

For Dungeons and
Dragons - Fifth Edition



Dungeon Module CCC-DES-01-02

A Sanity Never Questioned

By J. Connor Self

An Adventure for Character Levels 5-10



Jeny Greenteeth gives you a letter that must reach its far-off destination, with frightening consequences if it doesn't make it there by nightfall. Jeny knows one way to accomplish this, but her method of travel isn't for the weak of spirit. All magic has a price, dearies, and these magics may have you doubting your sanity. Part 2 in the "At Jeny's Request" series.

A 4-hour adventure for 5th through 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, or visit the PADS of Illinois Valley website at ivpads.com. Your purchase helps support the charity effort.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

© 2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boëchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Introduction

It is good to have an end to journey toward; but it is the journey that matters in the end.

—Ursula K. Le Guin, *The Left Hand of Darkness*

Welcome to “*A Sanity Never Questioned*,” 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 takes place in transit between the Quivering Forest and the Cormanthor Forest, during a magically altered journey.

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

Number of Players	Average Party Level	Party Strength
3-4 Players	Less than 8	Very Weak
3-4 Players	Equal to 8	Weak
3-4 Players	Greater than 8	Average
5 Players	Less than 8	Weak
5 Players	Equal to 8	Average
5 Players	Greater than 8	Strong
6-7 Players	Less than 8	Average
6-7 Players	Equal to 8	Strong
6-7 Players	Greater than 8	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 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 battle maps.
- 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

Not I, nor anyone else can travel that road for you. You must travel it by yourself. It is not far. It is within reach. Perhaps you have been on it since you were born, and did not know. Perhaps it is everywhere – on water and land.

—Walt Whitman, *Leaves of Grass*

Adventure Background

Faerun, a continent on the planet Toril, is a magical place. Upon it, great nations and peoples of all races live, fight, love, and die. However, what is seen isn't all there is. Faerun exists on the Prime Material Plane, what the people of Toril call "reality." Other levels of existence exist in the same spaces, no less "real," with only a shift of consciousness needed to be experienced. The Feywild is one of these planes, the primeval reflection of the Prime Material Plane. In the Feywild, magic is abundant. Unlike on the Prime Material Plane where you can trust what you sense and words lie, in the Feywild you can't trust your senses but words and oaths carry metaphysical power.

The mercurial fey, beings native to the Feywild, have long been connected with the seasons. Some say as long as there have been seasons, there have been fey. The fey associated with the Spring and Summer are called the Seelie, ruling from the Shining Court. Fey associated with the warmer seasons of growing things idealize beauty, kindness, warmth, love, and chivalry. The leadership of the Shining Court embodies these ideals, from Queen Titania and her consort Oberon, along lines of fealty to local powers.

The stark opposite of the Seelie are called the Unseelie, ruled from the Gloaming Court. The Unseelie govern the seasons of Autumn and Winter. They celebrate the darker concepts of death, decay, malice, and cold. Leadership of the Gloaming Court changes regularly, as the court is rife with intrigue and assassination.

While planes co-occupy the same space and are always touching each other, the borders between them are always changing in intensity. Like soap bubbles, the borders can strengthen and weaken. You can push through them sometimes, and sometimes, the border pops. This happened as recent as one year ago when the barrier to the Shadowfell (a plane of darkness and evil, interacting with the Prime Material Plane in a similar manner as the Feywild) was magically weakened, allowing creatures to pass back

and forth between Faerun and Ravenloft. The barrier between the Feywild and the Prime Material Plane has been strengthening since the Spellplague Era, when the border was so weak entire peoples and nations shifted, disappeared, and appeared from nothingness.

In the Moonsea region, the fey have always had a strong presence. This is particularly true in both the Cormanthor Forest, an ancient wood where many benevolent fey can be found including their leader the Mistress of Waves; and the terrifying Quivering Forest, where the dark fey led by Jeny Greenteeth hold sway. An ancient truce where power was shared by the Shining and Gloaming Courts has maintained a measure of peace among the fey for millennia. The Seelie would lead the fey during the Spring and Summer months, while the Unseelie would tyrannically rule the fey during the Autumn and Winter. Power was shifted between the courts during the Equinoxes, where day and night were the same length, during a special ceremony. At all other times, contact between Seelie and Unseelie fey could result in death of either.

This arrangement has worked well for the fey on both the Prime Material Plane and in the Feywild for millennia. Oaths on this scale have enough metaphysical power that the barrier between the Prime Material Plane and the Feywild allows Seelie, Unseelie, and the occasional lost mortal, to cross freely between them. However, on other days of the year, the barrier between worlds is so strong that even powerful fey such as Jeny Greenteeth cannot willingly travel between them.

Recent flooding north of Phlan has displaced the elves of Greenhall. A group of adventurers helped Aya Glenmiir relocate the elves, while being attacked by pirates and other unusual beasts. While doing this, Jeny Greenteeth's coven contacts the adventurers, sharing the cause of the flood isn't anything natural but is coming from the Feywild. They must travel to Jeny, who has learned of a ritual that would allow the adventurers to travel to the real threat – not a flood, which is a mere distraction, but an attempt on the life of the Mistress of the Tides herself!

Spellcasting Services

The players have access to spellcasting services before and after the adventure, as per the *Adventurers League Players Guide*.

Adventure Overview

The players are tasked with completion of a “heroes’ journey,” with dire consequences for failure.

Part 1. The party is tasked by Jeny with delivery of a missive. Jeny says under no circumstances are the adventurers to look inside or read it. Jeny also explains a ritual which will allow adventurers to deliver the letter quickly, but brings its own unique risks.

Part 2. The party travels with supernatural alacrity through the Quivering Forest, where a chance meeting introduces new allies – or perhaps new foes.

Part 3. Based on the interactions with fey thus far, adventurers may be safely on the other side of the ruined fey city – or thrust right into its dangerous heart.

Part 4. The party reaches the Seelie Court with the missive, an act which moves up the timetable of a cadre of political assassins. A new threat is introduced.

Adventure Hook

These hooks are designed to take your players right into the adventure.

After completing DES-01-01 “Finding the Rabbit Hole.” The characters have braved the weather and threats until they have discovered Jeny Greenteeth, who has an idea what is causing the flooding. This adventure picks up right where that one left off.

Not having completed DES-01-01 “Finding the Rabbit Hole.” The characters find themselves summoned by Jeny, who is disappointed that not enough adventurers have responded to her summons. Never mind, these will have to do.

Part 1: The Heroes' Journey

Estimated Time: 20 minutes

"The hero's journey always begins with the call. One way or another, a guide must come to say, 'Look, you're in Sleepy Land. Wake. Come on a trip. There is a whole aspect of your consciousness, your being, that's not been touched. So you're at home here? Well, there's not enough of you there.' And so it starts."

—Joseph Campbell

Describing the Scene

Talking about what characters sense in their area can aid in immersion. Feel free to add these descriptions to help build the mood of this part.

- Sights: The dim light and everpresent night sky over Jeny's clearing (despite it being day), the visible absence of wildlife, puddles left after a flood recedes
- Sounds: The croaking of frogs in the distance, the sound of light rain falling on leaves
- Smells: The smell of earth and rain
- Sensations: The static sensation of an impending storm, the cool feeling of light rain on exposed skin

This adventure begins at Jeny's now-correctly-oriented hut in the Quivering forest, immediately following the events of **DES-01-01 "Finding the Rabbit Hole"**. Read the following to the adventures, modifying the box text if the characters had not just completed that adventure.

After hours spent using crude rope and pulley to flip Jeny's hut into the correct position, you rest for dinner on a set of stumps that somehow escaped the worst of the mud. Jeny offers her thanks in the form of elvish honey bread, gifted to her some time before. Wrapped in waxen paper, it escaped a soggy fate and dispels the hunger hard work raises.

Wiping her face with a splotchy green handkerchief, Jeny turns to you with a sly smile. "Grandchildren, I appreciate your help with the hut. Normally I would offer you my hospitality, but I am afraid the time you can spend here is short." She reaches into her coat, pulling out a stamped and sealed envelope that smells of perfume on the breeze.

"I divined you would be coming days ago. I came across a plot most dire. Its conspirators are hidden, and its ramifications are far-reaching. I regret I cannot share the details of the plot with you. But never you worry, because if you can do Nana Jeny a favor, we will all be the better for it.

"This letter contains the details of the plot. Grandchildren, it is of the utmost importance you get this missive to that Mistress of Tides, in the Feywild. Once centuries ago, I could send you to her court with but a thought. I can't send you to there any longer though - the wall between worlds has strengthened beyond the power of my magic. However, in... passionate conversation with a noisome pixie, I have come across a ritual that may work just as well."

Jeny offers you a crooked smile, revealing uneven yellow teeth. Her smile seems to cover something. Concern? "What do you say? Consider our history, and know this. What I speak to you is truth. As it always has been, and I vow now, always as it shall be."

A DC 13 Wisdom (Insight) check reveals Jeny is troubled by something, and any player that is familiar with Jeny knows that very little troubles a being of her age and power.

Summoning Jeny

Wise adventuring parties might ask Jeny if she can aid them during their quest. Desperately wanting the characters to succeed, Jeny teaches them how to summon her for spellcasting services. At a single point in the adventure (save the last part, as Jeny cannot get close to the Seelie Court on pain of death), Jeny Greenteeth will provide spellcasting services as detailed in the adventure introduction.

In conversation, Jeny reveals the following.

- In... passionate conversation with a noisome pixie causing mischief, Jeny came across a dangerous plot. Sadly, the pixie could not hold up to her interrogation, alive or in death.
- Divining the adventurers arrival in three days, and worried that they might not have enough time to deliver word of it to the Mistress of Tides, Jeny and her sisters divined a ritual that will place the characters spiritually adjacent to the boundary between this world and the Feywild.
- While in this state, it is important that the characters maintain focus. If they do, the Fey Realm itself may create a Fey Path for them to travel upon. This silvery trail will allow them to travel immense distances in the blink of an eye. A Fey Path also travels directly to a destination, making maps unnecessary.
- Stepping off the Fey Path may have dire consequences for the characters, as might

losing consciousness. The party must focus on the quest, and the sights along the way.

- Dangerously, the spiritual proximity to the Feywild will open the adventurers to some of the energies and threats native to it.
- Jeny herself would deliver the missive, but ancient pact allows the Seelie Court and the Unseelie Court (of which Jeny is a member) to interact peacefully only on the equinoxes, the days where the transfer of power between the two courts occurs. (As the adventure occurs during the spring, Jeny would surely be destroyed were she to try.)
- In return for their help, Jeny will entrust her servant Brickcrystal (svirfneblin **warlock of the archfey**) to deliver 1000 gp in fine elven jewelry to the characters in Phlan upon completion of the quest.
- If asked for extra aid, Jeny will offer the characters a boon. Once before they reach the Seelie Court, Jeny can answer a summons. This summons requires a single character to spill their own blood into a yew bowl (which Jeny provides), losing 5 hit points. While the blood is still warm, the character must whisper her name three times into their reflection in the liquid. This ritual takes 5 minutes to complete. Unspoken to the characters, this ritual will also bind Jeny to the character performing it in other supernatural ways at GM discretion. See the sidebar, “*Summoning Jeny*,” above.

Once sharing this information, Jeny implores the characters to accept her quest. If they do, she says they must accept a *geas* (see the sidebar “*Jeny’s Geas*”) to be allowed entry to the Seelie Court. A DC 25 Wisdom (Insight) check reveals this to only be partially true. If confronted on this, Jeny will admit the *geas* would help, but isn’t necessary. Jeny believes the adventurers put themselves and the quest at worse risk if they know what the missive reads, as the conspirators might be able to divine that truth and array more resources against them.

When the players decide to deliver the letter, and after they are offered the chance for spellcasting services, read the following to them.

Jeny dips her suddenly taloned hands into the mud, and traces a sigil on the foreheads of each character – all the while intoning in a language as old as time itself. As the ritual continues, the light of the sun itself dims, and the sounds and smells of the Quivering Forest around you become even more vivid and pronounced.

Jeny completes the ritual and collapses dramatically onto a nearby stump. “My magics will only hold until high moon, so you best not tarry.” You can’t help but wonder how much more Jeny knows about the watery hazards you have faced, or the journey you will undertake. It is just then a path shimmering of silver in the light forms in the woods before you. The Feywild itself calls to you to travel and lends its aid. You step into its silvery glow, and your knees buckle for a moment before you acclimate to a heady sensation.

Jeny’s Geas

Jeny will ask characters to accept the effects of a *geas* spell (see the Players Handbook, pages 244-245) before undertaking her quest to deliver the letter. The *geas* requires the characters to deliver the letter to the Mistress of Tides (and only her), and not to open the letter themselves. The characters can only gaze upon the letter after the Mistress of Tides reads it, and only then if the Mistress of Tides allows it.

While Jeny’s *geas* is a powerful force in the material plane, the *geas* of a fey of her stature is even more powerful when the characters are exposed to Feywild energies (as they are while under Jeny’s ritual allowing fast travel). Damage taken from breaking the terms of the *geas* is maximized (50 psychic damage). In addition, fey creatures that can see the characters under Jeny’s *geas* will know they are under the effect, and that it was created by Jeny herself. Other fey won’t know the terms of the *geas* unless the characters disclose that information.

While not strictly necessary, the *geas* will assist characters in completing their quest. Characters under the *geas* may enter the Mistress of Tide’s court without a skill check. Characters not under the *geas* will require a DC 15 Charisma (Persuasion) check to enter the court.

In addition, if the characters have read the contents of the letter before delivery to the Mistress of Tides (*geas* or no), combat encounter strength for all subsequent fights should be taken up to the next level of difficulty, as the forces arrayed against the Mistress of Tides divine their mission and dispatch more resources. This increased threat could prove deadly to the characters, but such is the fate of those that betray the capricious fey.

Characters that accept and honor the *geas* gain the story award “**Jeny Owes Me a Tiny Favor.**”

Part 2: Mind Games

Estimated Time: 30 minutes
Psychic Exhaustion Save DC: 5 (very weak or weak parties), 7 (average parties), 9 (strong or very strong parties)

White Rabbit: Your Majesty, members of the jury, loyal subjects... and the King... the prisoner at the bar stands accused of enticing Her Majesty, the Queen of Hearts, into a game of croquet, thereby and with malice of forethought, molesting, tormenting, and otherwise annoying our beloved...

Queen of Hearts: Never mind all that! Get to the part where I lose my temper.

White Rabbit: ...thereby causing the Queen to lose her temper.

—The animated movie “Alice in Wonderland”

Describing the Scene

Talking about what characters sense in their area can aid in immersion. Feel free to add these descriptions to help build the mood of this part. The mood is more ominous, with water-based phenomena becoming more prevalent.

- Sights: Gray skies visible through the leaves as the wind blows, ever-present puddles – some quite deep and requiring adventurers to walk around
- Sounds: Steady rain falling on the tree cover above you, phantom sounds in the fey woods around you
- Smells:
- Sensations: The static sensation of an impending storm, a blustery wind blowing

At this point, the players have set off upon their quest. In the time that passes after leaving Jeny Greenteeth’s hut, the characters catch vague glimpses of the oddities of the Feywild. The five senses are amplified. Colors become more vivid, scents more pronounced, sounds more melodious. However, any game effect this might provide is mitigated because the effect produces sensory overload. Being in this state proves mentally exhausting. The DM should begin tracking the player characters, using the guidance provided in the sidebar “*While under the Ritual*,” below.

Read the following to your players.

While passing through a dense section of underbrush, you happen upon a most unusual sight. Two players have set up a dragonchess board in a clearing, on a formal playing table complete with fine cloth and high-backed chairs. The player that catches your gaze immediately is an intoxicated and rotund satyr, cursing in an unnecessarily loud manner. You assume he is being beaten badly at the game, but when you look down into the chair on the right for his opponent, you have to blink twice. The second player is a fox, seated on all fours and gazing at the game board with intensity.

At this point, the players can decide how they wish to approach the pair. Players can choose remain hidden with a DC 13 group Dexterity (Stealth) check. Characters observing longer than 5 minutes hear a bird call in the woods that spooks the players. They abandon the dragonchess board and scurry into the woods, leaving in a direction off the Fey Path. The pair will also similarly run into the woods if confronted in an aggressive manner by the characters.

Please read the following to any players that approach the gamers.

Stepping out of the underbrush, you reveal yourself to the pair of unusual personalities playing a game of dragonchess. As you approach, the fox speaks without turning to face you. “No need to be shy. It isn’t too often that Caprios and I have visitors. I should have this finished in two moves.” Upon hearing news of his pending loss, Caprios belches, wipes his hands on his loincloth, and smiles while near-stumbling off the chair where he sits. The gaming table shifts, pieces scattering. “Well, I is not winning at this game tonight,” the satyr bellows. “At least I can gets some amusement. Drinks for your drinkin’?” Caprios searches the campsite clumsily, shaking discarded bottles in search of remaining drink.

While under the Ritual

The ritual of travel created by Jeny has several effects upon characters, including the following.

- At the DM’s discretion, arcane magics (those cast by wizards, sorcerers, warlocks, and bards) are treated as if they were in a wild magic zone. These classes must roll a 1d20 when casting an arcane spell of 1st Level or higher, and on a roll of a “1,” a random effect occurs. Roll on the table on page 104 of the Players Handbook to determine the effect. Characters with fey origins such as elves or firbolg are immune to this effect of the ritual.
- The ritual is mentally exhausting for the recipient. Each time the party moves to a new Part of this adventure, all characters must make a Charisma saving throw to avoid psychic exhaustion.

- The ritual will also falter when characters are unconscious. Characters must attempt a Charisma save against the DC for the Part during each round of unconsciousness (this includes physical and magical sleep, as well as unconsciousness resulting from falling to 0 hit points), during a long rest, or after traveling for a minute more than 60' off the Fey Path. The difficulty of these saving throws are listed for each part. Characters with fey origins (such as elves and firbolg) can attempt this saving throw with advantage. On a failure, the ritual begins to falter for that character, and the character looks more indistinct to others, as if fading from view.
- Instead of dying at the sixth level of exhaustion, the ritual fails for that character, and the character disappears entirely from view. The character is shunted fully into the Material Plane, in a far-off location on the Moonsea of the DM's choice, and cannot participate in the adventure further. Only effects such as *wish* can allow an adventurer to rejoin their compatriots. Characters unceremoniously dumped in this planar manner gain the story award, "**A Sanity Questioned.**"
- The ritual only lasts for 8 hours, and the adventure ends when 8 hours have transpired beginning after Part 1.
- Psychic exhaustion stacks with and can be removed in the same manner as standard exhaustion.

Players willing to share conversation and perhaps a meal (Caprios is preparing a hare and garlic stew, which smells amazing) find the pair quite open and friendly. The fox, who introduces himself as Salaster the Red, is personable and erudite. Caprios is helpful in his own way, with drunken interjections and ready humor.

Salaster is willing to share the following information with those who are polite and take turns speaking.

- "You approach from the Dark Swamp, a horrid place. Why would anybody ever want to go there?" If characters ask what the Dark Swamp is, Salaster mentions, "It is a dank wood inhabited by goblins, foul Unseelie fey, and much worse things."
- "Fortunately, the wood here is much safer. Of course, it isn't safe inside the Fallen City the wood surrounds, with the ruins and the monsters and such. Owlbears, displacer beasts, and worse live in the area. That, and the tomb raiders. Nope, the neighborhood just isn't as nice as it used to be." With this, Salaster lets out a deep sigh.
- "The Fallen City was the greatest of all Eladrin cities, long ago. It was formed from the rock out of pure gemstones, with towers that shone among the clouds. All that changed after the elves rose up and fought other elves. The Fallen City was the site of the worst battle in the war, and it has never been the same after. Plants can't grow there,

and the animals (some intelligent and most less so) avoid the place."

- "You ask the name of the Fallen City? Why, it was so long ago, we no longer can remember the names. Maybe the Mistress of Tides can recall it. Or maybe she has a book about it."

Caprios, drunkenly stumbling over his already poor Common, will offer the following information to anybody willing to listen. If the players begin giving confused looks, assume their characters are as well. Salaster will notice and, with an annoyed tone, attempt to translate.

- "Jeny Greenteeth be one the most bigger spirits lived in Murkendraw. Long times ago, she share crown with Mistress of Tides, lead fey of Unseelie Court during dark seasons. Jeny no be seen in many long ago's, but still felt by Seelie go too close to the swamp. Be more careful making promises with one like her."
- "Lately, Murkendraw bigger in size, darker power comes from it. I is not sure what caused all that mess, but I imagines Jeny must steal more dark power. You can't trust that witch, you can't." *This is false, but you shouldn't notify players of it.*
- If the characters mention they are seeking the Seelie Court, Caprios offers up the following. "Seelie Court hold throne now, just like they should. Mistress of the Tide pretty busy now. At least, that's what I thinks, anyway." Caprios belches resonantly, then gives a satisfied look. Salaster simply shakes his head.

If the characters divulge their destination lies along the Fey Path, and they indicate the direction it is leading, the fox mentions that in that direction lies the Fallen City. Salaster slyly mentions that foxes know all the secret ways through the Feywild. He would be willing to show the characters a safe path, if any of them can best him at a game of dragonchess.

- **Game Terms.** Salaster is a shrewd gamer and is only willing to play against only one player. Playing a game of dragonchess takes an hour, prompting a Charisma saving throw from players (see the sidebar "*While Under the Ritual*").
- **Gambling on the Outcome.** Before playing the game, other characters can offer to make a friendly wager (the fox will not offer to bet). Players may offer up to 50gp each that they will win the bet, with a matching payout for each player if they win.

- **How the Game is Played.** Beating a fox at his own game isn't as easy as it seems - it requires an opposed Intelligence check between a single character and Salaster. A character with proficiency in Dragonchess may add their proficiency bonus to their roll. While Salaster will quickly admit he isn't trained at the game of dragonchess, he is unnaturally lucky at games. Salaster makes his Intelligence checks at +2, but he rolls with advantage. DM's are encouraged to openly roll this opposed check in front of players, to demonstrate Salaster's luck. Characters with the *Lucky* feat can cancel Salaster's advantage, even if they are just watching the game. Winning the game requires the best of three rolls. After determining the result of the game, consult below.
- **If a Player Character Wins.** Salaster remains true to his word. He shows the party a well-hidden foxhole not big enough for creatures larger than Tiny size. Those characters that approach the foxhole notice distance warping as the burrow expands. Characters watching their allies approach the foxhole see the truth - compatriots approaching the burrow are instead rapidly shrinking. When all characters enter the burrow, now wide as a cave, anybody looking behind sees the shadowed silhouette of a large horned head blocking much looking into the entrance. They hear in a booming voice, "Best get going quickly, mortal bloods!" Suddenly, a stream of wine washes them down the hole, unceremoniously dumping them soaked (but quite healthy) outside of Cedriane, within view of the Lake of Dreams. You can proceed to Part 3A, with the characters safely on the other side of the Fallen City, and the Fey Path in sight. No time has elapsed.
- **If a Player Character Loses.** Salaster thanks them for the game and offers them some helpful advice. He mentions that dark elves continue to prowl the streets of the Fallen City. They are best to remain alert. You can proceed to Part 3B, with one hour elapsing (this requires Charisma saving throws, as per the "*Under the Ritual*" sidebar). This advice removes any surprise round the drow enjoy in the encounter.
- **If a Player Character Plays Dirty.** Any attempt to cheat at dragonchess with Salaster, or to physically attack either of the gamers after meeting them, brings on a sudden (and quite physical) storm. Salaster passes them a

scathing stare before a blinding flash of light deposits characters directly in the center of the Fallen City (proceed to Part 3B). DM's should describe a flash of lightning and crack of thunder that is entirely too close, blinding and deafening the characters momentarily. The offending characters (this may not be the entire party) must make a DC 15 Constitution saving throw or take 5d6 (17) thunder damage, and be blinded and deafened for 2 rounds. Characters making the saving throw take half damage and do not experience a lingering loss of senses. Any characters caught cheating receive an automatic Charisma saving throw failure to prevent psychic exhaustion as per the "*Under the Ritual*" sidebar.

Part 3: Pride Cometh

Estimated Time: 1 hour

Psychic Exhaustion Save DC: 8 (very weak or weak parties), 10 (average parties), 12 (strong or very strong parties)

“All men make mistakes, but a good man yields when he knows his course is wrong, and repairs the evil. The only crime is pride.”

—Sophocles, *Antigone*

Based on the choices that your adventuring party makes in Part 2, you will proceed to one of the following story points. Your party may be transported to the other side of the Fallen City via a foxhole (Part 3A), follow the Fey Path to the Fallen City itself (Part 3B), or be teleported to the center of the Fallen City into an ambush (also Part 3B, but with an enemy surprise round).

Describing the Scene

Talking about what characters sense in their area can aid in immersion. Feel free to add these descriptions to help build the mood of this part. The rain is intensifying, creating mechanical difficulty for the players. Ranged weapon attacks have their effective ranges capped at short range, and ranged weapon attacks are made at disadvantage, due to strong winds.

- Sights: Occasional flashes of lightning, thick rain. The environmental conditions give disadvantage on any Wisdom (Perception) checks involving sight, and visual range is limited to 60 feet.
- Sounds: Peels of thunder, the sound of intense rain. The environmental conditions give disadvantage on any Wisdom (Perception) checks involving hearing. Without magical augmentation, sound does not travel beyond 30 feet.
- Smells: Damp humidity
- Sensations: Hair standing on end before a lightning strike, the discomfort of wet clothing

Part 3A: Through the Foxhole

If your adventuring party successfully navigated the game with Salaster the Fox, the characters are unceremoniously deposited into a puddle on the other side of the Fallen City, within sight of the Fey Path.

Read the following to your players.

You lift yourself off the ground, wringing the mud from your clothing. Looking around, you see a azure blue lake ahead with a small marble shrine gracing the shore’s far side. Nearby, an amphitheater sit empty, reflecting the moonlight. Far behind you are the ruined crystal towers of the Fallen City. The magical power of the Fey Path tugs at your psyche. You are close to the Court of the Mistress of Tides!

From a short distance off in the woods, you hear the sound of something large crashing through the trees. Suddenly, a deformed purple humanoid of gigantic proportions bursts through the tree cover. It screams in Sylvan before attacking, flanked on either side by humanoid shadows, jingling coming from iron chains loosely binding them.

Use **Map A** for this encounter.

A **fomorian**, along with a **darkling elder** and **four darklings**, emerge from the dense fey wood. The fomorian has the darklings enslaved, wearing cold iron chains that subjugate the minds more than bodies of his fey servants. A character that can understand Sylvan hears the fomorian command the darklings to bring the party to him alive, as dead slaves are worthless. A successful DC13 Intelligence (Arcana) check informs a character that removing the chains may free the darklings, but what the darklings may do when released is not certain.

Releasing a darkling can be completed in one of two ways. First, a character trained in thieves tools can make a DC15 Dexterity (Thieves Tools) check upon an unconscious or restrained darkling to free them – the darklings are compelled to resist their own freedom. Alternatively, a casting of the *knock* spell will free one darkling.

At that point, any character can convince a darkling to flee with a successful DC10 Charisma (Persuasion or Intimidation) check, or to fight alongside the party with a successful DC20 Charisma (Persuasion or Intimidation) check. Regardless of Charisma checks, a darkling will retreat to safety if reduced to half hit points, returning only when the fomorian is defeated.

Treasure. The fomorian carries a pouch with 200gp in it, as well as two **potions of water breathing**. If freed, the darklings will retrieve another 150gp they keep secreted in the area for the party along with a **potion of greater healing**, in thanks.

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 **darkling elder** and **two darklings** from the fight. Reduce the **fomorian's** hit points by 50.
- **Weak:** Remove the **darkling elder** and one **darkling** from the fight. Reduce the **fomorian's** hit points by 25.
- **Strong:** Add **one darkling elder**, one **darkling**, and one **meenlock** to the party. The meenlocks cannot be convinced to aid the party if freed.
- **Very Strong:** Add **two darkling elders**, **two darklings**, and **two meenlocks** to the party. The meenlocks will continue to attack the party if freed.

Part 3B: In the Unbeating Heart of the Fallen City

If your players lost the game with Salaster but did not behave in a dishonorable manner, read the following to them.

You slog through a downpour toward the ancient crystal towers of the Fallen City. In the lightning flashes, you notice the towers aren't crystal after all but stone unnaturally polished to a reflective luster. Despite their beauty, it is obvious these crumbling structures haven't seen repair in quite some time. The sight fills your heart with a profound sadness.

You approach the ruined streets of the Fallen City in silence, the thick rain muffling your footfalls. Despite the tangible feeling of sorrow, the Fey Path itself seems to compel you forward. It's as though the road itself wants you to see something. Something dark... You approach a fountain, filled with fetid water, topped with a moss-crested statue of three elven children dancing while holding hands. You pause momentarily to take in the scene before you, but your attention is torn away in but a moment.

Ripping through a nearby building, you see a huge, grotesque visage glaring out you from one enlarged, baleful eye. Its neck is bound in chains, rattling as the giant moves. It cries out to you in a strange tongue before rearing a club as large as a tree to attack.

If your players did not treat with Salaster the Fox honorably, read the following instead.

As the flash of lightning recedes, you struggle to discern your location. The rain has intensified tenfold, the structures around you are dark silhouettes, the sound is deafening. Before you is a fountain filled with black water, topped with a statue of dancing elven children that seem to sneer in the storm. Your knees almost buckle, as your mind reels from a psychic assault. As your ears ring, you believe you make out Salaster's voice, faint and distant. "The Feywild doesn't tolerate cheats and oathbreakers, fools."

Ripping through a nearby building, you see a huge, grotesque visage glaring out you from one enlarged, baleful eye. Its neck is bound in chains, rattling as the giant moves. Holding the chain is a woman wearing diaphanous silk robes, wielding a staff topped with a spider motif. She offers a wry grin to you, as if to say your folly is her gain. She shakes the chain, and the giant swings a club the size of a tree, screaming in both pain and joy.

Use **Map B** for this encounter.

The characters are attacked by a **fomorian**, along with its **drow elite warrior** handler (who has the ability to cast *Misty Step* once per rest). Replace the drow elite warrior with a **drow priestess of Lolth** if the characters did not treat with Salaster and Caprios honorably. The handler cries in Sylvan to take the characters alive as slaves. The drow prefers to attack casters and other ranged combatants from a distance, attempting to hide between attacks. If the characters encounter the priestess, she will attempt to summon a **yochlol** on the first turn, with a 30% chance of success (you may wish to waive this ability if it makes the encounter overwhelming).

If taken alive, the Fomorian is gripped by insanity and can offer no helpful information. The drow is named Xek-Durrin, and she will admit under torture (requiring a successful DC 18 Charisma [Intimidation] check) to being part of an expeditionary force sent to the Fallen City to look for any remaining magic or valuables that will help them fight the eladrin. Xek-Durrin will offer no additional information, instead offering insults and threats until silenced. Characters succeeding on a DC 13 Intelligence (History) check know the eladrin are a race of elves native to the Feywild. Elves automatically succeed on this check.

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 **drow elite warrior/drow priestess of Lolth**. Add a **drow**. Reduce the hit points of the **fomorian** by 50.
- **Weak:** Reduce the hit points of the **drow elite warrior/drow priestess** by 20. Reduce the hit points of the **fomorian** by 25.
- **Strong:** Add **two giant spiders** and **two drow**.
- **Very Strong:** Add **two giant spiders** and a **drow mage**.

Treasure. The drow carries combined gold worth 300gp. In addition, she carries a **potion of greater healing** and two **potions of water breathing**.

Part 4: Death of a Peace

Estimated Time: 1 hour 30 minutes
Psychic Exhaustion Save DC: 10 (very weak or weak parties), 12 (average parties), 14 (strong or very strong parties)

*Oh, then, I see Queen Mab hath been with you.
She is the fairies' midwife, and she comes
In shape no bigger than an agate stone
On the forefinger of an alderman,
Drawn with a team of little atomi
Over men's noses as they lie asleep.
Her wagon spokes made of long spinners' legs,
The cover of the wings of grasshoppers,
Her traces of the smallest spider's web,
Her collars of the moonshine's watery beams,
Her whip of cricket's bone, the lash of film,
Her wagoner a small gray-coated gnat,
Not half so big as a round little worm
Pricked from the lazy finger of a maid.*

—William Shakespeare, *Romeo and Juliet*

Describing the Scene

Talking about what characters sense in their area can aid in immersion. Feel free to add these descriptions to help build the mood of this part. The rain is now behaving bizarrely, switching direction between falling down, and falling up. Ranged weapon attacks have their effective ranges capped at short range, and ranged weapon attacks are made at disadvantage, due to strong winds.

- Sights: Occasional flashes of lightning, thick rain that falls both down and up, or levitates in place. The environmental conditions give disadvantage on any Wisdom (Perception) checks involving sight, and visual range is limited to 60 feet. Being under the Mistress of Tides' tent provides reprieve from this effect, until it is swept away by the waves (during combat in round 2 of Part 4).
- Sounds: Peels of thunder, the sound of intense rain. The environmental conditions give disadvantage on any Wisdom (Perception) checks involving hearing. Without magical augmentation, sound does not travel beyond 30 feet.
- Smells: Damp humidity outside the tent, the scent of sweet flours and sea air under the tent
- Sensations: A heady feeling like being slightly inebriated while in the presence of the Mistress of Tides, intuition going nuts

Read the following to the characters, who finally reach the shrine on the shore of the sea.

Weary from the recent attack and difficult travel, soaked through your clothes to the skin, you finally approach the marble shrine by the side of a lake. The sight gives you great hope. It is a marble structure, unroofed and with walls sparse and crumbling, indescribably ancient and covered with patches of moss. Flush with the lake is a giant stone annulus-shaped arch, offering a magnificent view of the water. At high tide as it is now, water pours through the arch into a retaining pool, upon which stands a lone figure hard to make out due to worsening weather.

The rain which was already intense is now supernaturally strong. The water falls in sheets, and at times, it ceases to fall altogether. Instead, the water levitates in the air, or even falls back into the sky. You wonder if this is an effect of the wind, or something else entirely. In anticipation of the storm, there is a red and white striped canopy hung in the tree cover above the marble ruins.

You descend a cliffside using natural stone stairs. As you approach the tent, you see before you fey creatures of all types. Humble boggans, gossipy sprites, capricious pixies, dryads and more sit on simple wood benches, sheltered from the rain and facing an ageless elven woman who stands upon the waters of the tidal pool. Clad seemingly in nothing but tangible moonlight and bearing a gnarled staff of driftwood, she gazes upon you. You get the uncomfortable sensation she sees directly into your minds as her glare passes over you. She radiates a palpable arcane energy that feels like static upon your skin. You believe her to be the recipient of Jeny's letter.

The elven woman is not alone. She is flanked by an advisor, a woman with vaguely piscine features who you almost don't notice as the elf dominates your attention. Flanking the women on both sides are a pair of guards, bedecked in red and white.

As you reach the pavilion tent, all eyes turn from the Mistress of Tides to you, and guards near the light-clad elf disappear in a waft of green, glittery smoke. A moment later, the elven guards appear next to you with spears pointed. A soft voice, reminiscent of the gentle ebb and flow of waves, whispers in your mind. 'What brings you to intrude upon my court, Sons and Daughters?' The enchantress leans her head to the side in an animalistic manner, awaiting your response.

The elven woman is the Mistress of Tides. When gazing upon the Mistress of Tides, all characters not immune to emotional manipulation gain inspiration.

The Mistress of Tides, like all other fey gathered at the conclave, will be aware of Jeny's *geas* if the characters accepted it. Characters under the effects

of Jeny's *geas* mentioning they were sent to deliver a letter from her are allowed admittance with no roll.

It is far more difficult for characters to gain admittance without the *geas*. Those characters must pass two tests. First, they must submit to sprites, who will discern their alignment using their *Heart Sight* ability. The party must contain a majority of good and neutral characters to enter. Secondly, a party spokesperson must succeed in a DC15 Charisma (Persuasion or Deception) check to convince the guards to allow admittance. Spokespeople with an evil alignment will have disadvantage on this skill check. Attempts to use intimidation will automatically fail in this situation.

If evil characters make up half or more of the party, or if the spokesperson fails the Charisma (Persuasion or Deception) check, the Mistress of Tides will not admit the adventurers to her pavilion. If the letter is mentioned, she will accept it and graciously thank the adventurers before demanding they leave. Quit running this section and proceed to Part 4A for the final fight.

Jeny's Missive

Up until now, the adventurers likely have no idea what is contained in the letter Jeny entrusted to them. You can share Appendix C, or simply read the following. The letter is written in an ancient dialect of Sylvan, so only characters fluent in the language (or capable of magically deciphering the writing) can understand it.

"Dearest Turnip Blossom,

Personally, I like being on the other side of the Shimmering Veil from you. It feels a lot less pretentious over here, and I am left about to my own devices without noisome Seelie getting in my business. I even took a wonderful jaunt to the Shadowfell recently, and I have extracted more than a few secrets and great power from the experience. I even rebuilt the old coven with a new face, Ixusasa Terrorsong. I think you'd positively despise her, and that gives me joy.

But even estranged sisters like us have to see each other at the holidays. Sadly, this is no equinox, so I can't deliver the letter myself on pain of death by cold iron. Hence, this letter delivered by these gathered idiots. Forgive them, they don't know how dumb they are. Like sheep, but without much utility.

But I have come across news that jeopardizes the peace we have established for the fey in our region, and I can't have that. We have an arrangement that serves us well. I wish to protect it.

It turns out there is a plot at your own court to kill you. I know, hard to believe, right? I mean, who would want to

harm one flawless flaxen hair on your perfectly coifed head? I'm guessing the traitor is somebody really close, although I couldn't extract the name of the would-be assassins, or the motive. I did extract from the informant's marrow the plot is to be hatched following the full moon conclave you run at the second high tide every month. That should be tonight. I've long warned you against your predictability, but I know. Blah blah predictability of the tides blah.

I'd advise you to use caution. The peace we have is a difficult one, but it has served all of us for millennia.

With much love, sister.
Jeny Verathil

If the party gains admission, the party will be given the opportunity to present the missive to the Mistress of Tides. After reading the letter, she looks up coldly at the adventurers, followed by a glance at her advisor. It takes a successful DC25 Wisdom (Insight) check to discern that she is shocked by the allegation contained within.

The Mistress of Tides will share the core content of the letter with the gathered crowd using normal speech, who as a whole let out a collective gasp and begin muttering among themselves. At this point, the Mistress of Tides will ask her advisor Selithiss, a nereid, how an assassin could have infiltrated her court.

Selithiss will immediately begin besmirching the integrity of Jeny and the couriers. At this point, the party spokesperson must engage in "social combat" with the nereid. Selithiss will make a series of opposed Charisma (Deception) checks with a +5 bonus against the Charisma (Deception, Intimidation, or Persuasion) checks of the spokesperson. A spokesperson discerned by the sprites to be of evil alignment roll with disadvantage on these checks.

This is as much a roleplaying challenge as a skill challenge. The spokesperson should give examples of what they are saying, with the DM choosing what skill is most appropriate and awarding advantage if the player is doing a good job. In return, the DM should labor to insult the adventurers in the most painful of terms, and have fun with the moment.

The first to three successes wins the war of words. If the characters fail, the Mistress of Tides will not believe the adventurers, and you should proceed to Part 4A. If the spokesperson succeeds, you should proceed immediately to Part 4B.

Part 4A: The Characters Leave the Conclave

So the characters deliver the letter (yay!), but they can't actually get an audience with the Mistress of Tides (boo!). That's okay, because their delivery of the letter wasn't unnoticed. The assassins were at the conclave, and their plan was foiled, for now. They want revenge.

Ask your players what town they would like to head to end the adventure, and then read the following.

You leave the site of the conclave, having delivered the missive early. After trying to discern your approximate location, you set the most likely course for (*insert party destination here*).

The next hour of travel goes by without difficulty, but no sooner than you feel the magics of the ritual start to fade, you are ambushed!

Use **Map A** for this encounter.

Characters are ambushed by a fey war party, who use magic to sneak up on the party. Characters without a passive Wisdom (Perception) of 15 are surprised during the first round of combat. Characters able to sense conjuration magics or with the appropriate feats are not surprised.

The fey war party consists of an eladrin **blackguard**, eladrin **bard**, 6 **cooshee**, 2 eladrin **archers**, a **redcap**, and a **quickling**. The blackguard will take his first turn first shouting in elven that, "Selithiss sends her regards on your recently successful quest," then commanding his cooshee pack to attack. The cooshee will harry front-line combatants in numbers of 2 or 3. The archers and quickling will harry spellcasters and ranged combatants from the beginning. On turn two, the blackguard will enter combat with the most physically powerful character, while the recap will target whichever character is at the lowest number of hit points with cruel focus.

This is not an easy fight – it isn't meant to be. The assassins are pulling out all their stops to send a message to Jeny Greenteeth, and that message is her meddling is unwelcome and a similar fate will befall her.

A Realization

Players remembering Jeny's explanation of why she can't deliver the missive herself might piece together that these fairies in both potential final encounters are Seelie and

Unseelie, and thus they should not be working together. That is true, and it foreshadows future events in this series.

Fortunately, Jeny's ritual has almost run its course. The players only need to survive 6 rounds before the fey hunting party disappears entirely.

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 archers, the **cooshee**, and the **redcap**.
- **Weak:** Remove one **archer**, two **cooshee**, and the **redcap**.
- **Strong:** Add one **redcap** and one **quickling**.
- **Very Strong:** Replace the **bard** with an eladrin **enchanter**. Add a **redcap** and a **quickling**.

Treasure. If the party can dispatch the enemies in that time, they find the blackguard and archers are wearing hunting trophies, a total of 500 gp worth of silver and emerald jewelry. In addition, the bard is wielding a gnarled driftwood staff, a staff of healing. Any characters that make it out alive receive the "**Hunted by Selithiss**" story award.

Part 4B: The Trap is Sprung Early

Selithiss's ruse has been exposed, and she springs a trap earlier than intended. Fortunately for the Mistress of Tides, the adventurers are there to assist her. Read the following to your players.

Frustration written across her face, Selithiss screams. "I don't know how that withered crone gained knowledge of this, but it is too late now for our inept ruler – and for you interlopers too. The time has come for this pointless war to end. Attack!" At her beckoning, the area shifts. The ever-present rain shifts in direction, as water begins falling up into the sky and geysers begin to explode in your midst. With a wave of her hand, the royal guards desiccate into husks, falling lifelessly on the ground. The gathered fey shriek and run in all directions. Some cast off cloaks, and with the cloaks, magical visages offered by them. Creatures with iron teeth and caps dyed red as blood sneer at you before attacking."

Use **Map C** for this encounter.

At the beginning of Round One, two water elementals emerge from the water to attack the Mistress of Tides. One elemental will engulf Selithiss (a **nereid**) herself, providing a few mechanical benefits (see the sidebar), but they will attack the

Mistress of Tides mercilessly. She will use her magics as best she can to defend herself, but she proves an ineffective attacker. Selithiss and her elementals will continue to attack the Mistress of Tides until adventurers step in to defend her. **Seven redcaps** will rush to harry the characters and prevent their intrusion into Selithiss's treachery, but these redcaps are only a momentary distraction with fates as dire as that for the adventurers. Characters with a passive Wisdom (Perception) of 13 noticed a large wave on the horizon, barreling toward the shore at high velocity.

On Round Two, the waters of the Lake of Dreams recede, and 30 feet of prior water terrain becomes muddy ground, treated as difficult terrain. Additionally, a **sea hag** will emerge from the waves, exerting control over the water elementals she summoned. All characters regardless of their passive Wisdom (Perception) scores notice the wave, ready to crash over them.

On Round Three, the waves crash over the adventurers. The shrine is utterly destroyed. All characters without a swim speed must make a DC 15 saving throw or take 3d6 (11) points of bludgeoning damage and be pushed back 20 feet. A successful save halves the damage and only pushes characters back 5 feet. Additionally, the characters are attacked by Selithiss's pet, a **hunter shark**. At this time, all redcaps are pushed entirely away out of combat and likely drown, but unfortunately, other foes remain unaffected by it.

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 three **redcaps** and a **water elemental**.
- **Weak:** Remove a **water elemental**.
- **Strong:** Replace the **hunter shark** with a **giant shark**.
- **Very Strong:** Remove a **water elemental**. Add two **sea hags**, and make them a coven. See the "Coven" sidebar under sea hags in Appendix B for more information.

Until the conclusion of the battle, combat is considered to be underwater. The characters begin Round Three under 30' of water, which effectively engulfs the entire combat map. See the sidebar for this combat for rules on underwater combat. Additionally, characters who surface and have a passive Wisdom (Perception) score of 15 or more see a massive, vaguely humanoid shape on the horizon. It is nothing more than a silhouette at this distance in the storm, but it seems almost... elemental in form.

Special Rules for Encounter 4B

There are special rules for running this encounter that DM's may have to reference frequently.

- **Selithiss in the Water Elemental.** Selithiss will take advantage of the protection offered by the water elemental. You will want to study the sidebar under the "nereid" stat block for more details on this.
- **Fighting Underwater.** On Round Three, the battlefield is considered to be under 30' of water. 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.

This is not an easy fight – it isn't meant to be. The assassins are pulling out all their stops to eliminate the Mistress of Tides. Selithiss believes this to be her only opportunity, and she will act out of that sense of desperation. However, Selithiss isn't foolish and will once the tide of battle has turned against her. She will vacate her water elemental (if still engulfed) and flee into the Lake of Dreams, swimming away using her Aquatic Invisibility feature.

Treasure. If it isn't destroyed, Selithiss is wearing an unusual pendant – a brass medal clutching a stylized eye, adorning the side of a cauldron. It is actually a *hag's eye* (see the "Sea Hag Coven" sidebar in Appendix B), which the hags have used to spy on the Seelie Court. It may make an interesting trinket.

Conclusion

Estimated Time: 10 minutes

I believe that imagination is stronger than knowledge. That myth is more potent than history. That dreams are more potent than facts. That hope always triumphs over experience. That laughter is the only cure for grief. And I believe that love is stronger than death.

—Robert Fulghum

This adventure can conclude in one of four ways. First, the adventurers could have delivered the missive to the Mistress of Tides and helped defend her from Selithiss's assassination attempt. Second, the characters could have assisted the Mistress of Tides in the attack, but she falls to the onslaught. Third, the adventurers could have delivered the missive to the conclave but are turned away, and thus are ambushed while walking back to civilization. Finally, the characters could have not delivered the letter at all. Please choose the appropriate denouement for your players, from those below.

The Party Defends the Mistress of Tides

If the adventurers helped defend the Mistress of Tides, please read the following to your players.

After defeating Selithiss, the Mistress of Tides faces you in the rubble remaining of her shrine. She looks at you, touching your mind with hers, and projects emotions of hope and gratitude. 'And so it ends, Sons and Daughters. You have saved me. Selithiss has been my trusted ally for an age, and I do not know why she has turned on me. I am saddened, but perhaps this bodes well for the future of my court. I will not forget the help you extended this day.'

The Mistress of Tides reaches to the ground, lifting up a piece of driftwood. In her hand, it grows and extended into a gnarled quarterstaff. 'Here, please take these.' She hands over the quarterstaff, then removes her turquoise diadem and places it in your hands. 'May these provide you succor and relief in any difficult times ahead.' She kisses any of you that are willing on the forehead. Moments later, the world dims, the air loses its fragrance, sounds mute. You realize that Jeny's ritual has ended.

You return to the nearest town, which you discover to be Elventree. From there, you travel to Hillsfar, and charter a boat to Phlan to receive your reward from Brickcrystal, Jeny's svirfneblin agent in Phlan. You have plenty of time to think about your adventures. You have stopped the flooding along the Stojanow, and saved the Mistress of Tides while preserving the ancient peace treaty between the Seelie and Unseelie fey. Yet, there are more questions. Why did Selithiss, a Seelie fey, turn against her leader? Why was she working with the Unseelie fey? You can't help but think you caught a glimpse into a far larger game being played – and this one, even Salaster the Fox would find hard to figure out.

Treasure. The characters are given the Driftwood Staff, a **staff of healing**, as well as a diadem worth 500gp. Finally, all characters that accepted the Mistress of Tides' kiss receives the story award "**Love Stronger than Death.**" Brickcrystal also rewards the players with 1000gp in fine elven jewelry, as Jeny promised.

The Mistress of Tides Falls

If the adventurers couldn't save the Mistress of Tides, please read the following to your players.

A male eladrin of indeterminate years faces all of you, adorned in what appears to be official garb of the Seelie Court, sadness on his face. You fought valiantly to save the Mistress of Tides, but in the end, your effort was all for naught. "And so this chapter ends, Sons and Daughters. You lended your aid, but the enemy arrayed too many forces against us. Selithiss has been trusted by the court for an age, and I do not know why she has turned on it. We are all saddened by our loss, but we will not fall into despair. We also will not forget the help you extended this day."

The courtier hands over a long piece of driftwood, fashioned into a crude walking stick. "This belonged to the Mistress of Tides. She would want you to have it. May these provide you succor and relief in any difficult times ahead." He salutes you all with a wave of his hand. Moments later, the world dims, the air loses its fragrance, sounds mute. You realize that Jeny's ritual has ended.

You return to the nearest town, which you discover to be Elventree. From there, you travel to Hillsfar, and charter a boat to Phlan to receive your reward from Brickcrystal, Jeny's svirfneblin agent in Phlan. You have plenty of time to think about your adventures. You have stopped the flooding along the Stojanow, and saved the Mistress of Tides while preserving the ancient peace treaty between the Seelie and Unseelie fey. Yet, there are more questions. Why did Selithiss, a Seelie fey, turn against her leader? Why was she working with the Unseelie fey? You can't help but think you caught a glimpse into a far larger game being played – and this one, even Salaster the Fox would find hard to figure out.

Treasure. The characters are given the Driftwood Staff, a **staff of healing**. Brickcrystal also rewards the players with 1000gp in fine elven jewelry, as Jeny promised.

The Party Delivers the Letter, and Is Ambushed by the Fey Hunting Party

If the adventurers delivered the missive but were turned away, yet survived the ambush, read the following to the players.

Mere moments later, the world dims, the air loses its fragrance, sounds mute. You realize that Jeny's ritual has ended.

You return to the nearest town, which you discover to be Elventree. From there, you travel to Hillsfar, and charter a boat to Phlan to receive your reward from Brickcrystal, Jeny's svirfneblin agent in Phlan. You have plenty of time to think about your adventures. You discover delivering the missive was enough to stop the flooding along the Stojanow. Yet, there are more questions. Who is Selithiss? Why did she seek to kill the Mistress of Tides? And why were you attacked by Seelie eladrin working with Unseelie redcaps? You can't help but think you caught a glimpse into a far larger game being played – and this one, even Salaster the Fox would find hard to figure out.

Treasure. Brickcrystal gives the party 1000gp in fine elven jewelry, as Jeny promised.

The Party Doesn't Deliver the Letter

If the adventurers didn't deliver the missive, first deal 50 psychic damage to each player, and then read the following to the players.

Mere moments later, the world dims, the air loses its fragrance, sounds mute. You realize that Jeny's ritual has ended.

You return to the nearest town, which you discover to be Elventree. From there, you travel to Hillsfar, and charter a boat to Phlan. You didn't deliver the letter, so no reward awaits you there. You have plenty of time to think about your adventures. Flooding continues along the Stojanow, with no apparent cause. Also, there are more questions. Who is Selithiss? And why were you attacked by Seelie eladrin working with Unseelie redcaps? You can't help but think you caught a glimpse into a far larger game being played – and this one, even Salaster the Fox would find hard to figure out.

Treasure. Brickcrystal gives the party 1000gp in fine elven jewelry, as Jeny promised.

*All the world's a stage, and all the men and women merely players; They have their exits and their entrances, and one man in his time plays many parts,
—William Shakespeare, As You Like It*

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/Max XP: 4,500/6,000

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.

Combat Awards

Name of Foe	XP Per Foe
Fomorian	3900
Darkling Elder	450
Darkling	100
Meenlock	450
Drow Elite Warrior	1800
Drow Priestess of Lolth	3900
Yochlol	5900
Drow	50
Giant Spider	200
Drow Mage	2900
Blackguard	3900
Bard	450
Cooshee	50
Archer	700
Redcap	700
Quickling	200
Water Elemental	1800
Nereid	450
Sea Hag (not in coven)	450
Sea Hag (in coven)	1100
Hunter Shark	450
Giant Shark	1800

Non-Combat Awards

Act Completed	XP Gained
Beat Salaster at Dragonchess	200 each
Gaining entrance to the conclave	100 each
Beating Selithiss in skill challenge	200 each

Treasure

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

Treasure Awards

Item Name	GP Value
Wager Won	Up to 50gp/player

Wager Lost	Up to -50gp/player
Fomorian Pouch	200gp
Freeing the Darklings	150gp
Drow gold	350gp
Eladrin hunting badges	500gp
Mistress's diadem	500gp
Jeny's jewelry	1000gp

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 detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Potion of Greater Healing

Potion, Uncommon

You regain 4d4+4 hit points when you drink this potion. This potion appears to be a purple, heady liquor.

Potion of Water Breathing

Potion, Uncommon

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

Driftwood Staff (Staff of Healing)

Staff, rare (requires attunement by a bard, cleric, or druid)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: cure wounds (1 charge per spell level, up to 4th), lesser restoration (2 charges), or mass cure wounds (5 charges).

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, lost forever.

Finally, this item floats on water and other liquids. Its bearer has advantage on Strength (Athletic) checks to swim.

Story Awards

During this adventure, the characters may earn the following story awards:

Jeny Owes Me a Tiny Favor. You have served Jeny well, and she will not forget. Fey of the Unseelie Court may view you more favorably as a result. This story award may have an effect in future D8 Summit modules.

A Sanity Questioned. In your dreams, you still revisit the Feywild, as if a part of your essence remained when you were ripped away from it. This split-soul state may make you less resistant to the magic of the fey. This story award may have an effect in future D8 Summit modules.

This story award can be removed with either a visit to the Feywild in any subsequent adventure (reunifying the soul), or with a *wish* spell.

Hunted by Selithiss. You have attracted the attention of Selithiss, as well as those whom she works for. This negative attention won't be good. This story award may have an effect in future D8 Summit modules.

Love Stronger than Death. You have received the Mistress of Tides' kiss, which has magical properties fueled by the Feywild itself. Fey of the Seelie Court may view you more favorably as a result. This story award may have an effect in future D8 Summit modules.

Player Rewards

For completing this mission, the characters earn downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

DM Rewards

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:

Dramatis Personae

The following NPC's are featured prominently in this adventure.

Brickcrystal. Brickcrystal is a svirrneblin trickster of some power. He has recently taken up a contract for more magical power from Jeny Greenteeth, trading his services as “eyes, ears, and hands” in Phlan when she can't or won't openly travel there. Brickcrystal will often deliver missions in the form of a child, as he did during CCC-DES-01-01 “Finding the Rabbit Hole.”

Caprios the Satyr. Caprios is the brother of Blassios, a satyr featured prominently in Season 5 adventures. A penchant for drunkenness and mirth runs in the family, but Caprios lacks the good sense of his brother. Caprios is rarely seen without the company of his friend, the intelligent fox Salaster.

Jeny Greenteeth. Jeny is an ancient Unseelie hag who resides on the Material Plane in the Quivering Forest northeast of Phlan. As revealed in DDAL1-8 “Tales Trees Tell,” she was a signatory in the pact that provided Phlan fey protection, on the condition no outsiders enter the Quivering Forest. This pact was broken by a member of the Cult of the Dragon, and adventurers were unable to renegotiate it – leading to the conquest of Phlan by the dragon Vorgansharax, the Maimed Virulence. Jeny Greenteeth continues to play an important role in events around Phlan, including the recent absorption (and subsequent expulsion) of the Quivering Forest into Barovia, Strahd's domain on the Shadowfell (see the events of *D&D Adventurers League* Season 4 for more information). Jeny Greenteeth has gained much power from her time there, as Barovia favored her very much. Ixusasa Terrorsong helped her complete a coven, and many magical secrets were uncovered. Currently, Jeny Greenteeth fears an act that could break the pact between Seelie and Unseelie fey, a pact that Jeny favors because it prevents intrusion. The events of this module uncover not only Jeny's true name from long ago (Jeny Verathil), but also hint at a history where she was an eladrin, and sister to the Mistress of Tides.

Mistress of Tides, the. The Mistress of Tides (true name yet unrevealed) is an ancient eladrin (elf from the Feywild), and the sister and enemy of Jeny Greenteeth, hag of the Quivering Forest. Her fey faction, the Seelie, are in an ancient power-sharing agreement with an opposing faction, the Unseelie. The Mistress of Tides holds leadership during the

warm months between solstices, while an undisclosed individual holds power during the cold months. The Mistress of Tides is the target of an assassination plot by her advisor, Selithiss. If saved, she could be a powerful ally.

Salaster. Salaster is an intelligent fox, logical and matter-of-fact in his dealings, and a good friend of Caprios the satyr. Intelligent animals, while very rare on the Material Plane, are found pretty much everywhere in the Feywild. Salaster is of all things a brilliant mind, particularly for games. He gained a magical boon when he bluffed a devil at Three Dragon Ante, and now he has incredible luck in all games. Due to the terms of the deal, Salaster can choose to share this luck with those he finds worthy – and those are very few. Good luck getting him to reveal the name of who granted him the boon though – Salaster fears if he says the name, the devil could come and collect what he feels he is due for years of good fortune.

Selithiss. Selithiss is a Seelie nereid. She is deeply involved in an assassination plot of her liege, the Mistress of Tides. Her benefactor in this plot is yet unrevealed, but he has vastly increased her power over the sea and offers her powerful water creatures to use during the attempted coup. Selithiss's motivation isn't obvious to most, but her mantle has been stolen by foul agents, and a nereid will do whatever it takes to keep it safe – even acts otherwise reprehensible to it.

Appendix B:

Monsters and NPC's

Archer

Medium humanoid (ony race), ony alignment

Armor Class 16 (studded leather)

Hit Points 75 (10d8+30)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills. Acrobatics +6, Perception +5

Senses. Passive Perception 15

Languages. Any one language (usually Common)

Challenge. 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiaction. The archer makes two attacks with its longbow.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Elf Variant: Eladrin

Eladrin are a rare subrace of elf, native to the Feywild. They are infused with the magics found there, and embody preternatural beauty along with a highly capricious nature. At times, an eladrin can be wonderfully benevolent or terrifyingly cruel, often within a moment of each other. Treat eladrin in this adventure as having the following properties.

- Darkvision out to 60'.
- The ability to cast *misty step* 1/rest.
- Advantage on saving throws against charm effects.
- Immune to magical sleep.

Bard

Medium humanoid (any race); any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8+8)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws. Dex +4, Wis +3

Skills. Acrobatics +4, Perception +5, Performance +6

Senses. Passive Perception 15

Languages. Any two languages

Challenge. 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st Level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*
2nd Level (3 slots): *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30' of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

Actions

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Blackguard

Medium humanoid (any race), any non-good alignment

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+3)

Saving Throws. Wis +5, Cha +5

Skills. Athletics +7, Deception +5, Intimidation +5

Senses. Passive Perception 12

Languages. Any one language (usually Common)

Challenge. 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): command, protection from evil and good, thunderous smite

2nd level (3 slots): branding smite, find steed

3rd level (2 slots): blinding smite, dispel magic

Actions

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest).

The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

Elf Variant: Eladrin

Eladrin are a rare subrace of elf, native to the Feywild. They are infused with the magics found there, and embody preternatural beauty along with a highly capricious nature. At times, an eladrin can be wonderfully benevolent or terrifyingly cruel, often within a moment of each other. Treat eladrin in this adventure as having the following properties.

- Darkvision out to 60'.
- The ability to cast *misty step* 1/rest.
- Advantage on saving throws against charm effects.
- Immune to magical sleep.

Cooshee (Mastiff Variant)

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8+1)

Speed 40'

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills. Perception +3

Senses. Passive Perception 13

Languages. ---

Challenge. 1/8 (25 XP)

Keen Hearing and Smell. The cooshee has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 4 (1d6+1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Mastiff Variant: Cooshee

Most recently encountered in DDAL4-6 "The Ghost," cooshee are often called "elven hounds." These huge, long-lived dogs are often found in the company of elves. A cooshee has a greenish pelt, mottled with brown patches.

A fearsome opponent (especially in numbers), cooshees possess a tremendously loud bark and powerful jaws. It is said a single cooshee is worth five orcs in the thick of battle.

A cooshee, besides its long life, is treated exactly as a mastiff.

Darkling

Small fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 30'

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

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

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

Languages. Elvish, Sylvan

Challenge 1/2 (100 XP)

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

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

Actions

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

Darkling Elder

Medium fey, chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 27 (5d8 + 5)

Speed 30'

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

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

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

Languages. Elvish, Sylvan

Challenge 2 (450 XP)

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

Actions

Multiattack. The darkling elder makes two melee attacks.

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

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

Drow

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	12 (+1)

Skills. Perception +2, Stealth +4

Senses. Darkvision 120ft., passive Perception 12

Languages. Elvish, Undercommon

Challenge 1/4 (50 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

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 (1 d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Drow Elite Warrior

Medium humanoid (elf), neutral evil

Armor Class 18 (studded leather, shield)

Hit Points 71 (11d8 + 22)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws. Dex +7, Con +5, Wis +4

Skills. Perception +4, Stealth +10

Senses. Darkvision 120ft., passive Perception 14

Challenge 5 (1,800 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate (self only)*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes two shortsword attacks.

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

Hand Crossbow. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Reactions

Parry. The drow adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

Drow Mage

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 45 (10d8)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills. Arcana +6, Deception +5, Perception +4, Stealth +5

Senses. Darkvision 120ft., passive Perception 14

Languages. Elvish, Undercommon

Challenge 7 (2,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*

1st level (4 slots): *mage armor*, *magic missile*, *shield*, *witch bolt*

2nd level (3 slots): *alter self*, *misty step*, *web*

3rd level (3 slots): *fly*, *lightning bolt*

4th level (3 slots): *Evard's black tentacles*, *greater invisibility*

5th level (2 slots): *cloudkill*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Staff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands, plus 3 (1d6) poison damage.

Summon Demon (1/Day). The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until the summoner dismisses it as an action.

Drow Priestess of Lolth

Medium humanoid (elf), neutral evil

Armor Class 16 (scale mail)

Hit Points 71 (13d8+13)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

Saving Throws. Con +4, Wis +6, Cha +7

Skills. Insight +6, Perception +6, Religion +4, Stealth +5

Senses. Darkvision 120 ft, passive Perception 16

Languages. Elvish, Undercommon

Challenge 8 (3,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The drow has the following cleric spells prepared:

Cantrips (at will): *guidance*, *poison spray*, *resistance*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *animal friendship*, *cure wounds*, *detect poison and disease*, *ray of sickness*

2nd level (3 slots): *lesser restoration*, *protection from poison*, *web*

3rd level (3 slots): *conjure animals* (2 giant spiders), *dispel magic*

4th level (3 slots): *divination*, *freedom of movement*

5th level (2 slots): *insect plague*, *mass cure wounds*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes two scourge attacks.

Scourge. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 5 (1d6+2) piercing damage plus 17 (5d6) poison damage.

Summon Demon (1/day). The drow attempts to magically summon a yochlol with a 30 percent chance of success. If the attempt fails, the drow takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

Enchanter

Medium humanoid (any race); any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws. Int +6, Wis +4

Skills. Arcana +6, History +6

Senses. Passive Perception 11

Languages. Any four languages

Challenge 5 (1,800 XP)

Spellcasting. The enchanter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The enchanter has the following wizard spells prepared:

Cantrips (at will): *friends, mage hand, mending, message*

1st level (4 slots): *charm person, * mage armor, magic missile*

2nd level (3 slots): *hold person, * invisibility, suggestion**

3rd level (3 slots): *fireball, haste, tongues*

4th level (3 slots): *dominate beast, * stonewalk*

5th level (2 slots): *hold monster**

*Enchantment spell of 1st level or higher

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d6 -1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

Reactions

Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1st Level or Higher). The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The enchanter must decide to do so before the attack hits or misses. The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the enchanter or itself. If multiple creatures are closest, the attacker chooses which one to target.

Elf Variant: Eladrin

Eladrin are a rare subrace of elf, native to the Feywild. They are infused with the magics found there, and embody preternatural beauty along with a highly capricious nature. At times, an eladrin can be wonderfully benevolent or terrifyingly cruel, often within a moment of each other. Treat eladrin in this adventure as having the following properties.

- Darkvision out to 60'.
- The ability to cast *misty step* 1/rest.
- Advantage on saving throws against charm effects.
- Immune to magical sleep

The Mistress of Tides

The Mistress of Tides is a powerful and ancient eladrin enchantress. As a result of her centuries of learning (as well as no small number of arcane bargains with fey lords), she possesses a number of unique properties, mentioned below.

- The Mistress of Tides breathes water as well as air.
- The Mistress of Tides has a swim speed equal to her walking speed, and she has the ability to walk on water (as per the spell *water walk*).
- **Legendary Actions.** The Mistress of Tides can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Mistress of Tides regains spent legendary actions at the start of its turn.
 - * **Shield.** The Mistress of Tides casts *shield*.
 - * **Healing Word.** The Mistress of Tides casts *healing word* as if she had used a 1st level spell slot.
 - * **Timelessness.** The Mistress of Tides regains 10 hit points, or cures one condition as if she received the effects of a *greater restoration* spell.
 - * **Alter Memories (Costs 2 Actions).** The Mistress of Tides can make a creature unaware of her magical influence on it, as the 14th level Wizard (School of Enchantment) ability. See the *Player's Handbook* p. 117 for this ability's description.

She also has access to lair actions, but she is unable to use them due to the destruction of her shrine during the encounter.

Fomorian

Huge giant, chaotic evil

Armor Class 14 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 30'

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

Skills. Perception +8, Stealth +3

Senses. Darkvision 120ft., passive Perception 18

Languages. Giant, Undercommon

Challenge 8 (3,900 XP)

Actions

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

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

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

Curse of the Evil Eye (Recharges after a Short or Long Rest). With a stare, the fomorian uses Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity. The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.

Giant Shark

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 +55)

Speed 0', swim 50'

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills. Perception +3

Senses. Blindsight 60ft., passive Perception 13

Languages. ---

Challenge 5 (1,800 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: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

Giant Spider

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30', climb 30'

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills. Stealth +7

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

Languages. ---

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30ft60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Hunter Shark

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 0', swim 40'

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

Skills. Perception +2

Senses. Blindsight 30ft., 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.

Meenlock

Small fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 31 (7d6 + 7)

Speed 30'

STR	DEX	CON	INT	WIS	CHA
7 (+X)	15 (+X)	12 (+X)	11 (+X)	10 (+X)	8 (+X)

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

Condition Immunities. Frightened

Senses. Darkvision 120 ft., passive Perception 14

Languages. Telepathy 120 ft.

Challenge 2 (450 XP)

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

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

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

Actions

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

Nereid

Medium fey, any chaotic alignment

Armor Class 13

Hit Points 44 (8d8+8)

Speed 30', swim 60'

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	13 (+1)	14 (+2)	16 (+3)

Skills. Acrobatics +5, Nature +3, Stealth +5, Survival +4

Senses. Darkvision 60 ft., passive Perception 12

Languages. Aquan, Common, Elvish, Sylvan

Challenge 2 (450 XP)

Amphibious. The nereid can breathe air and water.

Aquatic Invisibility. If immersed in water, the nereid can make itself invisible as a bonus action. It remains invisible until it leaves the water, ends the invisibility as a bonus action, or dies.

Mantle Dependent. The nereid wears a mantle of silky cloth the color of sea foam, which holds the creature's spirit. The mantle has an AC and hit points equal to the nereid, but the garment can't be directly harmed while the nereid wears it. If the mantle is destroyed, the nereid becomes poisoned and dies within 1 hour. A nereid is willing to do anything do anything in its power to recover the mantle if it is stolen, including serving the thief.

Shape Water. The nereid can cast *control water* at will, requiring no components. Its spellcasting ability for it is Charisma. This use of the spell has a range of 30 feet and can affect a cube of water no larger than 30 feet on a side.

Speak with Animals. The nereid can comprehend and verbally communicate with beasts.

Actions

Blinding Acid. Melee or Ranged Spell Attack: +5 to hit, reach 5 ft. or range 30 ft., one target. Hit: 16 (2d12+3) acid damage, and the target is blinded until the start of the nereid's next turn.

Drowning Kiss (Recharge 5-6). The nereid touches one creature it can see within 5 feet of it. The target must succeed on a DC 13 Constitution saving throw or take 22 (3d12+3) acid damage. On a failure, it also runs out of breath and can't speak for 1 minute. At the end of each of its turns, it can repeat the save, ending the effect on itself on a success.

Water Lash. The nereid causes a 5-foot cube of water within 60 feet of it to take a shape of its choice and strike one target it can see within 5 feet of that water. The target must make a DC 13 Strength saving throw. On a failed save, it takes 17 (4d6+3) bludgeoning damage, and if it is a Large or smaller creature, it is pushed up to 15 feet in a straight line or is knocked prone (nereid's choice). On a successful save, the target takes half as much damage and isn't pushed or knocked prone.

The Invincible Nereid in her Power Armor

Selithiss the nereid has been gifted with allies, including a coven of sea hags as well as some water elementals. Using her natural ability to breathe water, she has improvised a combat maneuver that will give her increased durability in combat, at the expense of her own movement. Selithiss will actually enter the water elemental. Use the rules given for mounts if she does so.

While thus engulfed in the form of the water elemental, Selithiss takes advantage of the protection offered by it. She is effectively shielded from melee and ranged attacks, as attacks against her must target the water elemental. There are two exceptions. Non-damaging effects that only require sight work normally. Also, attacks that deal lightning damage will damage both the water elemental and Selithiss. Selithiss only takes half damage from such attacks, and may make saving throws as normal.

While riding in the water elemental, it is treated as if the water elemental is an uncontrolled mount. This means that Selithiss cannot control her own movement, and defeating the water elemental effectively "dismounts" her. If dismounted, Selithiss isn't likely to remain in combat, instead fleeing into the safety of the water.

Quickling

Tiny fey, chaotic evil

Armor Class 16

Hit Points 10 (3d4 + 3)

Speed 120'

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

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

Senses. Darkvision 60 ft., passive Perception 15

Languages. Common, Sylvan

Challenge 1 (200 XP)

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

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

Actions

Multiattack. The quickling makes three dagger attacks. Dagger. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 8 (1d4 + 6) piercing damage.

Redcap

Small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d6 + 24)

Speed 25'

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

Skills Athletics +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

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

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

Actions

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

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

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

Sea Hag

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30', swim 40'

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

Senses. Darkvision 60ft., 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

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.

Sea Hag Covens

When hags must work together, they form covens, in spite of their selfish nature. 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 personal power. While in a coven, sea hags have a challenge rating of 4 (1,100 XP), and have the following abilities.

- **Shared Spellcasting.** While all three members of a hage coven are within 30' 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): *eyebite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 13, and the spell attack bonus is +5.

- **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'. 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.

This coven's *hag eye* is on a pendant worn by Selithiss. If it is not destroyed, it actually can serve as a common magic item (see adventure description).

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30', swim 90'

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

Damage Resistances. Acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities. Poison

Condition Immunities. Exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses. Darkvision 60ft., passive Perception 10

Languages. Aquan

Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. The elemental makes two slam attacks.

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

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Yochlol

Medium fiend (demon, shapeshifter), chaotic evil

Armor Class 15 (natural armor)

Hit Points 136 (1 6d8 + 64)

Speed 30', climb 30'

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	13 (+1)	15 (+2)	15 (+2)

Saving Throws. Dex +6, Int +5, Wis +6, Cha +6

Skills. Deception +10, Insight +6

Damage Resistances. Cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities. Poison

Condition Immunities. Poisoned

Senses. Darkvision 120ft., passive Perception 12

Languages. Abyssal, Elvish, Undercommon

Challenge 10 (5,900 XP)

Shapeshifter. The yochlol can use its action to polymorph into a form that resembles a female drow or giant spider, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Spider Climb. The yochlol can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Innate Spellcasting. The yochlol's spellcasting ability is Charisma (spell save DC 14). The yochlol can innately cast the following spells, requiring no material components:

At will: *detect thoughts, web*

1/day: *dominate person*

Web Walker. The yochlol ignores movement restrictions caused by webbing.

Actions

Multiattack. The yochlol makes two melee attacks.

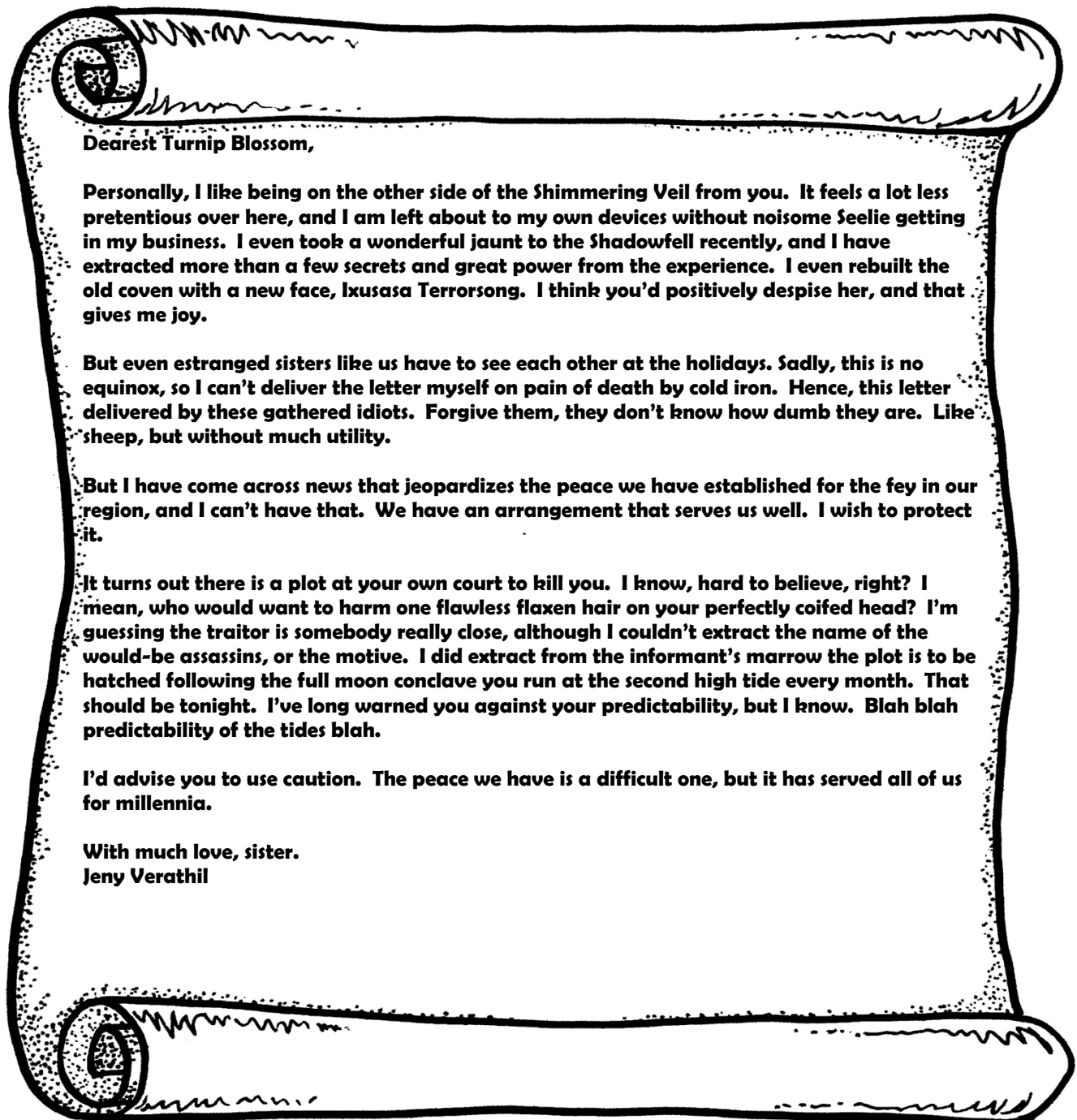
Slam (Bite in Spider Form). Melee Weapon Attack: +6 to hit, reach 5 ft. (10ft. in demon form), one target. Hit: 5 (1d6 + 2) bludgeoning (piercing in spider form) damage plus 21 (6d6) poison damage.

Mist Form. The yochlol transforms into toxic mist or reverts to its true form. Any equipment it is wearing or

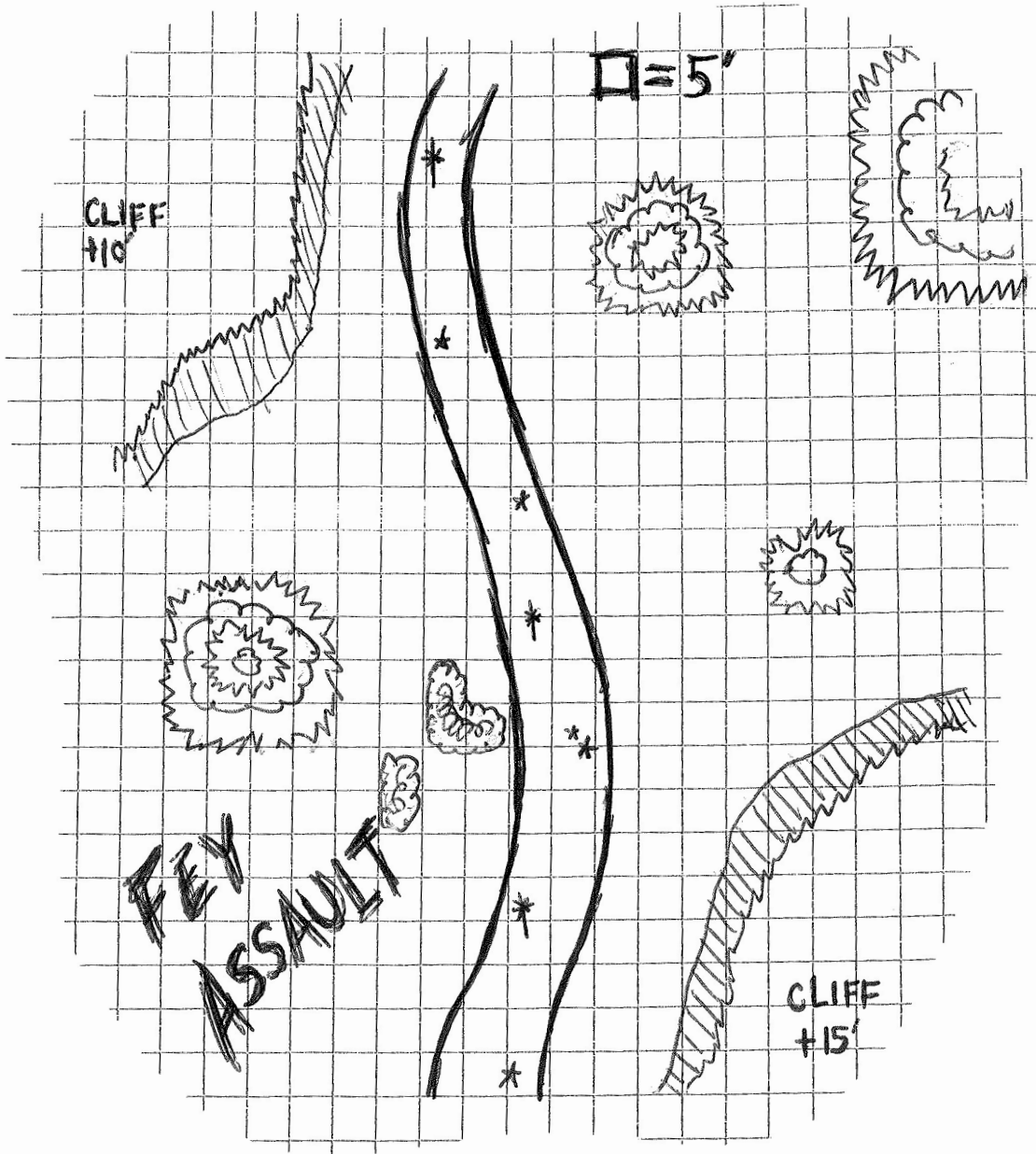
carrying is also transformed. It reverts to its true form if it dies. While in mist form, the yochlol is incapacitated and can't speak. It has a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to non-magical damage. While in mist form, the yochlol can enter a creature's space and stop there. Each time that creature starts its turn with the yochlol in its space, the creature must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.

Appendix C: Jeny's Letter

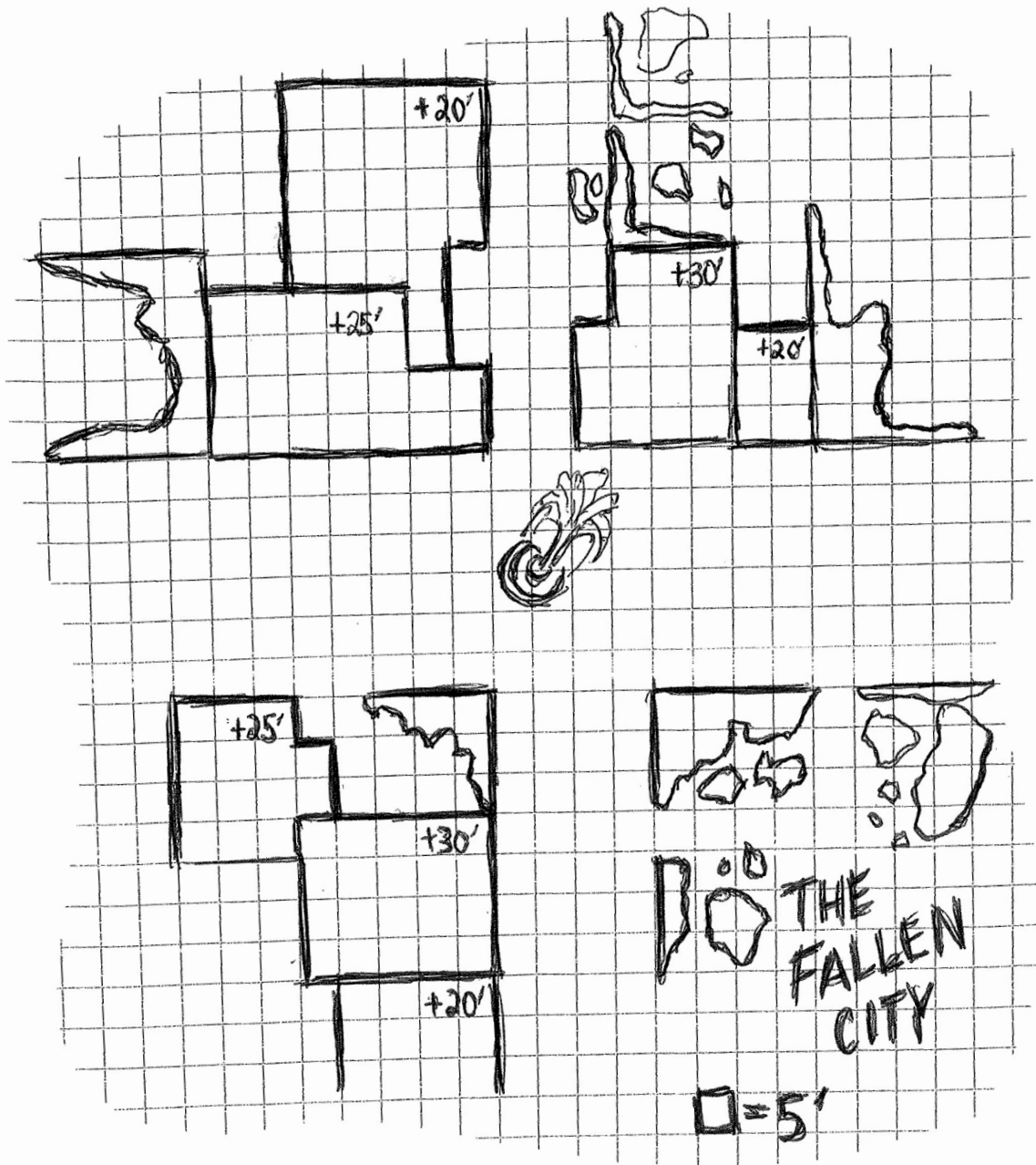
Share the following with the characters, if the letter is eavesdropped from the Mistress of Tides, or if they decide (unwisely) to open the letter before delivery.



Map A: Fey Assault



Map B: The Fallen City



Map C: The Fey Court

