last one was a doozy. He went into the Quivering Forest. "Even I thought that

was stupid."

- If asked why, he says simply "Even fiends know better than to cross a hag."
- He didn't say when he'd be back, but he promised me he would be.

Pipypap is faithful, however, and won't knowingly betray Halvin's identity or goals in the forest. He simply says he doesn't know and leaves it at that. If attacked, he turns invisible on his turn and flies away. If slain, Pipypap's body boils away into a cloud of sulfurous smoke, leaving behind nothing but a small, tin cup. The satchel is empty save for a tiny folding knife—also stained with blood.

With some skill and luck, Pipypap can be convinced to accompany the adventurers into the forest. If any adventurer succeeds at a DC 15 Charisma (Persuasion) check, the imp mulls the idea over and acquiesces after a moment's deliberation. If the adventurer making the check offers him food or tells the imp that that the group need his help in making sure that Halvin is safe, the check is made with advantage.

If **Serelis is with the adventurers**, he urges that they not instill too much trust in the imp. "Fiends and their ilk are borne of deceit and malice, and cannot be trusted."

TREASURE

Any adventurer searching in the pile of hay finds a hoard of small trinkets that Pipypap has found in his time away from Halvin. In a burlap sack, he has hidden 10 gp in various coins, a bone comb worth 5 gp, and a *scroll of chromatic orb*.

XP REWARD

If the adventurers befriend Pipypap in this encounter reward each player 25 XP.

SERELIS'S CABIN

Serelis is a half-elf ranger who acts as an occasional go-between for the locals and the elves in the Quivering Forest. The folk of Kabel's Hill asked that Serelis, then Hupe Brightbell can explain that there is a path heading into the woods and can tell them where to find it. No one actually goes to the cabin; since it is in the woods, it's considered off limits. Serelis simply appears from time to time to check on everyone and see if they need anything.

The path itself is little more than an animal run, narrow and twisting through the forest. The characters follow it for a mile or so and then reach the place.

The first time the heroes reach the clearing where Serelis's cabin is located, read the following.

The narrow, twisting path opens at last into a small glade, where a picturesque babbling stream tumbles past a cabin built of natural timbers and a sod roof. The only sign of occupancy is the small garden along one side of the cabin, with a number of herbs and vegetables growing in neat rows watched over by a scarecrow. The idyllic garden is being tended to by a half-elf.

Noticing your approach he stops working and props his elbow on the end of the shovel he holds. "I take it that they haven't returned yet?" he says with a note of concern in his voice.

Serelis is genuinely disappointed to hear that the villagers haven't returned and quite taken aback when the adventurers detail Rerk's appearance. In response to this, he drops his hoe where he stands and ushers the adventurers into his cabin.

If the adventurers still have the hairpin that pinned the letters to Rerk's chest, Jeny Greenteeth is watching and listening in on everything that transpires during this encounter. See Jeny's Vengeance, below.

Serelis offers the adventurers each a glass of homemade hard cider, claiming that it's "his life's work." Once settled, he summarizes his earlier encounter with the departing villagers.

- Two tendays ago, the residents of Kabel's Hill asked that he lead a small group into the Quivering Forest to treat with the elves of Greenhall. He told them that the elves were the least of his concern, but they wouldn't hear it.
- He cautioned them against their voyage, insisting that the fey would react poorly to their intrusion. This was also met with disregard.
- He hesitantly outfitted the villagers with equipment more suitable than the rake and shovels they were armed with. Each was given a sword, a good cloak, a tenday's worth of rations, and the warning that their plans would result in nothing but tragedy. As unsurprising as it was, it saddens him.

DEVELOPMENTS

Serelis does not wish to go into the forest, but he feels partly responsible for the missing villagers. He can be convinced to join the expedition by any adventurer presenting a suitably compelling case that succeeds at a DC 10 Charisma (Persuasion) check. Serelis has no

reason to believe that Jeny Greenteeth has anything to do with the missing villagers, and won't speak of her unless the adventurers broach the subject first. If the adventurers show him Jeny's hairpin, the check to obtain his assistance is made with disadvantage as this convinces him that Jeny is involved.

Even if the adventurers are successful, he adamantly refuses to lead the adventurers to Jeny Greenteeth; suggesting that going to Greenhall is stupid enough without also wanting to walk into "such a den of malevolent evil."

Once the adventurers have succeeded in enlisting Serelis's aid, he is ready with the hour. If the adventurers have not already, he also suggests that they visit Halvin's house, though this is more to confirm whether or not the woodworker planned on trekking into Jeny's neck of the woods.

TREASURE

The ranger does not have much in the way of possessions, though if a character searches carefully (DC 15) around the fireplace, a loose stone pulls out to reveal a small niche with a pouch containing 30 gp and a pair of amethysts worth 10 gp each. Serelis objects to the adventurers taking them if caught.

XP REWARD

If the adventurers convince Serelis to join their excursion into the forest, reward each player 25 XP.

JENY'S VENGEANCE

If the adventurers are carrying hairpin when they visit Serelis, Jeny has been watching and listening their exchange.

Bang! The door to Serelis's cabin shudders as something slams into it. It happens again a heartbeat later and the door bursts from its hinges; falling flat to the floor. A man-sized pile of straw and burlap stands in the door way; a jagged tear across its face twisted in a malevolent sneer.

Almost at the same time, the windows of the cabin explode in a shower of glass as masses of writhing vines creep into the cabin, coalescing into vaguely humanoid shapes.

Angered at both Serelis's change of heart and the adventurer's meddling, Jeny animates the **scarecrow** in his garden and turns some of the plants in the area into four **needle blights**.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** remove the needle blights
- **Weak party:** remove two needle blights
- **Strong party:** add one scarecrow
- **Very strong party:** add one scarecrow and two needle blights

WHERE TO NOW?

If the characters decide to try to find the elves, the only thing Serelis, Hupe, and the rest of the villagers can tell them is that there is a faint trail that leads through the forest which eventually leads to Greenhall. They stress that it is vitally important to remain on the path., where Serelis led the delegation in and where Khurmel Faunt later returned. If the characters enter the woods and follow the trail, they eventually reach Greenhall after traveling for two full days; arriving on the evening of the second day.

EMERALD ENCLAVE

If a member of the Emerald Enclave is present among the group, the adventurers encounter a halfling druid named Grissen just before they enter the forest. The druid cautions them not to enter the forest, but if they must, he implores the adventurers that they treat peacefully with the elves. The elves trade goods found only within the Quivering Forest to the Emerald Enclave. The loss of this trade would be devastating to the faction.

PART 3: THE QUIVERING FOREST

Having (hopefully) secured Serelis' aid, the adventurers venture to the Quivering Forest. Once within the forest, they encounter a displacer beast, a patrol of elves, and eventually the hag, Jeny Greenteeth. Throughout all of it, they have attracted the attention of a group of pixies, who

The Quivering Forest is a terrifying place; a forest where the shadows are unusually deep, colors muted, and sounds muffled. This is immediately noticeable once the adventurers have entered.

GENERAL FEATURES

The following general features of the Quivering Forest are as follows:

Weather. Though the weather is still inclement, the thick canopy above shields the characters from most of the rain. Despite this, fat, icy drops still fall here and there and a wet, clinging fog covers the forest floor. Though not enough to obscure vision, it is damp and chilly. There is not even the slightest breeze here.

Light. If the adventurers venture into the forest during the day, the thick canopy blots out most of the sun's light and the forest is dimly lit. During the evening, the forest is completely dark; Selune's light is not able to penetrate to the floor below. The only other light is that which the adventurers bring. Even then the light seems pale and does not provide the familiar warmth that it otherwise would.

Smells. Rain, rotting vegetation and meat, freshly turned earth.

Sounds. The Quivering Forest is a place of supernatural horror; the adventurers hear unusual and inexplicable sounds—babies laughing, women crying, or men groaning. Here and there, the loud crack of a breaking stick and rustling of brush as something huge and unseen moves just beyond the character's vision. When these noises are absent, the silence is deafening; the sounds of the character's breathing and the drumming of their heartbeat in their ears is the only noise to be heard.

Fauna. Small creatures can be seen in the forest, such as squirrels and small birds (AC 14, 1 hp). They are emaciated and of a dour disposition. Squirrels drop acorns and birds swoop and dive at the adventurers as they pass beneath the trees. These animals are few and

far between though, and are the agents of Jeny Greenteeth. Animals that see trespassers in the forest are quick to run and tell the hag what they've seen.

SERELIS

If the half-elf agreed to accompany the adventurers to the forest, he guides the group first to Greenhall. This trip takes two days. During the trip, he offers suggestions on course, camp locations, and what local flora is safe to eat.

THE PIXIES

The Quivering Forest is home to a great many different creatures; most of which seen mankind for centuries. To some, the presence of the adventurers is a curiosity; to others, it is a sign of hostile trespass.

While good-aligned, the **pixies** of the area have grown jaded and paranoid because of Jeny Greenteeth's presence. They are quite curious and play tricks on the adventurers as they travel through the forest. Their *superior invisibility* makes it quite difficult to catch them in the act.

The tricks are, for the most part, harmless. In the beginning, the pixies gauge the adventurer's disposition by simply watching and giving them presents. They fill the adventurers's packs with bursting with berries and other tasty treats; place garlands of unusual flowers on their heads, and leaving other gifts beside each adventurer while they rest.

Eventually, the pixies graduate to more malicious pranks. Characters find their bootlaces tied together; possessions disappearing and found later hanging from trees. The pixies smear an adventurer's possessions with honey that attracts biting ants. The pixies fill an adventurer's boots with nettles, which deliver painful stings when donned. The pixies may create effigies of the characters out of sticks painted with what appears to be blood. A pixie casts *fly* on a sleeping adventurer who begins to drift away for a minute. If not pulled and held down, the sleeping adventurer is dropped harmlessly, but painfully, 5 feet to the ground below.

It is possible to treat with the pixies and encourage them to come out of hiding. Because of their proximity to Greenhall, the pixies in this area of the Quivering Forest speak Elvish in addition to Sylvan. If an adventurer **politely asks** the pixies to come out of hiding and succeeds at a DC 15 Charisma (Persuasion) check, a pixie fades into view in the center of the adventurers's camp and speaks with the adventurers.

- The elves of Greenhall are boring and rudely unappreciative of the pixies's tricks. They don't like going there anymore.
- The pixies live in fear of the old woman. She eats any pixies that she catches and decorates her cottage with their wings.
- It's been a very exciting time in the forest. The pixies are getting all kinds of visitors.
- A month ago, they saw a very unkind man in the forest. He didn't like their tricks either. The pixies told the elves about him, and a group of them came to investigate. The unkind man used magic on them and they all died.
- Two tendays ago, a whole group of men came into the forest. One pixie spoke to the men and they said they were looking for Halvin. They don't know what a Halvin is, but the men's description matched that of the first man who killed the elves.
- The men went to Greenhall, but the elves drove them away with arrows. One of the men died.
- The pixie are happy to point the adventurers towards Greenhall and Jeny Greenteeth's hovel, but refuse to go near the hag's home. They cry in terror and turn invisible if asked to go.

If none of the adventurers speak Elvish, Serelis is able to translate, if he is present. Otherwise, the adventurers won't be able to glean much from the pixies. The pixies simply don't have the patience to converse through drawings in the dirt or through a game of charades. If they get the impression that the adventurers don't understand, they simply turn invisible and fly away.

Once an adventurers successfully interacts with the pixies, the fey no longer play tricks on the adventurers, but continue to leave them small treats and gifts.

DINNER, INTERRUPTED

The elvish community of Greenhall has been in this area of the Quivering Forest for hundreds of years and its residents learned quickly of the need for peace with Jeny Greenteeth. Because of this, they do not tolerate trespassers, lest they face the hag's wrath. The village consists of approximately 150 elves of varying age.

When an elvish patrol found the villagers searching for Halvin the elves refused to help them and chased them off; killing one in the process. His arrow-ridden body lay in the middle of the path as a warning for any other outsiders who would presume to ask the elves for help in violating the terms of the pact. After two days of uneventful travel, they come upon the dead villager.

You smell it before you see it. Rounding a bend in the path, you find the body of a male human lying face down in the dirt with a half dozen arrows embedded in his back. As you approach, a black cloud of flies takes flight, filling the air with the drone of their wings.

His clothes are simple homespun and he carries no weapon. He holds a strung shortbow, and a shabby longsword is sheathed at his hip. He also wears a satchel slung over his shoulder; the flap buckled closed.

It is clear to anyone investigating the body that the villager was killed by numerous arrow wounds, but a successful DC 10 Wisdom (Medicine) check reveals that it has been dead for a tenday and a half.

Unbeknownst to the adventurers, their activity coupled with the smell of the rotting corpse has attracted two **displacer beasts**. Once they have sufficiently inspected the body, the creatures move in to attack.

The displacer beasts are a strike-and-withdraw hunters and fight until one is reduced below 40 hit points before disengaging and fleeing. They both intentionally leave a visible trail into the forest in the hopes that the adventurers follow it. Following the trail is surprisingly easy and requires only a successful DC 5 Wisdom (Survival) check. If the adventurers follow, the displacer beast ambushes the adventurers 60 feet into the forest; gaining surprise unless a character has a passive Wisdom (Perception) score of 15 or higher. During this second encounter, the displacer beast fights to the death.

DEVELOPMENTS

If the adventurers do not follow the displacer beast, it tracks the group for a half hour before attacking again; ambushing the adventurers this time. Any adventurer who succeeds at a DC 15 Wisdom (Perception) check notices the impending ambush and is not surprised during the first round of combat.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** remove the displacer beasts; add three panthers
- **Weak party:** each displacer beast has 65 hit points and withdraws from combat when reduced to 30 hit points
- **Strong party:** add one displacer beast
- **Very strong party:** add one displacer beast; each displacer beast has 105 hit points and withdraws from combat when reduced to 50 hit points

TREASURE

The rotting body has 10 days of trail rations, a dagger, 10 arrows, a single ruby worth 40 gp, and a crude map of the area tucked into the satchel, in addition to the shortbow and longsword. The map is a rough sketch of the local area, and depicts Greenhall as being another day's travel away.

Additionally, anyone who wishes to may locate the displacer beast's lair by finding tracks and succeeding at a DC 10 Wisdom (Survival) check. If successful, the adventurers find a second, half-eaten villager. The lair holds 200 gp in coins, and a well-made chain shirt worth 50 gp. The villager's pack contains a finely-crafted dagger worth 35 gp and 15 gp in gold coins.

XP REWARD

Reward each player 25 XP if they find the dead villager in the displacer beast's lair.

GREENHALL

The trip to Greenhall from the forest's edge takes three full days. If the adventurers left Kabel's Hill in the morning, they arrive as evening falls on the elven encampment.

Read or paraphrase the following the first time the characters visit.

You enter a wide glade of surpassing beauty surrounded by a ring of tall trees. Small shelters have been built half way up the way up, accessed by spiraling staircases that circling the thick trunks of the trees.

A handful of elves meander about daily life here. Upon seeing you, some of them call out in alarm and flee into the shelters while others grab weapons and head in your direction. They stop 30 feet away from you and spread out, before one calls out in elvish, "You should not be here! Leave this place and take your town stink with you. Do it quickly else we cut you down where you stand."

The welcoming party consists of five elf **scouts** and one elf hunter (use **spy** statistics) intending to deter the adventurers from entering the village.

Any adventurer succeeding at a DC 15 Charisma (Deception or Persuasion) check is able to suitably explain why they are in the forest. If Pipyap is present, he rolls his eyes, makes rude noises, and encourages the group to kill the elves and steal their food. Because of his disruptive presence, the check is made with

disadvantage. Any attempts to intimidate the elves automatically fail and cause further Charisma (Persuasion) checks to be made with disadvantage.

If the adventurers fail the check, they may attempt it again, but upon failing the check three times, the elves say "Enough! We've wasted too long on your pointless banter!" and attack to drive the adventurers out.

If adventurers are successful in their pleas, the elves offer only the barest modicum of hospitality; some water and a handful of trail bread. During discussion with the elves, the adventurers learn the following:

- The elves did encounter the villagers a tenday and a half ago. The villagers had run out of food and rambling about an insane woodworker who "didn't mean the elves any harm."
- The elves had not seen a woodworker, insane or otherwise. The group of villagers were the first humans they've seen in a century.
- The elves freely admit to attacking the villagers to drive them away from Greenhall. "They had no business being here, and neither do you."
- If asked about the pact between the fey and the town of Phlan, the elves say that is a matter to speak to the fey about. They know only that town owes their survival to the denizens of the forest; boasting that the trees of the forest drank deep of the blood of the Netherese.
- If the adventurers mention that they wish to see Jeny Greenteeth, the elves laugh at the adventurers mockingly; calling them "laughably naïve".
- The elves provide directions on how to find the hag, but offer the adventurers warning in dealing with her; saying that "She is an ancient creature and not to be trifled with."
- If the adventurers have Jeny's hairpin from their encounter with Rerk, the elves cry out in disgust and alarm and demand that the adventurers leave immediately. The elves take back their food and water and attack the group if they do not leave or otherwise try to persuade the elves to let them stay.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** change the welcoming party to one scout and three tribal warriors
- **Weak party:** change scouts to tribal warriors
- **Strong party:** add one spy to the welcoming party; change reinforcement tribal warriors to scouts
- **Very strong party:** add two spies to the welcoming party; change three reinforcement tribal warriors to five scouts

REINFORCEMENTS

The residents of Greenhall spring to its defense at the first sign of trouble. The elderly and adolescent residents of Greenhall fire down arrows while those capable of holding a sword rush into battle. At the start of each round after the third, make one **ranged weapon attack** against one character: +3 to hit, one target. *Hit:* 4 (1d8) piercing damage. Additionally, three elves (use **tribal warrior** statistics) join combat and engage the adventurers in melee.

If Serelis is with the party when the first group of reinforcements arrives, he shouts that "this fight cannot be won!" and flees into the forest.

This continues until the adventurers flee. If the adventurers follow suit, the archers fire arrows harmlessly into the forest but do not follow suit. Any unconscious characters are dragged to the edge of the glade. Adventurers who come back to retrieve those left behind find that they have been stabilized—their wounds bound with bandages intertwined with flowers; clearly the work of the pixies.

XP REWARD

If the adventurers treat peacefully with the elves of Greenhall, reward each player 75 XP.

EMERALD ENCLAVE

If the adventurers treat peacefully with the elves of Greenhall, all members of the Emerald Enclave that are present earn **one renown point**.

JENY GREENTEETH'S HOVEL

Whether they receive directions from the elves, from Serelis, or manage on their own, the adventurers arrive at Jeny Greenteeth's home.

You round a bend in the path and come to a large clearing. The ever-present canopy is open here, lending you your first view of the sky in days. There is a small cottage of nearly stacked logs with a roof of tidily arranged shingles, grown over with moss on the far side of the glade.

An open cook pit is in the center of the clearing, over which a large cooking pot hangs from a tripod of iron rods; bubbling and sending delicious-smelling steam into the air. The warmth and light of the fire warms you to the bones; banishing the forest's oppressive gloom.

GENERAL FEATURES

The following general features of the Jeny Greenteeth's hovel are as follows:

Weather. The weather in Jeny's glade is quite different than that elsewhere in the forest. The sky is clear and stars sparkle overhead. Thick fog gathers around the trunks of the trees circling the clearing.

Light. Curiously, no matter what time the adventurers arrive in the glade, it is dimly lit with the dying light of dusk. The area immediately surrounding the cooking is well-lit.

Smells. Delicious food, flowers, wood smoke.

Sounds. The crack and snap of burning logs, bubbling stew.

Allow the adventurers an opportunity to explore the clearing a bit.

- The cauldron is simply an iron cook pot filled with what appears to be a savory stew that smells quite delicious.
- A well-made cloak embroidered with a delicate leaf pattern hangs on a peg near the cabin's door.
- Firewood is stacked neatly along the wall of the cabin.
- Flickering light shines through the front window of the cabin.
- Smoke trickles out of the cabin's small stone chimney.
- A large cage is suspended from an iron post jutting out from the side of the cabin. Inside are two humans. These are the two surviving members of the expedition from Kabel's Hill.
- Both of the people inside appear to be unharmed and look genuinely happy to see the adventurers, but they do not speak, and shush the adventurers should they make too much noise.

After they've poked about the clearing a bit, or should an adventurer try to free the villagers or knock on the door to the cabin, Jeny Greenteeth makes herself known.

The door to the cottage opens and a rather surprised looking elderly human woman stands in the doorway.

"My goodness, you gave me quite a start!" the kind-faced woman exclaims, clutching at the front of her shirt, "We certainly don't get visitors around these parts very often. Please, sit down by the fire and warm yourselves."

This is the hag **Jeny Greenteeth**. She has known that the adventurers were coming for some time and has used her *illusory appearance* ability to take on a form more likely to be trusted by the adventurers.

She wears a simple floral-print dressing gown over a clear, lacy apron. Her hair is tied back in a neat bun held in place with a foot-long bone hair pin identical to that recovered from Rerk in Kabel's Hill.

ROLEPLAYING JENY GREENTEETH

Jeny Greenteeth is the living and breathing personification of hate and malice. She loathes humanity with every fiber of her being and lives to make it miserable. However, she is an exceptional actor and plays the sweet, doting grandmother without fail. Only when she is certain that her audience is not receptive to her act does she break character and reveal her true form and demeanor.

Quote: "Hush now dearie, or I'll carve out your eyes, too."

Jeny happily engages the adventurers in conversation so long as they don't let on that they know who she is or are otherwise onto her game. Jeny insists that the group have stew, bread, and pudding; hobbling inside to fetch bowls and plates for everyone, before ladling them full and distributing them throughout the group. If Pipypap is with the group, she even gives him one; which he tucks into greedily. The meal is more than it seems, however:

As the adventurers eat (or not), Jeny answers most of the adventurers questions. She answers questions about the pact, the villagers or whether or not she's actually a hag with responses such as "we'll talk of those things after we've eaten, dearie" or "there will be time for those questions soon enough love, but for now let's eat."

Over the course of the discussion, she reveals:

- Halvin came to visit a couple tendays ago. Jeny was surprised to find out that he was a member of the Cult of the Dragon. "I hadn't the foggiest notion of what they'd want with dear old me."
- Halvin soon disclosed that he was sent to her to try to sway her to end the pact that binds the fey to Phlan's defense.
- Halvin was quite rude and unappreciative of her hospitality, so she killed him.
- Five villagers showed up a tenday ago. They were more receptive of her hospitality, having run out of food a few days prior.
- Of the five, she sent one home as a warning to Kabel's Hill that further incursions would not be tolerated. "Apparently they didn't get the message, though."

DEVELOPMENTS

If the adventurers confront the hag, the dynamic of the conversation changes drastically at this point. It is only now that she admits to her true nature. She dismisses her *illusory appearance*; her features melting away to reveal her true form. She also speaks about the pact.

- She is aware of the pact between the fey and the town of Phlan. In fact, she was one of the fey that originally entered into the agreement with the town.
- The pact has only been violated once and that was when Lord Protector Talaric Daoran sent some men to chop down some of our trees. She refuses to go into further detail about what happened, saying "I won't trouble you with the details."
- The villagers were presumptuous indeed. They were foolish to think that they had permission to come into the forest. The adventurers were more foolish to follow them—foolish indeed!
- If asked, she has her doubts about whether the pact has been worth the trouble.

The Pact. If the adventurers ask Jeny about the status of the pact and the impact that the villagers's actions had on it, she shrugs nonchalantly and says simply, "The pact was broken when those backwater simpletons planted their first footstep in the forest!"

The Bodies. If the adventurers ask where the bodies are, she dismisses the question nonchalantly, but almost as if on cue, Pipypap (or an adventurer who accepted Jeny's offer of food) notices something amiss with the fare. Someone may find a tooth in their food, or notice an eyeball floating in the cooking pot.

CONVINCING JENY

At this point, the adventurers may wish to convince Jeny that she should maintain the pact with the town and not enter into a pact with the Cult of the Dragon. Allow the characters to state their cases. In order to convince Jeny not to ally with the Cult of the Dragon and to maintain the old pact the adventurers must convince her, and must make a group DC 12 Charisma (Persuasion) check. The dice rolls determine success or failure, but good roleplaying should be recognized; grant advantage to a character's check if the character comes up with compelling terms or reasoning behind it. Should an adventurer attempt to cast a spell to influence Jeny, such an endeavor is risky; if the spell doesn't take, that character makes the check with disadvantage.

Great Success. If everyone in the group succeeds on the Charisma (Persuasion) check, the adventurers are successful in convincing Jeny Greenteeth to maintaining the pact, despite the actions of Halvin and the villagers. The town of Phlan retains the protection of the fey. Jeny Greenteeth rewards the group with the *cloak of elvenkind* that hangs from a peg near her cabin door. She also gives the group a chest made of a beautiful purple-hued hardwood (Morcant Burl), laden with treasure (see “Treasure,” below). The group is free to take the remaining two villagers back to Kabel's Hill.

Success. If half or more of the group succeeds on the Charisma (Persuasion) check, the adventurers manage to convince her not to ally with the Cult of the Dragon, but fail to convince Jeny to reinstate the pact. She dismisses the adventurers from her glade and the town of Phlan no longer has the protection of the fey. As a parting gesture, however, she gives the adventurers the *cloak of elvenkind* that hangs from a peg near her cabin door. The group is free to take the remaining two villagers back to Kabel's Hill.

Failure. If less than half of the group succeeds on the Charisma (Persuasion) check, the adventurers made an abysmal showing and not only failed to iron the terms of a new pact with the hag, but offended her to boot. She dismisses the adventurers from her glade, and bids them never to return to the Quivering Forest again. The pact between the fey and the town of Phlan is dismantled, and the Quivering Forest shall no long come to the town's aid. What's worse, the hag allies with the Cult of the Dragon. Jeny demands that the two remaining villagers remain in her glade. If the adventurers stay in her glad and continue to attempt to persuade her she becomes hostile and attacks.

TACTICS

If the adventurers attack Jeny, she defends herself. Similarly, if the adventurers refuse to leave her glade after failing the negotiation process, she attacks.

The hag lashes out with her claws almost exclusively, casting *vicious mockery* when there are no targets within 30 feet. Throughout combat, she uses her *mimicry* ability; repeating memorable things that the adventurers have said during their voyage to her cottage in their own voice.

If any of the players participated in DDEP1-1 *Corruption in Kryptgarden* and **swore an oath to King Witchthorn**, she addresses that adventurer once more in the voice of a gentle old woman, "You reek of the fey, dearie. Maybe I'll put out your eyes and deliver them to

King Witchthorn." She focuses her attacks on that adventurer.

Jeny Greenteeth fights until she is reduced to 25 hit points or less before using *invisible passage* and fleeing into the forest; cursing the adventurers's names as she does so.

Should this happen, the pact between the fey and the town is dissolved, and Jeny Greenteeth allies with the Cult of the Dragon.

TREASURE

If the group sufficiently pleases Jeny Greenteeth, she provides them a chest filled with treasure. Otherwise, if the group defeats the hag in combat, the chest is found inside her cottage.

The chest contains 125 gp in various coins, a copper diadem inlaid with pieces of amber (35 gp), three pieces of jade (10 gp each), a single garnet (5 gp), and a set of silver flatware (5 gp). Even the chest itself is valuable; worth 50 gp to the right buyer.

Lastly, a *cloak of elvenkind* is hanging from a peg by the front door.

XP REWARDS

If the adventurers convince Jeny to maintain the pact in their negotiations, reward each player 100 XP. If the adventurers deter her from allying with the Cult of the Dragon, reward each player 150 XP.

If they successfully free the two surviving villagers, reward each player 50 XP.

CONCLUSION

Regardless of the group's success or failure in negotiating the pact with Jeny Greenteeth, the people of Kabel's Hill are pleased with the characters's efforts and Hupe provides the reward as promised.

The larger problem is the pact. Without the pact, the town of Phlan loses a major ally in the hag and the other fey of the Quivering Forest. And with things the way they are, the town needs all the help it can get. If the hag decides to ally with the Cult of the Dragon, then things truly are dire.

REWARDS

Make sure note their rewards on their adventure logsheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Jeny Greenteeth (green hag)	700
Displacer beast	700
Elf hunter (spy)	200
Pipyap (imp)	200
Scarecrow	200
Elf scout	100
Needle blight	50
Panther	50
Elf warrior (tribal warrior)	25

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Maintaining the Pact	100
Deter Jeny from allying with the Cult	150
Settle peace with the elves	75
Free the surviving villagers	50
Gain Serelis's support	25
Gain Pipyap's support	25

The **minimum** total award for each character participating in this adventure is **600 experience points**.

The **maximum** total award for each character participating in this adventure is **750 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP Value
Jeny's chest	250
Displacer beast's lair	300
Hupe's payment	50
Jeny's hairpin	50
Serelis's stash	50
Villagers's payment	50
Halvin's stash	35
Pipyap's satchel	15

CLOAK OF ELVENKIND

Wondrous item, uncommon

This supple light green cloak embroidered with a delicate leaf pattern makes the wearer feel comfortable whenever worn, suffering no harm from temperatures as cold as 0°F or as warm as 120°F. A description of this item can be found in the basic rules or the *Dungeon Master's Guide*.

SPELL SCROLL: CHROMATIC ORB

Wondrous item, common

This *spell scroll* contains a single *chromatic orb* spell. A description of *spell scrolls* can be found in the basic rules or *Dungeon Master's Guide*.

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

RENOWN

All faction members earn **one renown point** for participating in this adventure.

Emerald Enclave characters earn **one additional renown point** for peacefully encountering the elves of Greenhall.

DOWNTIME

Each character receives **ten downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **200 XP** and **ten downtime days** for running this session.

APPENDIX: MONSTER/NPC STATISTICS

DISPLACER BEAST

Large monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

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

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The displacer beast makes two attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

GREEN HAG

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

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

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

IMP

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

NEEDLE BLIGHT

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	4 (-3)	8 (-1)	3 (-4)

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

Needles. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

PANTHER

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +6

Senses passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The panther has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

ACTIONS

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

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

PIXIE

Tiny fey, neutral good

Armor Class 15

Hit Points 1 (1d4 – 1)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	20 (+5)	8 (–1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Sylvan

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*

1/day each: *confusion*, *dancing lights*, *detect evil and good*, *detect thoughts*, *dispel magic*, *entangle*, *fly*, *phantasmal force*, *polymorph*, *sleep*

ACTIONS

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

SCARECROW

Medium construct, chaotic evil

Armor Class 11

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	10 (+0)	10 (+0)	13 (+1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

ACTIONS

Multiattack. The scarecrow makes two claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

Terrifying Glare. The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

TRIBAL WARRIOR

Medium humanoid (any race), any alignment

Armor Class 12 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Senses passive Perception 10

Languages any one language

Challenge 1/8 (25 XP)

Pack Tactics. The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.