

For Dungeons and  
Dragons - Fifth Edition

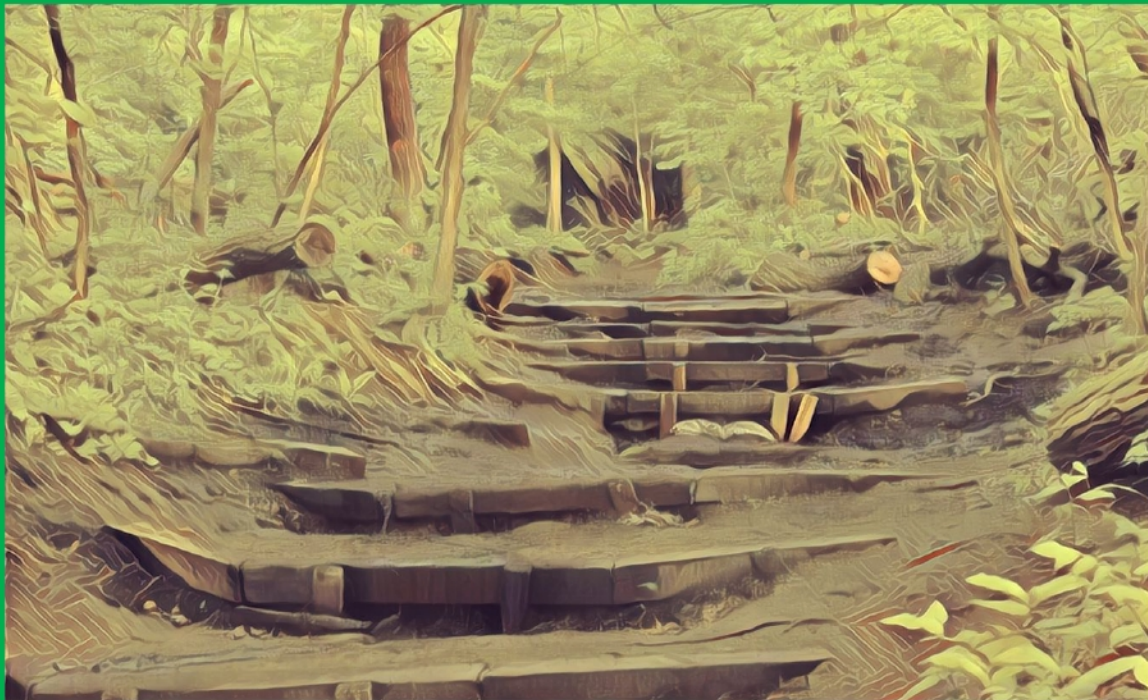


# Dungeon Module CCC-DES-01-01

## Finding the Rabbit Hole

By Eric Weberg

An Adventure for Character Levels 5-10



Pirates are pillaging and raiding more than usual along the Stojanow River and its tributaries, prompting Aya Glenmiir to invite help from renowned adventurers. The journey toward Greenhall is complicated by deeper issues in the Quivering Forest. The ever-malicious hag Jeny Greenteeth makes an appearance, revealing the hidden source of activity and presenting a new opportunity to the adventurers. Part 1 in the "At Jeny's Request" series.

*A four-hour adventure for 5th-10th level characters*

The 2018  
  
Summit

*This adventure was written for the 2018 Summit, a fundraiser convention held in Illinois that benefits PADS of Illinois Valley. PADS runs a network of homeless shelters, as well as homes for women and families displaced by domestic violence. For more information on what you can do to help with this amazing organization, please contact the Convention AL Coordinator at [jonconnorsself@gmail.com](mailto:jonconnorsself@gmail.com), or visit the PADS of Illinois Valley website at [ivpads.com](http://ivpads.com). Your purchase helps support the charity effort.*

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# Introduction

*Any opening in sea or land – a whirlpool, a lake, a cavern, a well – might mark the borders of enchantment.*

—*Time-Life Books, Fabled Lands*

Welcome to “*Finding the Rabbit Hole*,” a D&D Adventurers League™ legal adventure designed for the **2018 D8 Summit**, and part of the official **D&D Adventurers League™** organized play system.

This adventure is designed for three to seven characters between levels 5 and 10, and is optimized for five characters of level 8. Characters outside this level range cannot participate in this adventure.

## Adjusting This Adventure

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

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

### Determining Party Strength

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

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

## Before Play at the Table

Before you start play, consider the following:

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

## Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

## Adventure Primer

You may find the following information useful when running this adventure. However, this information isn't necessarily meant to be shared with players.

## 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. This pact would remain largely intact until a few years ago. In that time, a member of the Cult of the Dragon violated the pact and, despite the best efforts of adventurers in the area, Jeny canceled the agreement. Not long after, the town was conquered by Vorgansharax, the Maimed Virulence, and not long after that, the Church of Bane. Finally free of such influences, the city of Phlan has found the stability it needs to rebuild.

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 are building anew.

The Quivering Forest northeast of Phlan—an enchanted wood known for its secretive denizens—has long been restricted; off limits to all travel and woodcutting by the old decree. In backwater parts of the Moonsea, such as the farms north of Phlan, 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.

In recent months, pirates have raided villages along the Stojanow River and its tributaries in the Quivering Forest. The Elven village named Greenhall, frequented by Aya Glenmiir and safely nestled inside the wood, has been raided several times. A letter from Aya makes its way into the hands of the adventurers, but Aya denies writing it. The letter pleads for help from the adventurers to fight the pirates and reinforce the village defenses, and says that Aya

awaits their arrival in Greenhall. This is secretly a manipulation by the hag, Jeny Greenteeth.

## Adventure Overview

This adventure is divided into three parts.

**Part 1. Mirtul Showers** The party's travel toward Greenhall is interrupted by a nighttime flood that swamps their camp. They meet Aya Glenmiir as she escorts Elven families to safety, and she tasks them with saving Greenhall from the pirates, who must have dammed a tributary of the river Stojanow in advance of a raid. Giant toads and mosquitoes (stirges) plague the party.

**Part 2. Houseboat or Boathouse?** Jeny Greenteeth's coven sisters glide up in Jeny's house, overturned and floating upside-down. Pirates and evil fey attack. The party discovers the true source of the flood, coming from the Feywild.

**Part 3. The Feygate Fountain.** Aquatic creatures assault the party as they reach the source of the flooding, and an unwitting encounter with Jeny.

## Adventure Hook

The adventure begins with the party in Phlan, receiving a summons to meet Aya Glenmiir in Greenhall. This summons was delivered and cleverly forged by an agent of Jeny Greenteeth in Phlan, a svirfneblin warlock named Brickcrystal. He will play a greater role in the events of DES-01-02.



# Part 1. Mirtul Showers

**Expected duration: 1 hour 15 minutes**

The adventure begins in the newly rebuilt Madame Freona's Teakettle. The establishment was destroyed during the occupation by the Cult of the Dragon, but with Phlan's liberation (and adventurers smuggling Freona out with her magical tea kettle), Freona has erected a new building. Others overlook new details in the construction, but battle-hardy adventurers note the new location has practical defenses built into it – and no plants anywhere near the construction itself.

You are enjoying a pleasant spring day in the common room of the recently rebuilt Madame Freona's Teakettle in Phlan. Your table is interrupted when a red-headed human boy enters the establishment, spots you, and rushes over to hand you a letter. It is written on aged parchment of high quality, and decorated with flowery large letters. The child nods politely as you take it, wishes you "g'day" in an odd accent, and then scurries out of the establishment bouncing a ball.

At this point, hand the players a copy of **Player Handout 1: Summons to Greenhall**. Allow them to look over it, and gather supplies for the trek. After doing so, read them the following.

You leave Phlan to meet Aya in Greenhall. Your journey through the Quivering Forest is relatively peaceful, and the forest bears little resemblance to the terrifying stories told to frighten children. Light breezes typical of Mirtul hasten you along the trail, which yields gently to your feet. Brilliant sunbeams lance through gaps in the layered canopy overhead. Birds chirp incessantly, celebrating the return of Spring. You feel confident the recent time of weird mists and decorated Gur and Vistani vardos is nothing more than an unpleasant memory. Morning passes into afternoon, which passes into evening. The sky begins to darken, and the day begins to cool. The clouds descend and soak your clothing in a dewy mist. When the clouds finally unleash a fierce driving rainstorm, your thoughts turn toward setting up camp.

Ask for a group Wisdom (Survival) check. This determines how much information the party gains from their surroundings during travel. Characters with the Outlander background, or Rangers with favored terrain of forest or swamp gain advantage on the check. Inform the party of each entry for which half the group succeeds on the DCs listed below.

- **DC 10:** On your journey, you notice the forest is lacking most of its larger creatures.
- **DC 13:** The insects are unusually thick, and the birds are feasting upon them. The birds' loud cries make it seem there are many more birds in the area.
- **DC 15:** Small creatures like mice and squirrels are travelling away from the river.
- **DC 17:** Although they normally slumber through the day, nocturnal beasts like raccoons and opossums are also travelling uphill, away from the river.
- **DC 19:** The ground mosses and lichens have grown unusually dense, which typically indicates an extreme excess of moisture.

Early into the night, **Aya Glenmiir**, four elven **scouts**, and seventeen elven **commoners** (two men, three women, and twelve children) approach the camp. The Elves might trigger physical or magical alarms prepared by the party to ward their camp. Anyone on guard can attempt a DC 12 Wisdom (Perception) check to detect the group of elves before they hail the camp.

During the stormy night, your party is approached with respect by a large group of elves- a mix of adults and children, all wandering through the stormy night.

During this break from their nighttime travels, the adult elves tend to the children; comforting them and seeing to minor injuries. They will address any questions politely but curtly, and indicate that Aya can answer the adventurers' questions. After their interaction with the party, the Elves continue their nighttime journey through the storm even though they risk becoming lost.

If asked about the letter that summoned the characters to meet her in Greenhall, Aya Glenmiir denies writing the letter. All the same, she finds it fortuitous the party arrived. Greenhall itself is in dire need of their help. She marks up **Player Handout 1: Summons to Greenhall** in detail with trails and landmarks that can take them to Greenhall and the most likely location of the dam causing the flood. However, she points out that due to the capricious nature of the Quivering Forest, the map will be useless after this adventure. Aya Glenmiir provides a handful of decorated purple woodcarvings made of morcant burl and embedded emeralds worth a total of 1,100 gp in compensation to save Greenhall by destroying the pirate dam.

Aya provides the following information before the Elves depart:

- Aya Glenmiir evacuated these elves from Greenhall because the village is now underwater. They are travelling toward an old, ruined village they believe will be a safe until Greenhall is saved.
- Aya believes the pirates dammed the river downstream from Greenhall, because the river has rapidly flooded the village and surrounding area. She believes they intend to use the floods to force people from their homes, making easy prey.
- While Aya notes that the Quivering Forest normally takes a more active role defending against outsiders bearing fire, she believes the forest could be more tolerant of springtime flooding.
- The weather has been extremely damp this spring, so much so that the ground is often saturated with water like it is now. This amplified the effect of the floodwaters.
- If asked about the behavior of animals noticed during the earlier Survival check, the elves have also noticed the behavior, but do not know the cause.
- Aya does not know where the pirates dock. They might have a camp outside of the Quivering Forest.
- The pirates have several ships. The largest, a 30' long keelboat, bears a nameplate, "Rivermaid 2" and is captained by a water genasi named Shoalar Quanderil and crewed by a handful of humans and a halfling named Pike. Characters who played in Princes of the Apocalypse may have previously encountered and dispatched these scoundrels. They have apparently been returned to life for a nefarious purpose.
- The Elven scouts with Aya fear the waters may continue to rise if the dam is not destroyed, and Greenhall may soon be lost.
- Aya discourages the party from journeying with the elves, fearing any time lost could mean the destruction of Greenhall. However, she advises the party avoid travel during the fierce nighttime storm because in such a storm the Quivering Forest can be very deceptive, and even the map may prove insufficient.

After communicating the information, Aya and the Elves leave the party's camp and continue their journey through the dangerous nighttime storm.

## Developments

This section details four possible paths the party may choose. If they choose another option, use your discretion, modifying a listed option as detailed in the *Adventurers League Dungeon Masters Guide* (ALDMG). The four paths detailed include the party traveling directly toward the pirates, escorting the Elves to

safety, camping without preparations, and preparing their camp.

***If the party ignores Aya's warning and travels toward the pirates during the storm,*** they are unable to prepare their campsite.

***If the party escorts the Elves,*** they are unable to prepare their campsite. The Elves use small hammocks to sleep in the trees. All of the Elves will be present during the encounter. Add six **giant frogs** and three **giant toads** that focus on the Elves to the encounter below. The giant frogs will each swallow a small child, the giant toads will each swallow adult elves, and then the frogs and toads attempt to swim away. The Elven scouts and Aya Glenmiir target the additional frogs and toads, try to rescue the swallowed Elves, and defend the other Elves.

Following the battle, Aya becomes distraught that Greenhall faces intense danger from the pirates' flood, and also from another source. She fears she may have made a grave error in asking Jeny Greenteeth to help Greenhall. She fears the price she paid may be too high to bear, but she will not explain in more detail. She pleads with the party to proceed immediately to Greenhall to save what they can.

***If the party stays in camp without taking special precautions,*** the elven scouts string ropes between three trees and inform the party. A DC 12 Strength (Athletics) check allows a character to swing hand-over-hand from one tree to another using the rope, or a DC 12 Dexterity (Acrobatics) check allows a character to walk across a rope as if it were a tightrope. Climbing or walking on a rope costs an extra foot for every foot of movement. During the encounter, the rope bridges are mere inches above the top of the water.

***If the party takes their own precautions to prepare camp,*** then before departing, the elves help them to construct three platforms in trees, with rope bridges strung between them. Each platform can hold one medium-sized creature. The rope bridges are difficult terrain but do not require a check to cross from one platform to another. The party can attempt to construct a similar platform with successful DC 15 Survival (Wisdom) or Intelligence (Nature) group checks, with a minimum of two members participating as a group on the check for each platform. During the upcoming encounter, the rope bridges and the platforms are mere inches above the top of the water.

During the night, the water grows deeper and deeper. At daybreak, the water is ten feet deep. Any hopes of a comfortable campsite are dashed unless the party has a place to rest, such as a platform in a tree, tying themselves into a tree, Leomund's Tiny Hut, or similar effects. If caught in the flood, a character gains a level of exhaustion.

## Encounter 1: Grown big around here

Light: Dim.

Weather: Heavy rain and wind, causing disadvantage on ranged attack rolls further than 40 feet.

As dawn breaks over the Quivering Forest and ends the night, the heavy rain continues. Water covers the ground all around.

Any characters with passive perception scores of 12 or higher hear extremely loud and deep frog croaking, and characters with a score of 15 or higher can also hear a high-pitched buzzing. As the characters break camp, they are attacked by one **giant crocodile**, four **giant toads**, and six **stirges**. As the stirges flit around, the toads lazily strike at the creatures with their tongues. The toads and crocodile start their turns underwater, while the stirges fly overhead.

### Tricks of the trade

If the extra frogs and toads are targeting the elves, do not roll it out. Simply describe it during the battle, or state that the elves are busy dealing with problems of their own.

The battle difficulty can be adjusted by having the toads and crocodile submerge, versus remaining at the surface after attacking. If they submerge, the battle is more difficult. If they stay at the surface, the battle is easier.

If the characters are in over their heads, the toads can attack the stirges instead of the characters.

### Adjusting this Encounter

The following recommendations are for DM's to alter the difficulty of the encounter based on party strength, as detailed in the adventure introduction.

- **Very Weak:** Remove the **giant crocodile**.
- **Weak:** Remove three **stirges** and two **giant toads**.
- **Strong:** Remove one **giant toad**. Replace the **giant crocodile** with a **froghemoth**.
- **Very Strong:** Add two **stirges**, and two **giant toads**. Replace the **giant crocodile** with a **froghemoth**.

### Treasure

Aya Glenmiir provides 1,100 gp worth of woodcarvings.

### Fighting Underwater.

While making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident. A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart). Creatures and objects that are fully immersed in water have resistance to fire damage.

### Surviving Underwater.

Movement through water requires an extra foot of movement for every foot moved. In addition, characters without water breathing or another similar ability must hold their breath. A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying. A character without water breathing or another similar ability cannot provide the verbal components of spells unless surfaced.

### Roleplaying Aya Glenmiir

Aya is a female elf of about 300 years. She has long, pale blonde hair and radiant green eyes, along with a bit of an ego. She's well aware of the allure and mystery that her racial heritage evokes, and has no reservations against capitalizing on it. She is quick with a coy smile and a twist of the hair if it gets her what she wants. But despite this, she is quite brilliant, especially when the Weave is discussed. Aya was first encountered in DDEX1-6 The Scroll Thief, when the characters investigated the theft of her property.

## Part 2. Houseboat or Boathouse?

**Expected duration: 1 hour 30 minutes.**

Light: Dim.

Weather: Heavy rain and wind.

On your journey toward Greenhall, water surrounds you on all sides. The map led you along a path to somewhat higher ground, but your clothes are thoroughly soaked and your boots stick in the mud with each step. Fat raindrops leak from the dark, overcast sky and pelt anything above the waterline. Nobody but a water genasi could enjoy this. The sluggish current flows along the general path of the river tributary, leading southward toward the Stojanow River and eventually Phlan and the Moonsea.

While travelling, the water depth varies from knee deep (or chest deep for smaller races) to a dozen feet or more depending on the landscape. However, the party is able to find enough places to rest to avoid more exhaustion.

Any character with a passive perception of 12 or higher hears the splash of wave against boat, and two human women arguing. Any character with a passive perception of 16 or higher hears they are complaining about all the water forcing the rabbits into the briar patch, extinguishing their cauldron fire, arguing whether it is more important to preserve the nightshade root or essence of frightweed, and worrying that some parts of Greenhall could be beyond saving.

An unusual watercraft approaches you through a thicket of thorny vines. Poles emerging from its sides push it along. As it clears the thicket, the craft turns your direction and gives a clear view of its front: two shuttered windows with flowerboxes, all turned upside-down. Through some twist of fate, the scraggly weeds in the flowerbox dangle downward but do not fall. This seems to be a house, flipped over, using its roof like the hull of a ship and somehow navigating the shallow waters without trouble. The houseboat pulls within hailing distance. The shuttered windows open and two old human women smile and wave. "Hello there, dearies. Are you enjoying the lovely weather? No? Well then, won't you come aboard to dry out? The fireplace is extra warm today!" Indeed, you notice a plume of gray and green smoke from an upside-down chimney, bubbling through the water before rising into the air. Your nose wrinkles when you detect a strong odor of rancid goat butter.

Characters that completed DDEX01-08 "Tales Trees Tell" or DDAL04-06 "The Ghost" can roll a DC 15 Intelligence check to recognize the boat as the house of Jeny Greenteeth, overturned and sailing upon its roof. Characters that completed those adventures and have the Observant feat automatically succeed on the check.

The thorny vines are Razorvine, described in the sidebar **Razorvine**. Any character who has previously encountered it can recognize it.

If the characters enter or look into the houseboat, they see a filthy home, upside-down. The floor is missing, so there is nothing overhead. Nevertheless, the very heavy rain seems to avoid falling into the house. Two women inside are dressed in dirty peasant dresses.

### Developments

This section considers four possible paths the party may choose. If they choose another option, use your discretion, modifying a listed option as detailed in the *Adventurers League Dungeon Masters Guide* (ALDMG). It is important the party receive **Player Handout 2: Jeny's Map to the Feygate** and **Player Handout 3: Jeny's Little Helpers**. These handouts are provided in encounters 2A and 2B, and all of the four paths lead to one of those encounters. The four paths are:

- Part 2.a. *Allies in the houseboat*: the party enters the houseboat and talks to the women inside.
- Part 2.b. *Hostiles in the houseboat*: the party enters the houseboat and is hostile toward the women inside.
- Part 2.c. *I'm not getting in there*: the party remains outside the houseboat, and interacts with the women.
- Part 2.d. *I've got a bad feeling about this*: the party actively avoids the houseboat and does not interact with it.

#### Part 2.a. Allies in the houseboat

If the party enters the houseboat and is not hostile toward the hags, then use this section, followed by *Encounter 2B: See Hags!*

The two women, Agatha Burdock and Mildy MacDogbreath, are green hags disguised by their Illusory Appearance ability. They are the coven sisters of Jeny Greenteeth. Jeny is aware the adventurers are in the Quivering Forest, and she sent her sisters to deliver a missive from Jeny to the Mistress of Tides. If the adventurers are fairly friendly toward the hags, then Jeny herself speaks to the party

through a grimy mirror upon the wall, eventually handing them a map directly through the mirror. Otherwise, one of her sisters will hand the map to the party.

### “Agatha Burdock”

The hag calling herself “Agatha Burdock” hasn’t been a hag long. Characters that engage her in conversation for any length of time, and have played through appropriate Season 1 or Season 4 adventures, will find her vaguely reminiscent. In fact, she was formerly Ixusasa Terrorsong, who was changed by joining Jeny’s coven in DDAL4-06 “The Ghost.” She will not willingly put forth this information. Though if characters mention it, she plays it off as “she hears that a lot.”

The hags share the following information:

- This flood was not caused by pirates. The flood and storms today are only the beginning. The pirates are a symptom of the flood, not the cause. The pirates and their allies are roaming the forest, and are looking for this very boat.
- The cause of the flood and storm is an uppity young Seelie Fey power outside the Fallen City, who is sending torrents of water from the Feywild through a Feygate. The hags learned, while out innocently harvesting some precious ingredients, of a deep plot to replace the Mistress of Tides. The hag nods knowingly toward her coven sister, who adds, “That foolish creature believes her new power comes without price, but everything has a price, does it not, my sister?”
- The hags advise the characters to treat well with Salaster if they see him. The hags ask the party to inform him that his foxy tricks seem to have chased some rabbits through the hole. Those rabbit Fey spirits are warding the Feygate and keeping it open by remaining close by. The Feygate can be closed by having Prime Material souls present at the Feygate, instead of Feywild spirits.
- The hags instruct the adventurers to speak with Jeny, as she has more information for them. After all, Jeny doesn’t want her wood to be flooded either, and she has entreated they seek her out. Her map shows the way.

Characters paying attention to the hags during conversation may make a DC 14 Wisdom (Perception) check to notice the hag patting a bag of pixie wings when she mentions harvesting material components. If the party makes a successful DC 19 Charisma (Persuasion) check then the hags, perhaps accidentally, reveal the pixie Helestria told the hags while they were removing her wings.

As the conversation ends, the minions of the Mistress of Tides find the houseboat, and attack. They have been searching for their traitorous pixie ally, and the hags slowed enough for them to catch up.

The floor suddenly bulges and bursts asunder as a **dark tide knight** riding a **hunter shark** bursts through the floor making a 5-foot hole with a **floor burst**. Everyone within 10 feet of the hole, including the rider and the shark, must make a DC 15 Dexterity saving throw or take 8 piercing and bludgeoning damage from pieces of wooden shrapnel, or half damage on a successful saving throw. The hole remains open, and the **hunter shark** can attack creatures adjacent to it. The rider bellows, “We’ve found them!” and you hear laughter all around as creatures peer through the open floor above you. Proceed to *Encounter 2B: See Hags!*, in which the hunter shark can use the **floor burst** effect.

### Part 2.b. Hostiles in the houseboat

If the party enters the houseboat and fights the hags, then use *Encounter 2A: Jeny’s Angry Sisters*.

If the party entered the hag’s houseboat, then the fight takes place inside the houseboat. Otherwise, the fight takes place in the open floodwater. See the sidebars *Fighting Underwater* and *Surviving Underwater*.

### Part 2.c. I’m not getting in there!

If the party is hostile toward Jeny’s sisters, then use *Encounter 2A: Jeny’s Angry Sisters*. Otherwise, use *encounter 2B: See Hags!*

This encounter occurs in the open floodwater. The **hunter shark** does not have a **floor burst** effect, but the party must deal with fighting in water. See the sidebars *Fighting Underwater* and *Surviving Underwater*.

### Part 2.d. I’ve got a bad feeling about this

If the party avoids the houseboat entirely, use *Encounter 2B: See Hags!*

This encounter occurs in the open floodwater. The **hunter shark** does not have a **floor burst** effect, but the party must deal with fighting in water. See the sidebars *Fighting Underwater* and *Surviving Underwater*.



## Encounter 2A: Jeny's Angry Sisters

Light: Dim.

Weather: Heavy rain and wind, causing disadvantage on ranged attack rolls further than 30 feet.

During the battle, the two **green hags** are joined by two **redcaps**, two **boggles**, and one **ogre**. They join the battle as it begins, emerging covered in white and yellow goo from tears in the houseboat walls or floor. The tears immediately re-seal themselves.

The upside-down roof slopes toward its ridgeline at the center of the room. Creatures standing on the sloping roof at the start of their turn must make a DC 12 Dexterity (Acrobatics) check or fall prone and slide toward the center of the room. The **redcaps** and **boggles** are able to run along the roof beams to avoid this effect, and the house itself stabilizes the footing of the **green hags**.

### Tricks of the trade

If the party struggles with this encounter, eliminate the sliding effect. Simply have affected characters fall prone. If the party still struggles, after a character falls prone then they are immune to the effect.

### Adjusting this Encounter

The following recommendations are for DM's to alter the difficulty of the encounter based on party strength, as detailed in the adventure introduction.

- **Very Weak:** Remove the **redcaps** and the **ogre**. Add two **boggles**.
- **Weak:** Remove one **redcap**.
- **Strong:** Add one **redcap** and two **boggles**.
- **Very Strong:** Add one **redcap**, three **boggles**, and an **ogre**.

Award treasure, and then proceed to *Part 3: The Feygate Fountain*.

### Treasure

After the battle, the party finds a glamoured map on or near one of the hag's bodies or near the mirror. The map has a spot clearly marked "Feygate Flood Source".

On or near the body of the other hag, the characters find three ivory statues of goats: *Jeny's little helpers* (*Figurine of Wondrous Power - Ivory Goats*). The statues are always coated with a gritty film, and smell like rancid goat butter when fey creatures are within 50 feet. These are the same statues that appear in Encounter 2B.

On or near the bodies of the fallen, the party finds 500 gp in loose coins and gems, and two *Potions of Greater Healing*.

Give **Player Handout 2: Jeny's Map to the Feygate** to the players. The map is Jeny's missive disguised as a map. The map has a spot clearly marked "Feygate Flood Source".

Give **Player Handout 3: Jeny's Little Helpers** to the players.

Proceed to *Part 3: The Feygate Fountain*.

### Fighting Underwater.

While making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident. A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart). Creatures and objects that are fully immersed in water have resistance to fire damage.

### Surviving Underwater.

Movement through water requires an extra foot of movement for every foot moved. In addition, characters without water breathing or another similar ability must hold their breath. A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying. A character without water breathing or another similar ability cannot provide the verbal components of spells unless surfaced.

## Encounter 2B: See hags!

Light: Dim.

Weather: Heavy rain and wind, causing disadvantage on ranged attack rolls further than 30 feet.

Two **sea hags**, two **boggles**, two **one-eyed shiver**, and a **dark tide knight** with its mount, a **hunter shark**, attack the party on the houseboat.

The upside-down roof slopes toward its ridgeline at the center of the room. Creatures standing on the sloping roof at the start of their turn must make a DC 12 Dexterity (Acrobatics) check or fall prone and slide toward the center of the room.

### Tricks of the trade

If the party struggles with this encounter, eliminate the sliding effect. Simply have affected characters fall prone. If the party still struggles, after a character falls prone then they are immune to the effect.

### Adjusting this Encounter

The following recommendations are for DM's to alter the difficulty of the encounter based on party strength, as detailed in the adventure introduction.

- **Very Weak:** Remove a **sea hag**, a **boggle**, and both **one-eyed shivers**.
- **Weak:** Remove one **boggle** and one **one-eyed shiver**.
- **Strong:** Add a **dark tide knight** and its mount, a **hunter shark**.
- **Very Strong:** Add a sea hag as a coven (see sidebar), four **boggles**, a **dark tide knight** and its mount, a **hunter shark**. Remove both **One-eyed Shivers**.

If the encounter occurs within Jeny's houseboat, then the shark can lunge through the floor to attack anyone adjacent to the hole, or it can use its action to create a new 5-foot hole in the floor by a **floor burst** effect, sending wooden shrapnel throughout the room. Creatures within 10 feet of the new hole must make a DC 15 Dexterity saving throw or take 8 piercing and bludgeoning, or half damage on a successful saving throw. The holes created by **floor burst** effects shimmer with an oily film, which seems to prevent the water from flowing in.

Even if the party is friendly toward Jeny's sisters, the hags will not take sides in the fight. Instead, they cackle gleefully during battle as if watching a fireworks display, "Ooh, nice shot!" "Aah, that looks painful!"

### Tactics

If present, the **sea hags** will use their **death glare** against apparent Barbarians, Fighters, Rogues, or Rangers, in that order. Note that **one-eyed shivers** have a fear spell that can make targets susceptible to **death glare**.

After the initial attack, the **Dark Tide Knight** will unmount from the **hunter shark** and attempt to reach obvious spellcasters.

The **hunter shark** will attack creatures adjacent to its holes, or use the **floor burst** effect if no creatures are adjacent.

### Treasure

If the party was friendly to Jeny's sisters and they are present, then after the battle the hags give the party Jeny's map and three ivory statues of goats: *Jeny's little helpers* (*Figurine of Wondrous Power - Ivory Goats*). Otherwise, the map and statues are found among the items of a **boggle** or a **sea hag**. The statues are always coated with a gritty film, and smell like rancid goat butter when fey creatures are within 50 feet. These are the same statues that appear in Encounter 2A.

On or near the bodies of the fallen, the party finds 500 gp in loose coins and gems, and two *Potions of Greater Healing*.

Give **Player Handout 2: Jeny's Map to the Feygate** to the players. The map is Jeny's missive disguised as a map. The map has a spot clearly marked "Feygate Flood Source".

Give **Player Handout 3: Jeny's Little Helpers** to the players.

### Razorvine

Razorvine is a plant that grows in wild tangles and hedges. It also clings to the sides of buildings and other surfaces as ivy does. A 10-foot-high, 10-foot-wide, 5-foot-thick wall or hedge of razorvine has AC 11, 25 hit points, and immunity to bludgeoning, piercing, and psychic damage.

When a creature comes into direct contact with razorvine for the first time on a turn, the creature must succeed on a DC 10 Dexterity saving throw or take 5 (1d10) slashing damage from the razorvine's bladelike thorns.

### Hag Covens

When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power.

A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

**Shared Spellcasting.** While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

1st level (4 slots): *identify, ray of sickness*

2nd level (3 slots): *hold person, locate object*

3rd level (3 slots): *bestow curse, counterspell, lightning bolt*

4th level (3 slots): *phantasmal killer, polymorph*

5th level (2 slots): *contact other plane, scrying*

6th level (1 slot): *eye bite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12 + the hag's Intelligence modifier, and the spell attack bonus is 4 + the hag's Intelligence modifier.

**Hag Eye.** A hag coven can craft a magic item called a hag eye, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The hag eye is usually entrusted to a minion for safekeeping and transport. A hag in the coven can take an action to see what the hag eye sees if the hag eye is on the same plane of existence. A hag eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each coven member takes 3d10 psychic damage and is blinded for 24 hours.

A hag coven can have only one hag eye at a time, and creating a new one requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.

## Surviving Underwater.

Movement through water requires an extra foot of movement for every foot moved. In addition, characters without water breathing or another similar ability must hold their breath. A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying. A character without water breathing or another similar ability cannot provide the verbal components of spells unless surfaced.

## 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."

## Fighting Underwater.

While making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident. A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart). Creatures and objects that are fully immersed in water have resistance to fire damage.

## Part 3: The Feygate Fountain

### **Expected duration: 1 hour**

Light: Dim.

Weather: Heavy rain and wind, causing disadvantage on ranged attack rolls further than 20 feet.

You left the houseboat long ago, and have been struggling on foot. After slogging for what feels like hours through merciless currents of floodwater and debris you are nearing the point of exhaustion. The forest is very dense here- unnaturally dense, and the floodwater makes travel slow and difficult even for all but the most experienced rangers. The canopy overhead blocks all direct sunlight. Several times you've heard calls of enormous birds and the flapping of powerful wings far overhead, but the canopy shields you from their sight. You hope the Feygate is not much further.

The hags' map begins to glow with an increasingly strong green light, and radiates a dull heat. As you proceed further, it begins to emit a sound that reminds you of waves upon a beach.

Over the past half-hour you began to feel vibrations in the ground beneath your boots. You see occasional ripples all around in the water as if something very large were moving underground, or the Quivering Forest itself were awakening. Occasional powerful blasts of wind assail you with strong scents of springtime pollen and verdant growth. Your ears reverberate with a roar, as from a great waterfall. This must surely be the power of nature emanating from the Feywild.

After several more minutes of travel you finally reach your destination. Ahead glows brightly a rainbow pattern, wildly spinning around in a wide area filled with dark water and debris, all swirling around a central whirlpool. Directly above the whirlpool is a marvel rarely seen outside of the Elemental Plane of Water.

A powerful jet of purest water is rocketing out of the Feygate and into the world. The column blasts straight upward through the rain, up to the forest canopy, out of sight and possibly as high as the clouds themselves. Meanwhile, the torrent of muddy water and flotsam rushes deep into the whirlpool, falling downward out of sight. Rings of logs caught in the current could provide a place to stand, and some are slowed briefly by a mass of vegetation.

The hags' map indicates this exploding vortex of water is where Jeny awaits them. The vortex itself shimmers with a rainbow pattern. It is obviously the source of the flood waters on the Material Plane.

The vortex is surrounded by three rings of logs, all spinning rapidly around a whirlpool nexus. Due to the rapid rotation and unstable footing, the logs are difficult terrain. Leaping to each ring of logs (including the first ring) requires a move action and a DC 15 Strength (Athletics) check or fall into the water. Climbing onto a ring requires a DC 10 Strength (Athletics) check or a DC 10 Dexterity (Acrobatics) check. A character who misses a leap or climb can be stabilized or lifted by an adjacent character who uses their reaction.

The rainbow pattern is a targeted hypnotic pattern effect that randomly targets 1d3 creatures above or below water within 40 feet of the vortex each round, including one or more flying creatures if any are present. The rainbow pattern extends to the second ring of logs, but not the most distant third ring. Targeted creatures must succeed on a DC 14 Wisdom saving throw against a charm effect or become incapacitated until the end of their next turn. New targets are chosen each round on initiative 20.

Characters who investigate the mass of vegetation and are proficient in Survival or Arcana can make a DC 12 Wisdom (Survival) or DC 15 Intelligence (Arcana) check to identify a partially-eaten patch of waterweed, a rare Feywild plant that grants 1 minute of waterbreathing if eaten. If present, the **otyugh** begins its turn underwater beneath the waterweed.

During the battle, describe that the opponents sometimes flash briefly with an illusory image of giant, monstrous rabbits with sharp, pointy teeth.

When the first character leaps onto the second ring, the creatures in the water below become aware of their presence. An **otyugh**, four **swarms of quippers**, and five **giant octopi** attack the party. Roll initiative!

### **Tricks of the trade**

If the party struggles with this encounter, reduce the number of characters affected each round by the hypnotic pattern effect from 1d3 to 1d2.

If the party is optimized, each character standing on a log must make a DC 10 Dexterity (Acrobatics) or fall prone on the log. If the check is missed by 5 or more, the character falls off the log into the water.

## Adjusting this Encounter

The following recommendations are for DM's to alter the difficulty of the encounter based on party strength, as detailed in the adventure introduction.

- **Very Weak:** Remove all **swarms of quippers** and four **giant octopi**.
- **Weak:** Remove two **swarms of quippers** and three **giant octopi**.
- **Strong:** Add one **otyugh**.
- **Very Strong:** Replace the **otyugh** with a **froghemoth**.

## Fighting Underwater.

While making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident. A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart). Creatures and objects that are fully immersed in water have resistance to fire damage.

## Surviving Underwater.

Movement through water requires an extra foot of movement for every foot moved. In addition, characters without water breathing or another similar ability must hold their breath. A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying. A character without water breathing or another similar ability cannot provide the verbal components of spells unless surfaced.

## Conclusion

After the fight, Jeny Greenteeth's house drifts nearby. As it lodges near a large tree, Jeny herself steps out from behind it. Read the following to your players:

As the jet of water diminishes and eventually halts, your attention is captured by a rasping sound like thousands of wooden fingers scraping across a slate roof. A familiar-looking houseboat inexplicably navigates through impossibly tight gaps between trees to lodge against a large purple-hued tree. The heavy rain seems to stop falling near you, though you can see rain is still falling across the clearing. You hear the sound of someone clapping.

Out from behind the tree an old woman comes into view, stepping into the upside-down doorway of the house. Her face is friendly, her smile genuine, but her eyes bear a cold malice that discomforts you to your core. "Why yes, you have come. Do I have a tale to tell you, indeed! This isn't a tree's tale – this is a tale I intend to tell you myself. Although I do appreciate your efforts and have a tidy contribution for you, I'm dreadfully sorry to admit that your task is only beginning. I need you to deliver... a missive. 'Tis a small trifle really, and certainly no challenge to any as capable as I just saw."

She stops for a moment, then adjusts her colorfully patched frock and glances inside the houseboat. "I'm so sorry, dearies. Where are my manners? I'm Nana Jeny, and welcome to my home."

Jeny gives 1,400 gp to the party.

The purple-hued tree is morcant burl, a hardwood found only in the Quivering Forest.

The adventure continues in DES01-02, "A Sanity Never Questioned." Intermission. Go out to the lobby and get yourself a snack.

## Treasure

Jeny Greenteeth provides 1,400 gp to the party.

## Rewards

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

## Experience (Min: 4,500 / Max: 6,000 Each)

---

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
Bandit	25
Boggle	25
Commoner	10
Dark Tide Knight	700
Froghemoth	5,900
Giant Crocodile	1,800
Giant Frog	50
Giant Octopus	200
Giant Toad	200
Green Hag	700
Hunter Shark	450
One-Eyed Shiver	450
Otyugh	1,800
Redcap	700
Sea Hag	450
Stirge	25
Swarm of Quippers	200

The minimum total award for each character participating in this adventure is 4,500 experience points.

The maximum total award for each character participating in this adventure is 6,000 experience points.

## Treasure

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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.

## Treasure Awards

Item Name	GP Value
Aya Glenmiir's woodcarvings	1,100
Loose coins and gems	500
Jeny's Contribution	1,400

**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 the system provided in the *Adventurers League Dungeon Master's Guide*.

## Potion of Greater Healing

*Potion, Uncommon*

You regain 4d4+4 hit points when you drink this potion.

## Figurine of Wondrous Power (Ivory Goats)

*Wondrous item, Rare (requires attunement)*

The statues are always coated with a gritty film, and smell like rancid goat butter when fey creatures are within 50 feet. This magical item is described in the *Dungeon Masters Guide*.

## Renown

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

## Downtime

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

## DM Rewards

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In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*.

# Appendix A. Monster/NPC Statistics

## Boggle

*Small fey, chaotic neutral*

**Armor Class** 14

**Hit Points** 18 (4d6 + 4)

**Speed** 30 ft., climb 30 ft.

---

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

---

**Skills** Perception +3, Sleight of Hand +6, Stealth +6

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Sylvan

**Challenge** 1/8 (25 XP)

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

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

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

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

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

## ACTIONS

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

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

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

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

## Commoner

*Medium humanoid (any race), any alignment*

**Armor Class** 10

**Hit Points** 4 (1d8)

**Speed** 30ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

---

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 0 (10 XP)

## Actions

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



## Dark Tide Knight

Medium humanoid (human), lawful evil

Armor Class 13

Hit Points 58 (9d8 + 18)

Speed 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	10 (+0)	11 (+0)	11 (+0)

---

**Skills** Athletics +7, Stealth +7

**Senses** passive Perception 10

**Languages** Common

**Challenge** 3 (700 XP)

**Bonded Mount.** The knight is magically bound to a beast with an innate swimming speed trained to serve as its mount. While mounted on this beast, the knight gains the beast's senses and ability to breathe underwater. The bonded mount obeys the knight's commands. If its mount dies, the knight can train a new beast to serve as its bonded mount, a process requiring a month.

**Sneak Attack.** The knight 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 knight that isn't incapacitated and the knight doesn't have disadvantage on the attack roll.

### Actions

**Multiattack.** The knight makes two shortsword attacks.

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

**Lance.** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 9 (1d12 + 3) piercing damage.

### Reactions

**Uncanny Dodge.** When an attacker the knight can see hits it with an attack, the knight can halve the damage against it.

## Froghemoth

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft., swim 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

---

**Saving Throws** Con +9, Wis +5

**Skills** Perception +9, Stealth +5

**Damage Resistances** fire, lightning

**Senses** darkvision 60 ft., passive Perception 19

**Languages** -

**Challenge** 10 (5,900 XP)

**Amphibious.** The froghemoth can breathe air and water.

**Shock Susceptibility.** If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

### ACTIONS

**Multiattack.** The froghemoth makes two attacks with its tentacles. It can also use its tongue or bite.

**Tentacle.** Melee Weapon Attack: +10 to hit, reach 20 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

**Bite.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 10 (3d6) acid damage at the start of each of the froghemoth's turns.

The froghemoth's gullet can hold up to two creatures at a time. If the froghemoth takes 20 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

**Tongue.** The froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action.

## Giant Crocodile

*Huge beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 85 (9d12 + 27)

**Speed** 30ft., swim 50 ft.

---

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

---

**Skills** Stealth +5

**Senses** passive Perception 10

**Languages** -

**Challenge** 5 (1,800 XP)

**Hold Breath.** The crocodile can hold its breath for 30 minutes.

### Actions

**Multiattack.** The crocodile makes two attacks: one with its bite and one with its tail.

**Bite.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

**Tail.** Melee Weapon Attack: +8 to hit, reach 10ft., one target not grappled by the crocodile. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

## Giant Frog

*Medium beast, unaligned*

**Armor Class** 11

**Hit Points** 18 (4d8)

**Speed** 30ft., swim 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

---

**Skills** Perception +2, Stealth +3

**Senses** darkvision 30ft., passive Perception 12

**Languages** -

**Challenge** 1/4 (50 XP)

**Amphibious.** The frog can breathe air and water.

**Standing Leap.** The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

### ACTIONS

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage, and the target

is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

**Swallow.** The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

## Giant Octopus

*Large beast, unaligned*

**Armor Class** 11

**Hit Points** 52 (8d10 + 8)

**Speed** 10ft., swim 60ft.

---

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

---

**Skills** Perception +4, Stealth +5

**Senses** darkvision 60ft., passive Perception 14

**Languages** -

**Challenge** 1 (200 XP)

**Hold Breath.** While out of water, the octopus can hold its breath for 1 hour.

**Underwater Camouflage.** The octopus has advantage on Dexterity (Stealth) checks made while underwater.

**Water Breathing.** The octopus can breathe only underwater.

### ACTIONS

**Tentacles.** Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

**Ink Cloud** (Recharges after a Short or Long Rest). A 20-foot radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

## Giant Toad

Large beast, unaligned

Armor Class 11

Hit Points 39 (6d10 + 6)

Speed 20 ft., swim 40ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

---

**Senses** darkvision 30ft., passive Perception 10

**Languages** -

**Challenge** 1 (200 XP)

**Amphibious.** The toad can breathe air and water.

**Standing Leap.** The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

### ACTIONS

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

**Swallow.** The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

## Green Hag

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30ft.

---

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.

## Hunter Shark

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 0 ft., swim 40ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

---

**Skills** Perception +3

**Senses** blindsight 30 ft., passive Perception 12

**Languages** -

**Challenge** 2 (450 XP)

**Blood Frenzy.** The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Water Breathing.** The shark can breathe only underwater.

### ACTIONS

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

## Ogre

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40ft.

---

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

---

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Giant

**Challenge** 2 (450 XP)

### ACTIONS

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

**Javelin.** Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

## One-Eyed Shiver

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

---

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

---

**Skills** Arcana +3, Perception +3, Intimidation +5

**Damage Immunities** cold

**Senses** passive Perception 13

**Languages** Common

**Challenge** 3 (700 XP)

**Chilling Mist.** While it is alive, the one-eyed shiver projects an aura of cold mist within 10 feet of itself. If the one-eyed shiver deals damage to a creature in this area, the creature also takes 5 (1d10) cold damage.

**Spellcasting.** The one-eyed shiver is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *chill touch*, *mage hand*

1st level (4 slots): *fog cloud*, *mage armor*, *thunderwave*

2nd level (3 slots): *mirror image*, *misty step*

3rd level (2 slots): *fear*

### Actions

**Dagger.** Melee Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

**Eye of Frost.** The one-eyed shiver casts *ray of frost* from its missing eye. If it hits, the target is also restrained. A target restrained in this way can end the condition by using an action, succeeding on a DC 13 Strength check.

## Otyugh

*Large aberration, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 30ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

---

**Saving Throws** Con +7

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Otyugh

**Challenge** 5 (1,800 XP)

**Limited Telepathy.** The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

### ACTIONS

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**Multiattack.** The otyugh makes three attacks: one with its bite and two with its tentacles.

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

**Tentacle.** Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

**Tentacle Slam.** The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Strength saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

## Redcap

*Small fey, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d6 + 24)

**Speed** 25 ft.

---

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

---

**Skills** Athletics +6, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Sylvan

**Challenge** 3 (700 XP)

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

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

### ACTIONS

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

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

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

## Sea Hag

*Medium fey, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 52 (7d8 + 21)

**Speed** 30ft., swim 40ft.

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

---

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Aquan, Common, Giant

**Challenge** 2 (450 XP)

**Amphibious.** The hag can breathe air and water.

**Horrific Appearance.** Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

### ACTIONS

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

**Death Glare.** The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

**Illusory Appearance.** The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect 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 no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

## Stirge

*Tiny beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 2 (1d4)

**Speed** 10 ft., fly 40 ft.

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

---

**Senses** darkvision 60 ft., passive Perception 9

**Languages** -

**Challenge** 1/8 (25 XP)

### ACTIONS

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**Blood Drain.** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

## Swarm of Quippers

Medium swarm of Tiny beasts, unaligned

**Armor Class** 13

**Hit Points** 28 (8d8 - 8)

**Speed** 0 ft., swim 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

---

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** -

**Challenge** 1 (200 XP)

**Blood Frenzy.** The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny quipper. The swarm can't regain hit points or gain temporary hit points.

**Water Breathing.** The swarm can breathe only underwater.

### ACTIONS

---

**Bites.** Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

## Player Handout 1: Summons to Greenhall

Greetings, renowned adventurers!

I have been following the tales of your accomplishments, and I am hopeful that we together may save a nearby Elven village from destruction. I am Aya Glenmiir, and you may know me from such sagas as *The Scroll Thief*, *Tyranny in Phlan*, and *Breath of the Yellow Rose*.

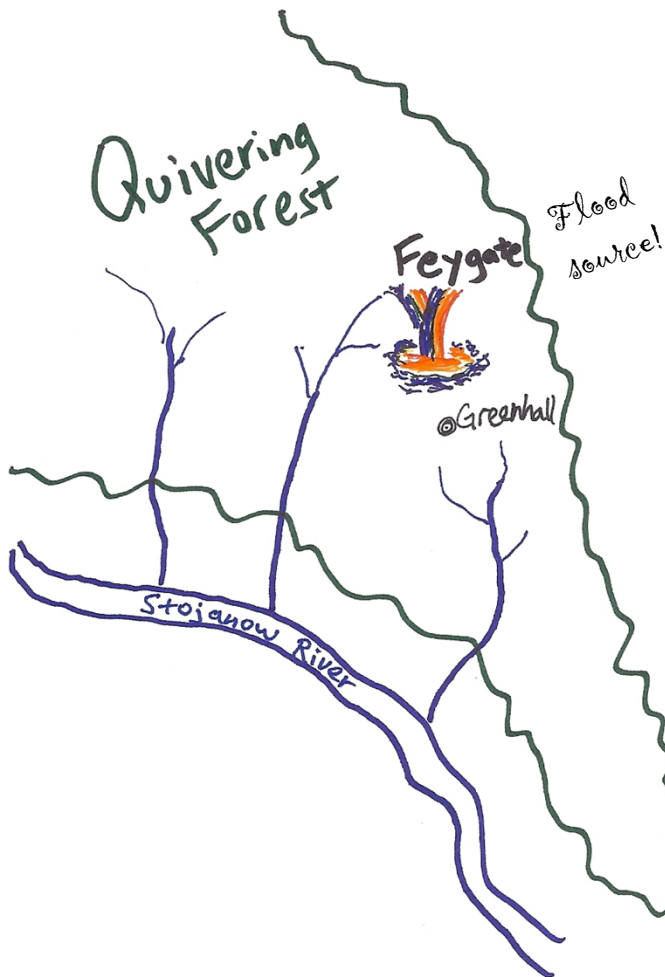
In recent months, pirates have infested the Stojanow River and its tributaries in the Quivering Forest. The village Greenhall lies near one of the tributary rivers, and the pirates have been raiding and pillaging mercilessly. Greenhall is dear to me, and I need assistance to fortify and defend the village, and end the pirate threat! I beseech you to hasten to meet me at Greenhall in the Quivering Forest as soon as possible. I can pay you 1,400 gp when you reach Greenhall. Use the map below to find your way through the Quivering Forest. Remember to be cautious with fire and axe, or you may find the forest finds a way to make your map useless.





## Player Handout 2: Jeny's Map to the Feygate

Fey spirits, very likely in the form of animals, surround the Feygate. They are keeping the gate open. Eliminate them to allow the gate to collapse. I tire of this drenching. Help an old woman to dry her bones, then find your reward. - Nana Jeny



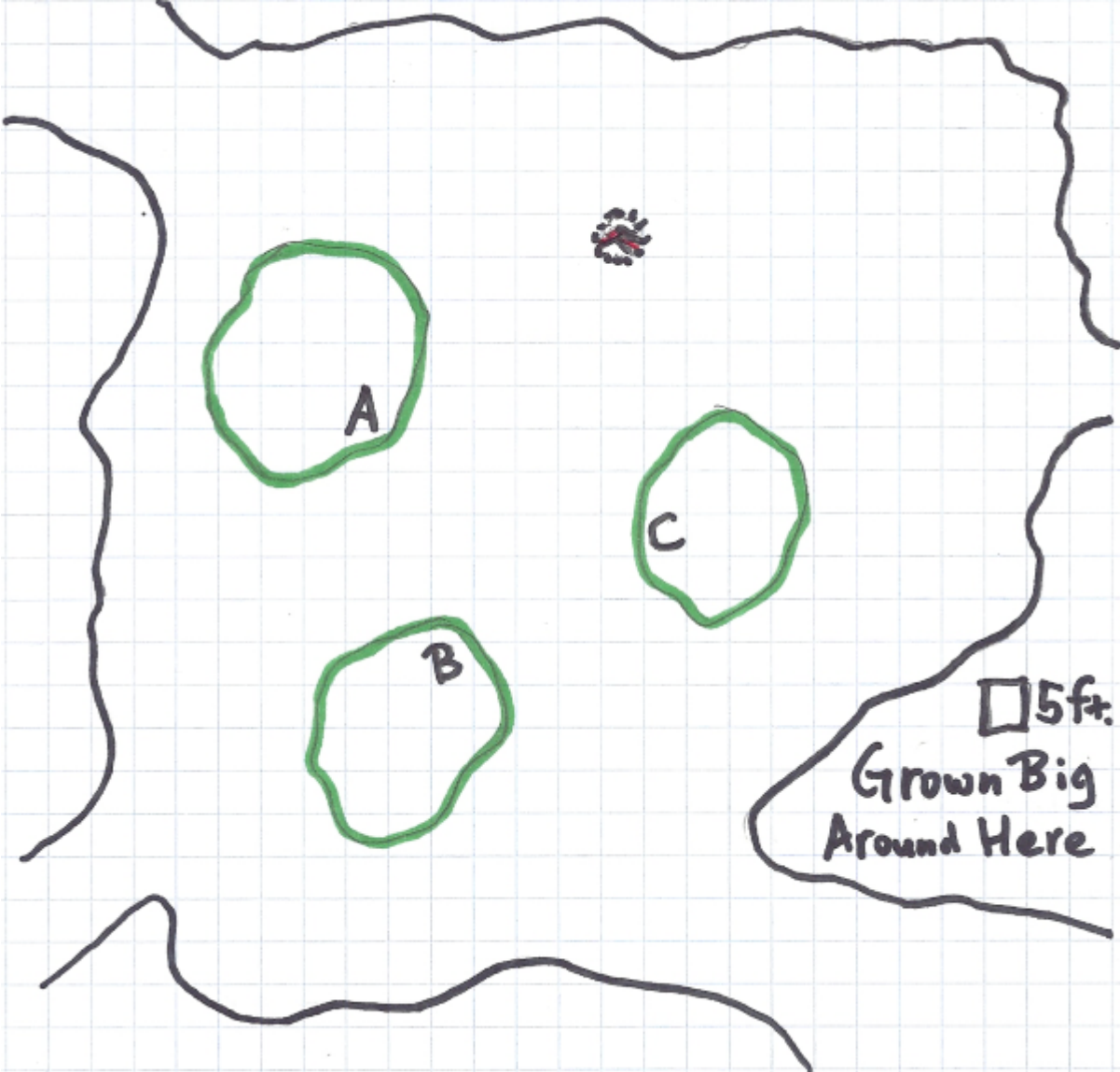
## Player Handout 3: Jeny's Little Helpers

### Figurine of Wondrous Power (Ivory Goats)

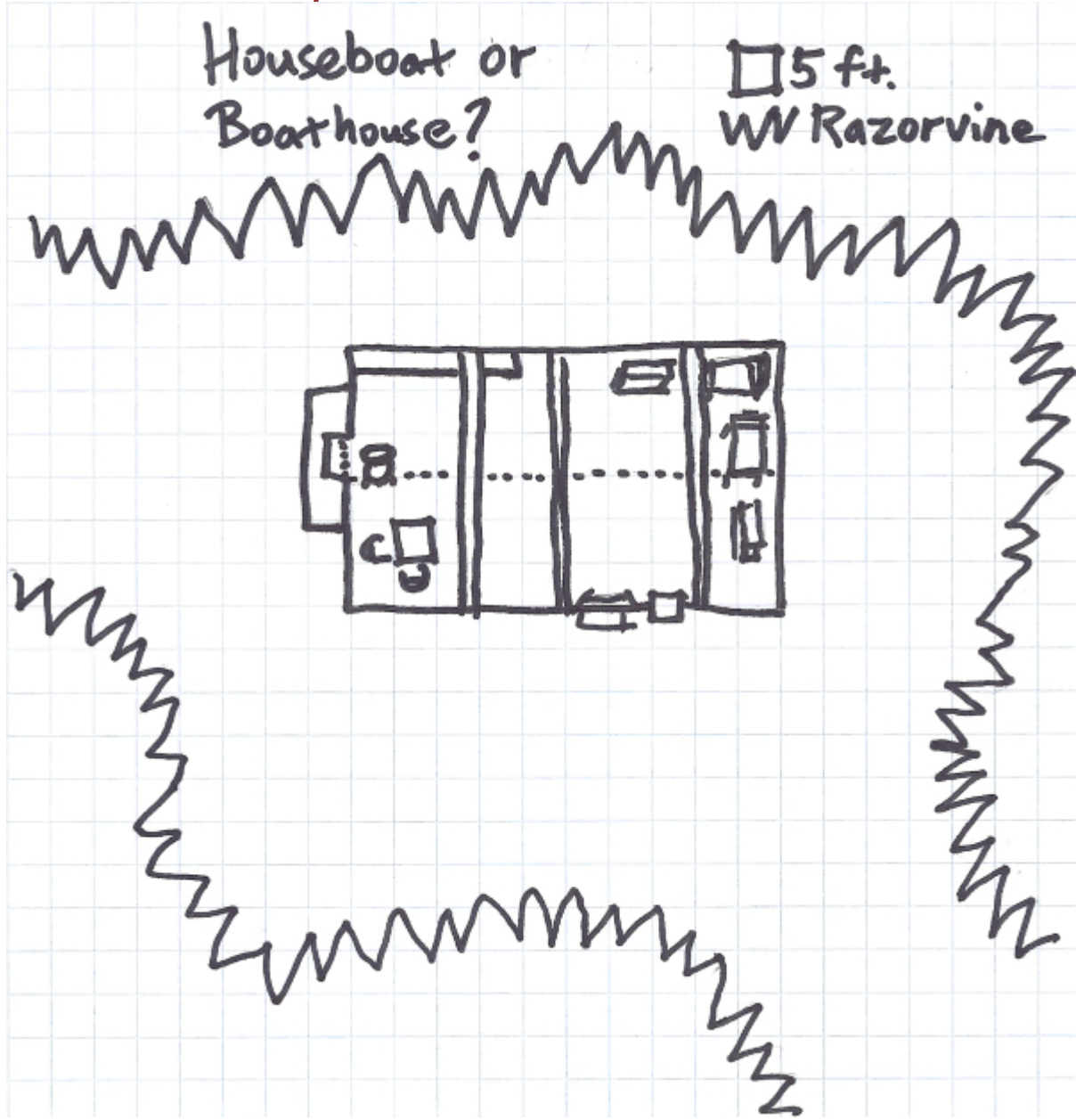
*Wondrous item, Rare (requires attunement)*

The statues are always coated with a gritty film, and smell like rancid goat butter when fey creatures are within 50 feet. This magical item is described in the Dungeon Masters Guide.

# Encounter 1 map: Grown Big Around Here!



# Encounter 2 map: Houseboat or Boathouse?



# Encounter 3 map: The Feygate Fountain

