



# ONE LAST JOB

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**JONATHAN CONNOR SELF & ERIC WEBERG**

An epic fey battle to conclude the “At Jeny’s Request” series of adventures. Enjoy this D&D Adventurer’s League – legal adventure for characters level 5-10 for the world’s greatest roleplaying game.

CCC-DES-01-06



# One Last Job

An Epic Fey Battle to Conclude the  
“At Jeny’s Request” Series



At last, the enemy behind the floods in the Feywild is revealed. However, the watery nemesis is far more frightening than initially thought. Can your adventuring party rise to a challenged birthed in the watery depths?

A Four/Six-Hour Adventure for Tier 2 Characters. Optimized for APL 8.

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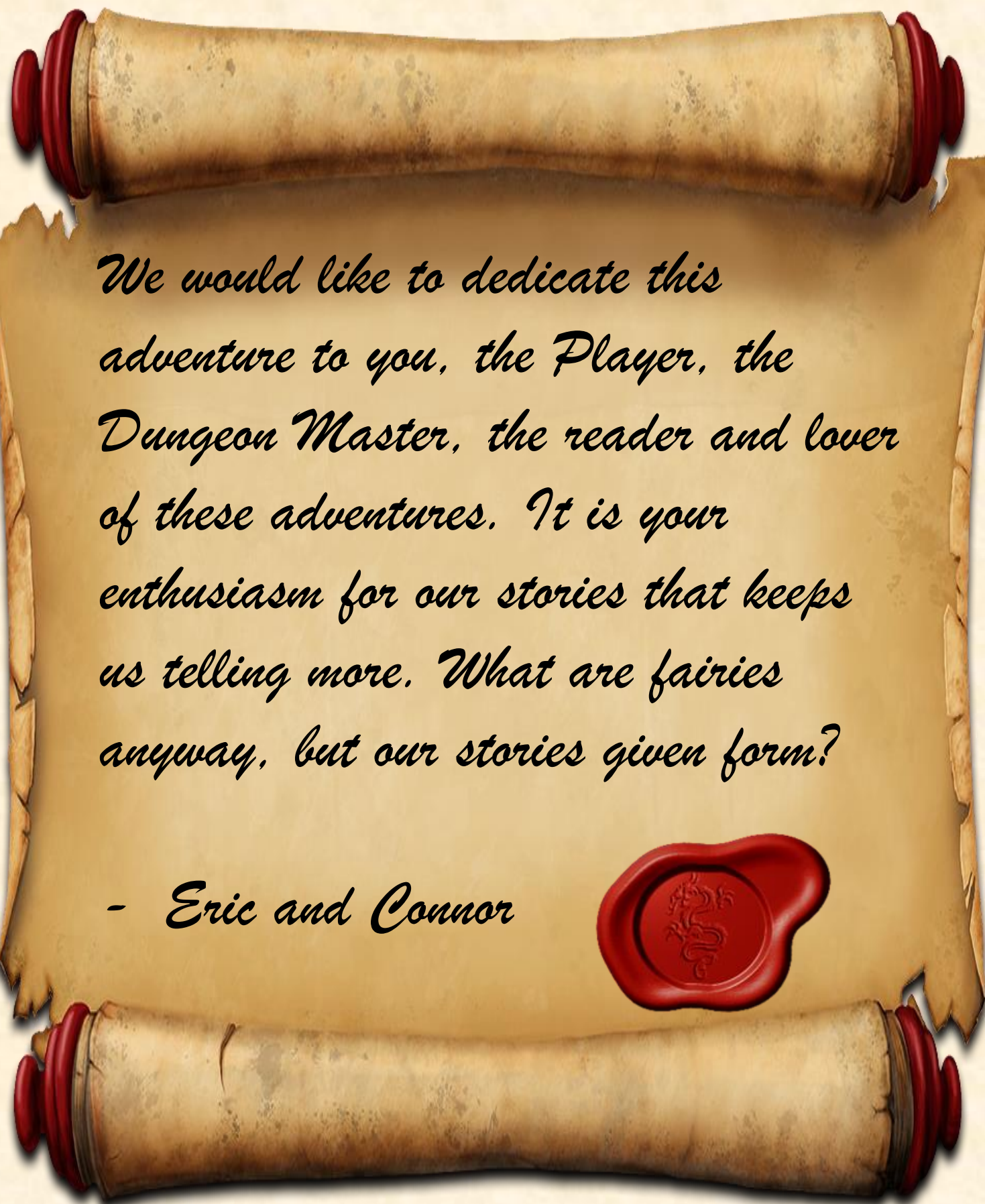
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*We would like to dedicate this  
adventure to you, the Player, the  
Dungeon Master, the reader and lover  
of these adventures. It is your  
enthusiasm for our stories that keeps  
us telling more. What are fairies  
anyway, but our stories given form?*

*- Eric and Connor*



# Adventure Primer

This adventure is designed for **three to seven 5-10<sup>th</sup> level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in the Quivering Forest and features forays into the Feywild.

## The Hidden Story

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This is the final adventure in the CCC-DES-01 series “At Jeny’s Request.” The campaign centers on a powerful and ancient green hag, **JENY GREENTEETH**, and her coven (or “sisters”). Jeny has played for power since her origin in “*DDEX-01-08 Tales Trees Tell*.” For more information on the history of Jeny Greenteeth in the Forgotten Realms setting, see **Appendix 7**.

As detailed in the series “*Princes of the Apocalypse*,” the Lord of Evil Elemental Water, **OLHYDRA**, has long sought a foothold on the Material Plane, from which it could destroy the world with flood and drowning. Olhydra was stopped by the actions of meddling adventurers, and the elemental power was outraged.

Olhydra, while incredibly powerful, is still elementally water. When confronted by the impassable barrier of adventurers guarding the Prime Material Plane, Olhydra began seeking ways to go around or over these adventurers. The path of least resistance was to find another plane with strong magical resonance to the Prime Material Plane (such as the Ethereal Plane or Shadowfell, among others) and flood that plane. The Feywild seemed the least defended, so Olhydra decided to start there. It began recruiting fey, playing their politics against each other, with the goal of opening up portals to Olhydra’s realm and flooding the Dream. After the Feywild was turned into Olhydra’s play pool, the Material Plane would be easy to twist into a flooded waste.

Olhydra chose its priest **SEVENLAR BLOODFOAM** to mobilize its Cult of the Crushing Wave in the Feywild. Sevenlar began collaborating with an ancient sea hag named **GLADYS RAZORTOE**, a foul creature nursing a

longstanding hatred against Jeny Greenteeth. To bind their alliance, they used dark contracts drafted by devils of Stygia in the Nine Hells, in service to the devil lord Levistus.

Utilizing both dark magic and connections, Gladys manipulated **SELITHISS** the nereid, advisor to the **MISTRESS OF TIDES**, to carry out an assassination plot just as the Cultists of the Crushing Wave began flooding the Feywild and Material Plane. Jeny, learning of the plot against her *actual* sister, mobilized adventurers to stop them.

Subsequent plots hatched by Sevenlar and Gladys included manipulating the korred Jomal to petrify the **GREEN MAN**, and to murder the powerful diviner Inim before he could reveal the foul conspiracy to his ally the Green Man. Both plots were disrupted in rapid fire action by adventurers.

Fearing imminent discovery, Sevenlar and Gladys began gathering their respective forces to them, amassing a significant army. Manipulation a failure, the pair hatched a plot to simply destroy their opposition instead. The forces gather in the Feywild reflection of the Quivering Forest, and their attack is imminent in scant weeks.

Setting aside centuries-old disputes, Jeny Greenteeth and the Mistress of Tides have gathered their allies. However, their gathered forces are paltry in the face of the Fey Usurpers and Cult of the Crushing Wave. Jeny and the Mistress of Tides need diplomats, respected by fey and magical forces (both bright and dark) in the Moonsea Region.

Jeny knows just the right people for this one last job...

## Overview

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The adventure’s story is spread over **three parts** and takes approximately **4 hours** to play. The adventure begins with a **Call to Action** scene. It also contains **two optional bonus objectives**—each taking an **additional hour** to play.

- **Episode 1: The Contract.** A messenger summons the party to meet with Jeny

Greenteeth and the Mistress of Tides during frantic military preparations. This is the **Call to Action**.

- **Part 1: Forces, Assemble!** The party selects two area factions, attempting to sway their support for Jeny and the Mistress of Tides. This is **Story Objective A**.
- **Part 2: Tears of the Moon.** The major battle begins. This is **Story Objective B**.
- **Bonus Objective A: The Tri-Force.** The party may attempt to recruit a third faction, to counter additional enemy forces entering the conflict with Sevenlar and Gladys. This is found in **Appendix 1**.
- **Bonus Objective B: The Tri-Force.** The party can also attempt to recruit a fourth faction, as even more enemies amass. Details on this are found in **Appendix 1** as well.

## Adventure Hooks

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The following adventure hooks may be used to get characters involved in the action permeating this adventure. Dungeon Masters may use the suggestions below or create adventure hooks more tailored to the traits and backstories of their characters.

**Continuing Tales.** Perhaps the characters have played through prior DES-01 adventures. Lance, a Zhentarim faction agent and warlock of Jeny Greenteeth, petitions the characters' aid. He guides them to Jeny's hut in the Quivering

Forest, where Jeny and her sister the Mistress of Tides plot their defense.

**Phlan Needs Help!** The characters harken from the area near Phlan. City leadership asks them to travel with the Snirvneblin Lance, with an urgent task.

**Simple Country Folk.** The Quivering Forest region is important for both farming and forestry in the Phlan region. Characters with the Outlander or Folk Hero backgrounds will be especially motivated to protect homesteads in the area.

**Wyrd Friends.** Characters with ties to the fey (Seelie or Unseelie) may be asked by their connections to assist in the defense effort. Circle of Dreams druids, warlocks with an Archfey pact, and adventurers with fey histories would be contacted early for aid.

## Story Awards

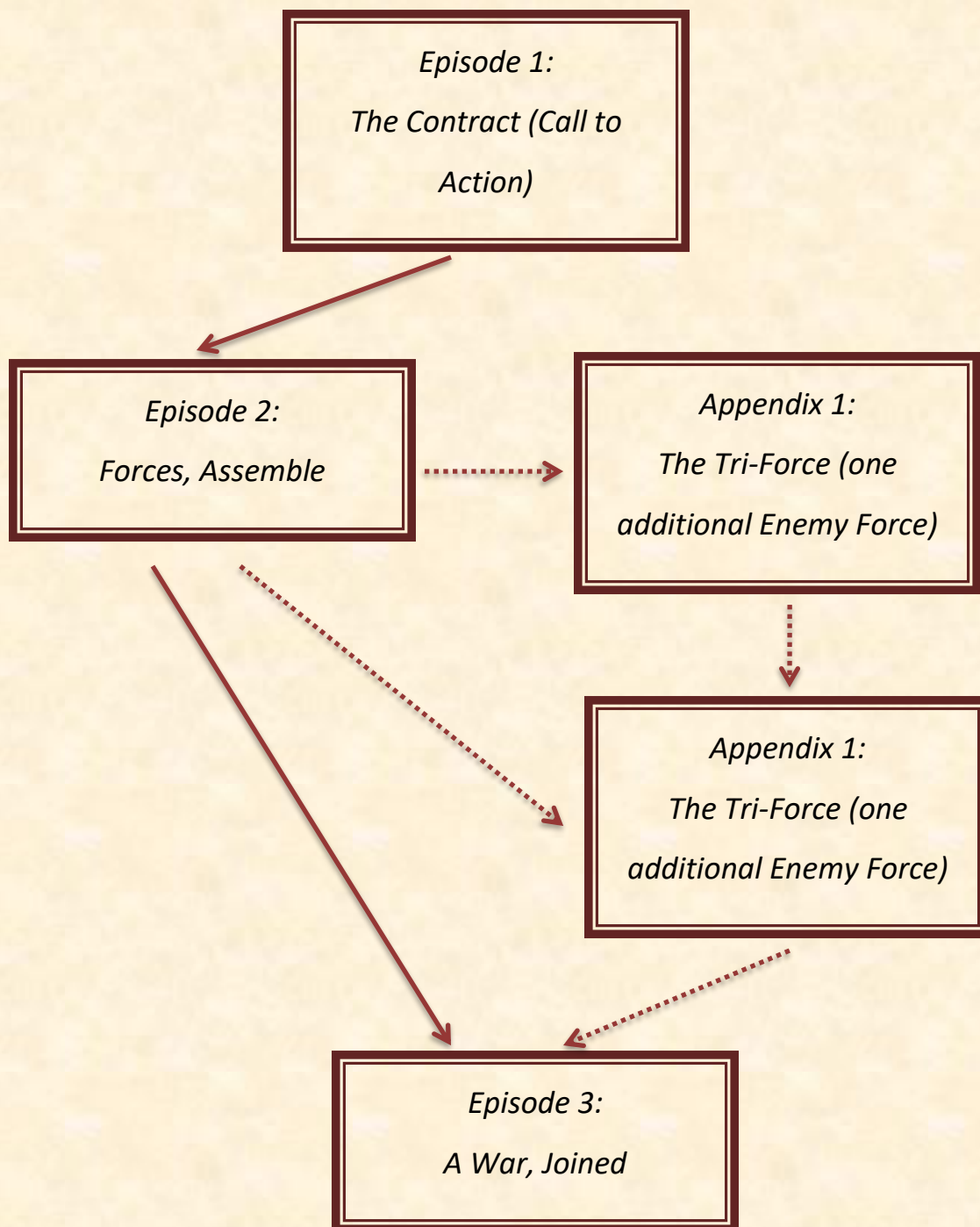
Over the course of an adventure series spanning multiple years of creation, such as **DES-01 At Jeny's Request**, Story Awards tied to character actions have been awarded to characters based on actions taken in play. Dungeon Masters, characters at your table may have these Story Awards, and they will have an impact on how you run this adventure.

During Episode 2, you will see sidebars with information on how Story Awards may alter the scene.

Before this adventure, it is recommended you have the characters review campaign notes and log sheets. They should note if they have any Story Awards from the DES-01 series, and share this with you when asked.

# Adventure Flowchart

This flowchart provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective. Solid lines indicate the course of the adventure as outlined in this adventure, while dashed lines show alternate paths to adventure completion.





## Episode 1: The Contract (Call To Action)

Estimated Duration: 10 minutes  
Pillar of Play: Social

### A Devilish Plot

Read or paraphrase the following to your players:

The grey-skinned gnome looks you up and down, groaning a harrumph before shaking his head. "Jeny said you were the ones we needed, and for the first time, I wonder if she should lay off her mushroom tea." He hands you a scroll case of purple wood, sealed with wax.

The scroll case contains a letter, requesting the adventurers' presence at fey court. If the party accepts, a portal of shimmering green appears ahead of them. **LANCE BRICKCRYSTAL**, servant of Jeny Greenteeth (and the "boy" from *DES-01-01 Finding the Rabbit Hole*), is the first to step through. When the characters follow, they

appear outside a pavilion upon a ridge, overlooking a vast plain bordering a lake.

### Area Information

The rest of this episode occurs in the Feywild.

**Dimensions & Terrain.** The pavilion is 20 feet square. Many creatures are inside, clustered around tables covered with battle plans. The sides of the pavilion are open to the wind, although the wind does not disturb any papers.

**Light.** Under the cloudy daylight, the area is brightly lit.

**Sounds & Scents.** The Feywild assaults mortal senses with vibrant scents and constant sounds. This is disorienting to mortals unused to such sensations.

**Weather.** Strong winds herald an approaching storm.



## Creature Information

The allied forces of Jeny Greenteeth, the Mistress of Tides, and their Seelie and Unseelie generals are present. The generals are various types of creatures, from faeries and centaurs and talking animals to shadowy fey beings and angry fomorians.

**What Do They Want?** Jeny Greenteeth and the Mistress of Tides are coordinating with fey generals, and preventing their factions as best they can from tearing each other apart. The fey sisters need more allies to win an imminent battle against the combined forces of the Cult of Olhydra and a group of Fey Usurpers.

Jeny feels the adventurers are the best picks for this work. Will the heroes take one last job?

**What Do They Know?** Jeny and the Mistress of Tides have been contacted weeks prior by Inim the Diviner, saved by adventurers in **DES-01-05 The Die is Cast**. Inim shared the information found in the "Hidden Story" portion of the **Adventure Primer**, with the exception of who is behind the plot and where they can be located.

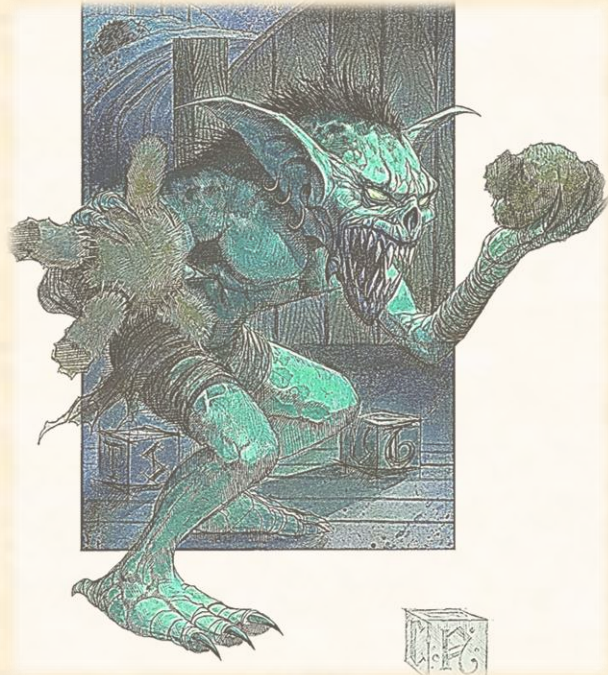
The Mistress of Tides feels they need allies if their forces are to mount a defense of their homes. Jeny intuits the devilish contract between Gladys and Sevenlar has loopholes that could be exploited as well, if the adventurers could find talented infernal lawyers.

A list of possible alliances is found in **Appendix 2**. Dungeon Masters should provide a copy of this to their players for consideration. Depending on the number of **Optional Objectives** pursued, between two and four possible allies can be approached.

The enemy has been gathering forces for weeks, and there is perhaps only two tendays before an attack is launched. Gathering and coordinating a resistance will take time, time which is too short.

## Call to Action

If the party is willing, Jeny Greenteeth and the Mistress of Tides will send them via portal to locations around the Moonsea. Most will require some additional travel from the portal to and from remote locations, during which the adventurers can strategize and recuperate.





# Episode 2: Forces, Assemble

Estimated Duration: 1 hour 40 minutes

Pillars of Play: Combat, Exploration, Social (Player Choice)

## Overview

During this episode, adventurers must choose to recruit specific stakeholder factions to fight the combined forces of the Fey Usurpers and the Cult of the Crushing Wave. Each recruitment mission takes 45 minutes to 1 hour to complete, and the party must select two.

### Extending the Fun – Bonus Objectives

If the players and DM decide to lengthen the experience, the guidance in **Appendix 1** allows for players to recruit more allies, with the addition of more enemy forces. Reference this document for guidance on how to use **Bonus Objectives** in this adventure.

## Building a Coalition

A number of parties may be interested in alliance with the adventurers, the Mistress of Tides, and Jeny Greenteeth. They are parties aggrieved by the combined forces of the Fey Usurpers and the Cult of Olhydra. With persuasion and perhaps assistance, they may join into military action certainly coming.

During **Episode 1**, the Dungeon Master should present the information in **Appendix 2** to players. As the players name a choice, the Dungeon Master can run the players through the corresponding scenario in this episode.

### Playing the Pillars

To earn the assistance of an army, the characters must aid in a key task to earn their trust. These tasks might be Combat, Exploration, or Social in nature. The handout in Appendix 1 calls out the pillar, so players can create the gaming experience they enjoy most.

The encounters associated with each pillar are as follows:

- **Combat:** The Green Man, The Wild Hunt
- **Exploration:** The Elves of Greenhall, Inim the Diviner
- **Social:** Cult of the Eternal Flame, Devil Lawyers, The Seelie Court, the Unseelie Court

### Story Objective

The party has time to recruit two factions for the battle. Attempting to recruit two of the armies is **Story Objective A**.

## Jeny's Guide to the Factions

The factions detailed in this episode are as follows.

- **The Seelie Fey**, Section 2a (page 8)
- **The Unseelie Fey**, Section 2b (page 10)
- **The Elves of Greenhall**, Section 2c (page 12)
- **The Wild Hunt**, Section 2d (page 14)
- **The Green Man**, Section 2e (page 15)
- **Inim the Diviner**, Section 2f (page 16)
- **Devil Lawyers**, Section 2g (page 18)
- **Cult of the Eternal Flame**, Section 2h (page 19)



## The Importance of Player Choice

In the style of several other “epic” experiences in Adventurers League play, the core of the adventure allows players to choose the pillar of play the players desire.

This is a bold adventure choice for an adventure, but after 12 hours (or more) of playing through a storyline, we found allowing players to choose the mini-adventures they want to bring conclusion to the campaign. This allows players to:

- Revisit locations they enjoyed.
- Bring NPC's into the campaign from other sources they might like (such as devils or elemental cults).
- Engage in the type of play they enjoy most as a group.

Dungeon Master's should be certain to use description and roleplaying to lengthen mini-adventures, particularly for exploration and social encounters. These mini-adventures are about memorable locations and personas, and they give DM's a chance to shine as an entertainer.

Dungeon Master's should also do their best to prepare for this portion of the adventure. If possible, ask players what pillars of play they would want to visit well before running the adventure. This isn't always possible, but it will help.

## 2a. The Seelie Fey

Read or paraphrase the following for your players:

The characters request audience with King Oberon of the Seelie Court. Given the threat to the Feywild posed by the Cult of the Crushing Wave and rogue fey, meeting the ancient faun wasn't terribly difficult – but upon meeting, you aren't sure if the cult or the Summer Court is more dangerous.

In a foray to the Feywild, the characters are given a meeting with **KING OBERON**. If the characters can sway him, Oberon will intercede with Queen Titania on their behalf.

### Area Information

The Summer Court is held in a majestic natural building. Trees have been carefully grown, interweaved with flowering vines into a cathedral over 70 feet in height. Located in the center of this building is a stone dais, upon which is a gilded chair. Oberon reclines sideways upon this throne. Details about the location are below.

**Lighting.** The sun shines through windows and filters in through the boughs of trees above. The area is considered brightly lit.

**Feywild.** This section occurs in the Feywild, in the demesne of Oberon. Oberon has the ability to move his cathedral, along with any congregants he wishes, at will. He will not neglect to do so, if the adventurers seem to wish him or his court harm.

**Sensations.** The warmth of the summer sun on your skin, the smell of moss and fresh flowers, sunlight that scintillates in your field of vision.

### Creature Information

Gathered here are King Oberon of the Seelie Fey, his trusted advisor Granitebeard, and a royal court of onlookers ready to gossip and politick in the fey manner of things.

**King Oberon.** An ancient faun and the King of the Summer Court, Oberon is a god figure among the Seelie fey that revere him. He is the consort to Queen Titania and wields a good deal of influence so long as she favors him (it changes



by the season). As a godling might be, he is spoiled, petulant, and convinced of his own beauty and power. However, he is not the primary mover among his people – that belongs to Queen Titania, who does not reside with him.

**Granitebeard.** A korred with dwarven sensibilities, **GRANITEBEARD** is hard to impress and harder to convince of anything. His advice is perhaps the only thing keeping Oberon grounded.

**Congregants.** A number of Seelie fey are gathered to participate in court and politick for favor. These include pixies, satyrs, eladrin, intelligent animals, and far stranger things. Characters experiencing events from prior “At Jeny’s Request” adventures may recognize **SALASTER THE FOX** and **CAPRIOS** (a satyr). Other notable fey include Thornacious the sprite (from “**DDAL-05-03 Uninvited Guests**”) and Oblivillish the satyr (from “**DDAL-05-10 Giant Diplomacy**”).

## Story Award Interactions

There are Story Awards from prior adventures that may impact the ease of gaining King Oberon's cooperation. If any of the characters possess these, apply the modifications listed. These Story Awards include:

- **Love Stronger than Death**, from DES-01-02. King Oberon heard about the character(s) saving the life of his vassal, the Mistress of Tides. He is more likely to help them in the upcoming battle. Social rolls by all party members to gain King Oberon's favor are made with advantage, so long as one party member has the Story Award.
- **Jeny Owes Me a Tiny Favor**, from DES-01-02. King Oberon can smell the stench of dark Unseelie magics upon the character. The characters must provide an art object to gain Oberon's aid, or social checks by the character with the Story Award are made with disadvantage.
- **Blessed are the Merciful**, from DES-01-04. Granitebeard is a cousin of Jormal, the korred who ensorcelled the Green Man. He heard how the character(s) showed him mercy, and he will intercede on the adventurer's behalf. He will clap particularly loudly and cheer when the first character rolls below a 10, allowing the character to add 1d6 to their skill check total.

## Gaining the Alliance

King Oberon believes an object of beauty may be enough to sway his Queen's heart. He asks the characters to take a day, to craft a performance of such beauty his soul sings to experience it.

Players may achieve this in any number of ways. However, players are expected to narrate this story – the parts taken, the costumes crafted, the accents taken, the language used, and the moral of the story.

Following the performance, a group DC 15 Charisma (Performance) check is made. A DM can reward particularly creative or amusing performances with a lower DC (no lower than 10), while particularly lackluster performances may require a higher DC (no higher than 17).

A successful group check delights King Oberon, and he promises to speak with Queen Titania on the adventurers' behalf. Within three days, the Mistress of Tides receives a letter stating the Summer Court's intend to join the coalition.

## 2b. The Unseelie Fey

Read or paraphrase the following for your players:

In a castle of ice, in a place that chills the soul, sits an elf of majestic beauty. His demeanor is as still and cold as his demesne. This is the Prince of Frost, and you stand at his mercy.

Of the Unseelie fey the adventurers could see, Jeny recommended they disregard the **QUEEN OF AIR AND DARKNESS**, and instead meet with the **PRINCE OF FROST**. Once a Seelie lord of warmth and love, he was jilted by a human lover. The loss turned him cold and bitter, but at times, he can remember – and he may still believe the Material Plane is worth saving.

### Area Information

The castle of the Prince of Frost is a stone fortress, stone and ice. Snow piles up not only outside of the castle, but is also piled against interior walls. Windows are thrown open as if it were a spring day, making the adventurers uncomfortable. The adventurers are directed to the Print of Frost's hall, an open and empty room of blue granite, where he sits immobile upon a throne of silver. Flanking him are a dozen guards, and one personal bodyguard. Only the lone statue of a human woman seems alive. Details about the location are below.

**Lighting.** The castle hall has no exterior windows. It is lit entirely by orbs of light, continual flame effects that cast blue-white light and no heat. The area varies between bright and dim light.

**Feywild.** This section occurs in the Feywild, in the frozen wastelands of the north. Normal creatures would die of exposure in hours if not minutes – a cold mitigated in the adventurers by the Prince of Frost's will. Should the Prince tire of them, the characters would not survive the trip home.

**Sensations.** Your breath turning to ice crystals in the air, a prickly numbness in your fingers and toes, an uncomfortable sense of quiet, a feeling of melancholy and loss.



## Story Award Interactions

There are Story Awards from prior adventures that may ease gaining the Prince of Frost's cooperation. If any of the characters possess these, apply the modifications listed. These Story Awards include:

- *Jeny Owes Me a Tiny Favor*, from DES-01-02. The Prince of Frost views Jeny Greenteeth favorably, as their interests and allegiances are aligned. Social rolls for all party members to gain the Prince of Frost's favor are made with advantage, so long as one character has this Story Award.
- *Love Stronger than Death*, from DES-01-02. The compassion of the Mistress of Tides infuriates the Prince of Frost. Social rolls to gain the Prince of Frost's favor are made with disadvantage, for characters with the Story Award only.

## Creature Information

The following creatures grant the adventurers audience.0.

***The Prince of Frost.*** Far to the north in the Feywild, the Prince of Frost (a **winter eladrin** of indeterminate age) governs a frozen kingdom, filled with cold and dark fey forces. While long numb to the suffering around him, the Prince of Frost is receptive to any adventurers who can convince him he could lose what he controls. If moved to fight, he can mobilize one of the largest



military forces in the Feywild, staffed with winter eladrin, quicklings, and redcaps.

***The Honor Guard.*** The Prince of Frost will not meet the adventurers alone. He is attended by a dozen eladrin **guards**, and one goliath **gladiator** always at his side. These guards are silent at all times, except when addressed by their lord.

## Gaining the Alliance

The Prince of Frost will hear the concerns of the adventurers. However, he insists that all matters – even wars – are personal ones.

In turn, he asks all characters to describe why they feel this war is worth fighting. In turn, each character must say why they fight this war. The Prince of Frost will probe them for more details, the more personal and uncomfortable the better.

After their character bears their soul, the player should make a DC 15 Charisma (Persuasion) or Charisma (Deception) check, whichever is most appropriate. Characters who mention love in their stories can lower the DC to 10, although this shouldn't be revealed to the players. Every character is given a chance to tell their motivations.

After all characters have spoken and if half of the characters were successful, the Lord of Frost demands a test. He insists the most feeble-looking of the party duel his bodyguard with sword. If the weakest character agrees to duel by sword, the test is declared passed. The Prince of Frost swears a fey pact to honor a truce and alliance with the assembled armies of the adventurers.

## 2c. The Elves of Greenhall

In past years, **GREENHALL** was flooded and besieged because of Olhydra's aggression. The elves of Greenhall could easily be convinced to join the fey alliance. The elven archers are able to support combat. The elves are also able to support with crafting. However, on the path to Greenhall, an elf is asleep.

### Area Information

This scene occurs in the Quivering Forest, in a swampy region of the forest.

**Dimensions & Terrain.** Large trees shade the sky above.

**Light.** Dim light filters through the forest canopy. The light is bright enough that the drow are affected by sunlight sensitivity.

**Sounds & Scents.** The forest is eerily silent, as though the forest creatures are in hiding. A recent spring storm has dampened the ground and the smell of fresh rain permeates the forest.

**Weather.** The day is warm and fairly comfortable, if slightly humid.

**Hazards.** Pooled water and very muddy ground causes difficult terrain throughout, and allows the water weird to move anywhere on the map.

### Creature Information

**EARLAN SORROWSONG**, from CCC-DES-01-01 and -03, and his sleeping dog Mange. Earlon and Mange are under the effects of drow poison, and both have a hand crossbow dart protruding from their backs.

Five **drow**, one **water weird**, and one **drow elite warrior** are not near Earlon when the party arrives. After ambushing Earlon and Mange, the drow left them for dead and continued walking.

**What Do They Want?** Earlon was looking for a sentimentally valuable necklace that the Elementals may have stolen, when he was ambushed by the drow and water weird. The drow and water weird were sent to Greenhall to scout the area, and were not expecting Earlon to follow them. They stole a necklace as part of a sneaky pillage.



**What Do They Know?** Earlon is missing a necklace. He found tracks leading toward the old elemental river camp, and suspects the elemental forces are back again to cause trouble. He is willing to help track them, but he knows they are too much for him. Earlon does not want the necklace badly enough to risk his life.

The Unseelie drow and water weird know the general area. They were sent to scout the area around Greenhall in advance of the expected invasion.

### Tracking the Drow

Earlon helps the party find the trail if necessary. He encourages the party to sneak in and steal the necklace back, or maybe ambush the drow in back. He discourages a direct attack.

Following the trail requires a successful DC 14 Survival (Wisdom) check. The entire area is swampy and difficult terrain which slows the drow as well as the party, but the drow have a head start. If the check succeeds by 5 or more,



the party closes in on the drow. If they fail by 5 or more, the drow move further away. The party must close in on the drow 3 times in order to take action.

If the party follows Earlon's wishes to sneak in, then ask for a group stealth check at advantage, or the party is heard by the drow and water weird. This check is made at advantage because Earlon is helping everyone pass quietly through the woods.

If the party wants to steal the necklace back, ask the players to describe their plans and then use appropriate checks against a DC of 15. For example, a stealth roll to hide in foliage and then a slight of hand roll to grab the necklace as the drow walk past.

If the party chooses to ambush any stragglers, they will try to yell out for help.

If the players choose to attack directly, the drow and water weird will fight back. On the third round of combat, one of the drow in a fox-fur cloak takes the necklace from his pocket, waves it around in the air, throws it into the woods, and yells "You're too late! You'll never find it now!"

**Combat Tips.** The water weird is invisible when submerged. All of the drow have a sleep poison on their hand crossbows. The drow can cast darkness upon the characters, or on the trees overhead, to block the sun and eliminate their sunlight sensitivity.

### Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **drow elite warrior**.
- **Weak:** Remove four **drow**.
- **Strong:** Remove three **drow**. Add two **water weirds**.
- **Very Strong:** Add two **water weirds**, and a **drow elite warrior**.

### Gaining the Alliance

Earlon fondly remembers the recent efforts of adventurers to defend their village, and gladly offers to bring friends to help in the battle if asked. Besides, they're all sick and tired of the floods!

Earlon does not need the necklace to form the alliance.

## 2d. The Wild Hunt

The **WILD HUNT** was summoned nearly a year ago to avenge Greenhall. The hunters are always interested in a good hunt, and they may be particularly interested in another chance to test their strength against the Olhydra's forces.

### Story Award Interactions

There is a Story Award from prior adventures that may alter what Inim provides the characters. This Story Award is:

- **Wild Hunter** from CCC-DES-01-03. The party's experience alongside the hunters in combat has familiarized them with the hunter's tactics, and they are particularly effective against the hunters. Treat the party as one level of party strength lower for this battle.

### Area Information

This scene occurs in the Feywild, in the ruined city featured in CCC-DES-01-04.

**Light.** Dim light. Tall overhanging buildings block all direct sunlight. The Yeth Hound cannot walk freely, but is safe enough in a darkened building.

**Sounds & Scents.** The forest is eerily silent, as though the forest creatures are in hiding.

**Weather.** A light breeze carries the scent of a recent rain, which still drains down some of the remaining walls and fills pools in clearings.

**Hazards.** Unusually strong rains in the ruins created sinkholes and unstable walls. As a lair action on initiative 20, a 5 foot deep sinkhole appears below a randomly-determined creature that is not flying. Standing adjacent to a wall during the battle requires a DC 15 Dexterity saving throw, or part of the wall collapses and causes 1d6 bludgeoning damage.

### Creature Information

**SCARLET ROBIN** and two other **redcaps**, a **yeth hound**, and two **blink dogs** patrol the ruined city.

**What Do They Want?** Scarlet Robin's team was sent by Jeny Greenteeth to hunt for traitorous fey or elementals in the ruined city.

**What Do They Know?** The Wild Hunt would love to join in the war, but they want a warm-up fight for practice. Anyone who is knocked



unconscious or killed during the fight can be healed by Jeny Greenteeth after travelling back through the portal.

**Combat tips.** A yeth hound's baying does not affect its allies, and has a long range. Yeth hounds are vulnerable to sunlight, and will not willingly venture from their darkened lairs during the battle.

### Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove both blink dogs, 2 redcaps, and 1 yeth hound.
- **Weak:** Add 2 blink dogs. Remove 2 redcaps.
- **Strong:** Add 1 yeth hound and 3 blink dogs.
- **Very Strong:** Add 4 redcaps and 1 yeth hound.

## 2e. The Green Man

In CCC-DES-01-04 and -05, adventurers freed the Green Man and he provided valuable information. He is an important ally of the Mistress of Tides. His treant friends could provide strong support on the battlefield.

### Story Award Interactions

There is a Story Award from prior adventures that may alter what the Green Man provides the characters. This Story Award is:

- **Blessed are the Merciful** from CCC-DES-01-04. The party's mercy shown to Komal warms the Green Man, and he grants the party a boon. The party is given a wooden bowl filled with sap. Taking an action to use or apply the sap grants the effects of the *bless* spell, and can be used seven times before the adventurers leave the forest.

### Area Information

This scene occurs in the Cormanthor forest, in the Tangled Trees area. The portal opens near the grove of the Green Man. If the adventurers are not familiar with the area, the Green Man may send a satyr to guide them.

**Dimensions & Terrain.** The area is filled with enormous maples and oaks, some reaching hundreds of feet tall.

**Light.** Bright light shines through the canopy.

**Sounds & Scents.** Springtime in the forest brings a swell of life, and small animals and birds appear throughout. Many canaries fly about.

**Weather.** Wet fat drops occasionally drip from the canopy, the leavings of a recent rain.

**Hazards.** Trees are burning during the battle with the devils, and branches fall from high above. On Initiative 20 as a *lair* action, a random creature must make a DC 14 Dexterity saving throw or be struck with a burning branch, taking 3 (1d6) bludgeoning damage and 3 (1d6) fire damage.

### Creature Information

The Green Man is waiting for the adventurers. In another area, two **bearded devils** and two **hell hounds** are assaulting the forest.

**What Do They Want?** The Green Man wants the adventurers to eliminate the devils who are assaulting the forest. The devils travel too fast

for him to catch them, and his treant friends will not leave the forest while the devils are present. Extinguish some of the trees that are being burned by the devils, and the Green Man will be happy to bring his friends to the main battle.

**What Do They Know?** The Green Man knows some devils are threatening the trees of the forest, and the treants will not leave while the forest is threatened.

After centuries of imprisonment, the devils escaped from a drow fortress in the Underdark several months ago, and recently found their way to the surface.

**Combat tips.** The devils are immune to fire damage, so the hell hounds can safely breathe fire upon them.

If it is necessary to save time during the adventure, the party can satisfy the Green Man by using 5 actions during the battle to extinguish the flames.

### Adjusting the Scene

Here are some suggestions for adjusting this scene:

**Very Weak:** Remove one **bearded devil** and one **hell hound**.

**Weak:** Remove one **hell hound**.

**Strong:** Add two **barbed devils**.

**Very Strong:** The **bearded devils** have 90 hit points. Add two **barbed devils**.



## 2f. Inim the Diviner

---

Read or paraphrase the following for your players:

Deep in the Cormanthor Forest, trees blot out the sunlight and starlight alike, and the trees speak to each other in a language older than even elves. It is there, in the Cavern of Secrets, the Calishite diviner Inim watches the threads of fate form the rich tapestry of reality.

Deep in the Cormanthor Forest to the south of Hillsfar, the characters meet with **INIM THE DIVINER**. They hope he can offer helpful information, but Inim can offer so much more.

### Area Information

The Cavern of Secrets is a limestone grotto, in the shape of a spiral, from which flows a divinatory spring. There, Inim casts light spells and watches the refraction on the ceiling and walls, looking for insight into the future.

**Lighting.** The Cavern of Secrets is dark, save the area where Inim works. This area is dimly lit, and a little disorienting.

**Material Plane.** This section occurs on the Material Plane, far from civilization. Without the use of magic, it could take days to get to and from this place – just as Inim the Diviner likes it.

**Sensations.** Nausea from the rippling patterns of light, the heady smell of incense, a sense of untapped potential and hope.

### Creature Information

The only creature in this place is Inim. He anticipated the arrival of the adventurers and has set aside work for them.

**Inim the Diviner.** Inim is a **diviner** well into his seventh decade of life. While a talented magician in the Calishite school of wizardry, he is unable to get around as he once did. Inim hints he has divined a way he could help the allied armies, if the characters can help him concoct a special potion.

### Story Award Interactions

There is a Story Award from prior adventures that may alter what Inim provides the characters. This Story Award is:

- I Have Felt Him, from DES-01-05. Inim has an additional draught made for characters with this story award. Not only will they experience the astral visit to Almraiven themselves, they also will see glimpses of the future. These characters can roll a d20. They may replace the results of any one d20 roll for themselves or an opponent with the results of their roll before that roll is made. This ability can be used only once, and it must be used before the story is over or be lost.

### Gaining the Alliance

---

Inim wishes to craft a potion (or more, as per the sidebar above). He says this powerful psychedelic draught will enable him to travel across time and space to enlist aid for the upcoming war.

Players can complete tasks to gather ingredients (one per player). The DM determines which ingredients are required. Sample ingredients that may be required:

- Fresh deer antler, from a still-living stag
- The sap of an elm two centuries old
- Mushrooms from a deep ravine
- Glowing purple moss from the bottom of a local pond
- The tears of a sad pixie, soaked up by silver dust
- A hair from a free drow, and a tomato
- The laughter of a child, captured in a small vial

Players must divvy up the tasks, and then plan how they intend to gather their ingredient. When a plan is set, the DM will request a DC 15 ability or skill check. The skill used is based on a workable plan from the player.

A success indicates the player gathered the ingredient quickly and returned it for the potion. A failure isn't necessarily a whiff – instead, the player runs into an unforeseen difficulty which delays the component acquisition. This setback should be collaboratively narrated by the DM and player.

So long as half of the party succeeds on their skill check, the potion can be successfully

crafted. While the characters gaze into a crystal ball, the imbibers of the potion take astral form, where they are pulled to the city of Almraiven in Calimshan, one month before the adventurers visited Inim. There, Inim and the imbibers address a wizened man called **ACHAM EL JHOTOS**. The men listen, share their concerns, and Acham declares his summoners and their bound djinn to the war effort. The conversation ends, the souls of the imbibers are pulled swiftly back into their bodies, and all imbibers vomit.

If the potion gathering effort fails, Inim encourages the characters, saying it isn't all for naught. Inim declares for the army and offers to coordinate the forces with Jeny Greenteeth and the Mistress of Tides.



## 2g. Devil Lawyers

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A group of rascally devils thought to have helped Olhydra are lingering outside an ancient fortress. The devils could bring a large force to the battle, or perhaps they can be convinced to stop assisting Olhydra, or maybe even reveal a flaw in the contract.

### Area Information

This scene occurs in the ruined city Xûl-Jarak, within Thar.

**Dimensions & Terrain.** The damaged building walls of an ancient city are strewn around the area, most collapsed but some still standing. Parts of some buildings made of gray stone still stand, but much has fallen to ruin.

**Light.** Bright daylight.

**Sounds & Scents.** The hell hounds bark loudly when they see the characters. A foul sulfurous odor wafts through the air. Yaptap claims it was not him, and that they who smelt it dealt it, buddy.

**Weather.** A mild rain makes the day somewhat dreary.

### Creature Information

Kr'Kralta the **barbed devil** and Yaptap the **imp** are watching three **hell hounds** sniff around the areas and chase any critters they can find. Yaptap speaks Common and Infernal; Kr'Kralta only speaks Infernal but has telepathy.

**What Do They Want?** The devils were contracted by the Cult of the Crushing Wave to draft the agreement that binds Olhydra's forces and Gladys Razortoe. They are lingering outside the fortress waiting for some adventurers they hired to return from the Underdark with information from the Drow about Unseelie fey.

**What Do They Know?** The devils assisted Olhydra enthusiastically because this conflict could throw the Feywild into chaos and allow much easier fiendish incursions. However, if Olhydra's plans fail, the devils will have an easier entrance into the Elemental Plane of Water. They would be more than happy to betray their former employer – for the right price.

Kr'Kralta, a servant of Levistus, is from Stygia and is an expert in military agreements. They are very familiar with the contract between the Cult and Gladys Razortoe. Jeny's suspicions

mentioned at the pavilion are right. The devils crafted the contract most cleverly. The contract does indeed contain a poison pill clause, as well as an escape clause!

### Gaining the Alliance

The party must satisfy two requirements to gain the devils' favor.

First, the party needs to convince Kr'Kralta and Yaptap by explaining why they need help or what they want. Give each player an opportunity to describe or use a DC 15 History (Intelligence) or Arcana (Intelligence) check. Only one success is needed to help the devils understand what the party needs.

Second, the party must buy the devils' services to uncover the flaw in the contract. Let the players make an offer. Some suitable payments are a magic item of at least uncommon rarity, or an alignment change toward lawful or evil, or a game of dragonchess. They will also accept a convincing argument about the potential to defeat and weaken Olhydra.

If the party chooses dragonchess, Kr'Kralta is skilled at dragonchess with a modifier of +6. Use an opposed Intelligence check to represent the game.

If the party attacks the devils, they will not gain the alliance.

Upon gaining an alliance with the devils, Yaptap wants to gather signatures from the characters to seal the deal. The devils will communicate the deal to their leaders. As the party leaves the area, Kr'Kralta sends Yaptap back to inform their leaders in the Nine Hells by killing him in a suitably dramatic fashion.

### Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **barbed devil** and one **hell hound**.
- **Weak:** Remove two **hell hounds**. The barbed devil has 65 hit points.
- **Strong:** Add one **barbed devil**.
- **Very Strong:** Add two **barbed devils** and a **hell hound**.

## 2h. The Cult of the Eternal Flame

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The forces of Imix, the Elemental Prince of Evil Fire, wait inside their temple. The party may be able to sway them against Olhydra, the perpetual foe of Imix, and bring their forces into the battle, if only they could get in!

### Area Information

This scene occurs in a town and temple bordering the Elemental Plane of Fire.

**Dimensions & Terrain.** Visibility is short in this area due to smoke from the pervasive fires. A trail passes through rolling hills, which appear reddish due to the red haze. A temple made of red-stained stone rises atop a hill, a soot-coated path leading up to it. The temple is open to the environment, tall red columns supporting a stone roof 40 feet above. The temple has a central area with a sandy floor. Large braziers are lit and burning in the corners. A stack of tiles lies in the center.

**Light.** Smoky haze permits only dim, red light.

**Sounds & Scents.** The air holds intense heat, and a burning scent wafts through the area. Faint sounds, like a campfire's pops and crackles, are audible. The dry air rapidly absorbs moisture from any creatures in the area.

**Weather.** The dry air, heat, and smoke seem unnatural, but are normal for this area.

**The Tiles.** The tiles have the letters BEFNOORRSUUY.

**The Basement.** A DC 20 Perception (Wisdom) or Intelligence (Investigation) check will find faint trails in the sand, making a square shape. Whether or not it is noticed, brushing off the sand reveals a metal trap door in the floor. The trap door opens into a finished stone stairway leading down to a 10 foot by 20 foot hallway ending in a metal door. The metal door cannot be opened unless the trap door is closed. The mechanism can be jammed by a DC 25 Dexterity check using thieves' tools. The door opens into another 10 foot by 20 foot hallway, which ends in a second door.

When a creature steps within 5 feet of the second door, tile-sized sockets appear in the door, a row of five, then a row of four, and a row

of three. A magic mouth appears on the door and speaks, "What does fire do?" If the tiles are arranged in the answer "BURNS YOUR FOE" then a second magic mouth appears. Any other answer causes brief gouts of flame throughout both corridors and the stairway. All creatures caught in the flames take 12 (2d10) fire damage unless they succeed on a DC 15 Dexterity saving throw, taking half damage upon a success.

The second magic mouth speaks, "What burns your eyes?", the sockets close and push out the tiles and then a single row of three sockets appears. The answer is "SUN". Answering this question correctly causes a third magic mouth to appear. Any other answer causes the gouts of flame to return.

The third magic mouth speaks, "Do you serve Imix, the Prince of Fire, all of you?", the sockets close and push out the tiles, and then two rows of sockets appear, one with two sockets and one with three. The answers are "YES" or "NO", but only one is correct for a creature. If the delay between creatures is long, the magic mouth will ask again with an emphasis on "all of you?". After every creature in the area answers the question correctly, the door opens. Any other answer causes the gouts of flame to return. If a creature answers falsely, then the gouts of flame return unless they succeed on a DC 20 Deception (Charisma) check.

The door opens to a 40 foot by 30 foot room with several doors leading out. The air is uncomfortably hot. Several creatures are lounging in the room.

### Creature Information

Fash'gluk the **firenewt warlock of Imix** leads the unit guarding the temple.

Fash'gluk's unit consists of two **fire elementals**, two **fire snakes**, and two **firenewt warlocks of Imix**. Fash'gluk speaks Draconic and Ignan; the elementals only speak Ignan.

**What Do They Want?** The unit guards the temple. The forces of Imix would like nothing more than to interfere with the plans of Olhydra.

**What Do They Know?** Imix opposes Olhydra and will almost assuredly want to join the battle.

**Combat tips.** The firenewt is immune to fire damage, and can safely stand inside a fire elemental.

## Gaining the Alliance

Fash'gluk can easily be convinced to pass on the message to her superiors. The party must only explain what they need against the Cult of the Crushing Wave, and one party member must succeed on a DC 15 Charisma (Persuasion) check.

If the party attacks the unit, they will not gain the alliance.

## Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove both **fire snakes**. Remove one **fire elemental** and one **firenewt warlock of Imix**.
- **Weak:** Remove one **fire elemental** and one **fire snake**.
- **Strong:** Remove both **fire snakes**. Add one **fire elemental** and one **firenewt warlock of Imix**.
- **Very Strong:** Add one **fire elemental**, one **fire snake**, and two **firenewt warlocks of Imix**.







# Episode 3: A Battle, Joined

**Estimated Duration: 1 hour 10 minutes**

**Pillars of Play: Exploration, Combat, Social**

## Overview

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This adventure narrates the final war. On the side of the adventurers are the allies they assembled through the actions of **Episode 2**. On the opposition are the unified forces of the Cult of Olhydra and the Fey Usurpers, along with bonus Enemy Forces added through addition of Bonus Objectives (see **Appendix 1**).

An outline of Episode 3 is as follows.

1. Resolution of battle superiority, as detailed in **Appendix 3: Arrayed Forces** (10 minutes).
2. Narration of the battle, as detailed in **Appendix 3: Arrayed Forces** (5 minutes).
3. Final battle with the leaders of the Cult of Olhydra and the Fey Usurpers (45 minutes).

4. Concluding the adventure and passing out rewards (10 minutes).

## 01. Resolution of Battle Superiority

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Estimated Time: 10 minutes

Pillar of Play: Exploration

During this portion of the adventure, the players work with the Dungeon Master to array their allies against the forces of their enemies. They also determine which force (their allies or their enemies) show superiority in their match-ups. This is determined using the guidelines in **Appendix 3**.

## 02. Battle Narration

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Estimated Time: 5 minutes

Pillar of Play: Exploration

During this expository phase, the Dungeon Master is given free rein to narrate how the battle is progressing, using the guidelines presented in **Appendix 3**.

Following the description of combat, the characters are pulled aside by Jeny Greenteeth, the Mistress of Tides, and the other commanders of the allied forces. Divination magic had been useless to identify the enemy headquarters, as if it had been guarded against being found. However, the surge of elemental forces required to fuel the Crushing Wave magic was traced back to its source – a water node in an abandoned temple to the moon.

The characters are given a critical task they are especially suited to complete. While the enemy forces are distracted, the characters will be gated to the ruined temple. There, they need to dispatch the forces there, an act which should decimate a significant portion of the enemy army. The commanders believe the opponent will fold not long after.

Jeny Greenteeth warns the characters of the risks. Any area she can't divine is bound to house individuals with serious hexing mojo. The same can be said for any Cultist of the Crushing Wave capable of summoning and harvesting the power of a water node. Jeny urges caution against whatever magic awaits the characters when they arrive. Forget the one last job – will the characters take this *one last job*?

The Mistress of Tides kisses each character on the head with their consent. To those that accept, they hear the Mistress's voice in their heads, saying that her former advisor **SELITHISS** couldn't have turned against her. Look for Selithiss's seafoam mantle, and defeat the wearer to liberate her from dark control.

The portal is opened. The final battle in the war begins. Lance Brickcrystal guards the portal as the characters step through.

## 03. Final Battle

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Estimated Time: 45 minutes

Pillar of Play: Combat

This combat happens in a defiled lunar shrine in the Feywild, a location discovered through divinations by Jeny Greenteeth. The characters are assumed to have made the journey to this unholy site after dedicating the military forces of their allies to the fight, as detailed in **Appendix 3**.

### Call to Action, Story Objective, Etc.

Winning the battle with the leaders of the Cult of Evil Elemental Water and the Fey Usurpers is **Story Objective B**.

### Area Information

The space has numerous factors that modify the final combat, or may be of interest to the players. A map of this area can be found in **Appendix 5**.

**Lighting.** The final combat happens at night on the Feywild, during a sparkling meteor shower. The light is dim, even at the height of the meteor storm.

**Water Node.** As part of the defilement, the altar is treated as a *water node*. See **"Princes of the Apocalypse"** for more information on water nodes. This designation has no effect on the combat.

**Defilement.** The altar of the moon shrine has been perverted with unholy power, as per the spell *hallow*. Celestials and fiends may not enter within 30 feet of the altar, and these creatures cannot charm, frighten, or possess creatures in the zone. Secondly, no creatures in the area may move using teleportation or extradimensional/interplanar means.

**Other Environmental Effects.** Other environmental effects may be in place, as a result of battle superiority as detailed in **Appendix 3**. Players and the DM should reference the completed handout from **Appendix 4** in adjudicating these effects.

**Sensations.** Hair prickling on the back of the neck, the sensation of drowning, a sense of wonder at the meteors above contrasting with the dread of the area.

## Creature Information

A number of foes are arrayed against the characters. These include the following.

**Gladys Razortoe.** An ancient sea hag (use the stat block of a **night hag**, with modifications as listed in the **Creatures Appendix**), **GLADYS RAZORTOE** collaborated with the Cult of Evil Elemental Water since the events of the **Princes of the Apocalypse** storyline, providing magical and tactical support to them from the Feywild. During the events of the **DES-01 At Jeny's Request** adventures, she has aligned more closely with the Cult of the Crushing Wave. She used her potent fey magics to remain shielded from divinations until now. Gladys wears Selithiss's mantle, commanding her allegiance in the final fight.

Gladys's retinue includes two **sea hags**, Nymphadora and Horrobadora. They are little more than indentured servants to the ancient hag, a source for her magic. Both are treated very poorly and must request permission from Gladys before being allowed to cast hag coven spells (see the Hag Coven sidebar in the **Creatures Appendix** for more information).

**Selithiss.** The Seelie **neriid** Selithiss has been manipulated by Gladys for some time, turning several Seelie fey to join with the Fey Usurpers. So long as Gladys wears her mantle, Selithiss must follow her orders. Selithiss commands her two favored pets the **sea lions** Foam and Spray in the fight, under the effect of the spell *fly*.

Should Gladys be defeated before her, Selithiss is freed from mind control and will retrieve her shawl. Once Selithiss again wears her mantle, Selithiss and her sea lions will re-enter the fight on the side of the adventurers.

If running this adventure as part of a campaign and Selithiss has been taken out of the picture,

the DM should replace her with another **neriid** and two **sea lions**, similarly manipulated.

**Sevenlar Bloodfoam.** Sevenlar is a revered member of the Cult of the Crashing Wave and a **warlock of the Great Old One**, honoring a dread pact with Olhydra itself. Charismatic and ruthless, Sevenlar was entrusted by the cult to negotiate with Gladys and the Fey Usurpers, along with the contract experts of the Nine Hells.

Sevenlar is protected by an honor guard of a **crushing wave priest** and 6 **crushing wave reavers**. These cultists will go to their death in defense of Sevenlar.

## A Climactic Battle - Adjusting the Scene

As written, this fight is deadly. Characters will need to make use of sound tactics and battlefield advantages from allies to survive and rise victorious.

If a Dungeon Master believes this style of play isn't entertaining to their table, they are empowered to reduce the difficulty to whatever will provide a rewarding experience for players.

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **sea hags** and a **sea lion**.
- **Weak:** Remove two **sea hags**.
- **Strong:** Add two **crushing wave priests** and 2 **crushing wave reavers**.
- **Very Strong:** Replace the **sea hags** with **night hags**, similarly modified as Gladys Razortoe. Add 2 **crushing wave reavers**.

## Treasure

The hags have a substantial amount of unusual spell components, which may be worth money if taken back to market. Otherwise, the combatants in this fight have very little of value with them.

# Conclusion

**Estimated Time:** 10 minutes

**Pillar of Play:** Social

## If the Adventurers are Victorious

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If the party defeats their foes, the generals including Jeny Greenteeth and the Mistress of Tides approach the party, and Jeny speaks. Read or paraphrase the following for your players:

Jeny Greenteeth raises her hands to adjust her blouse. "Ah, dearies, it is so wonderful to see you return the foul sea scum to their deserved fate. You have, indeed, been quite helpful to me." She glances toward the Mistress of Tides, a brief scowl passing across her mouth, "and, I suppose, to her as well. You've been so helpful, that I'll give you this very special helper." She pulls a broomstick from a small hole in the ground, and it floats slowly toward you. "So, say your farewells, 'tis past time for me to take you home."

Before anyone can leave, the Mistress of Tides steps forward regally and telepathically projects words into your minds. Read or paraphrase the following for your players:

"Thank you all, most graciously. That is, truly, what my manners-challenged sister means to say. Some others wish to bestow gifts upon you."

She summons forward Salaster the Fox, who is carrying a six-sided die. He drops it onto the ground before the party, and it comes up 6. His vulpine glare is not look surprised, as he looks up to speak. "This is my luckiest die. So long as you roll it, you will never lose a game."

Lance is carrying an amulet, and looks downward as he shakes his head from side to side. "Well, I suppose I should apologize for the mushroom tea. You pulled it off, after all!" He tosses the amulet into your hands.

To those consenting, the Mistress of Tides kisses your foreheads, before bowing slightly to each of you.

The allied forces look on in admiration, and cheer wildly. Celebratory shouts ring out, and as the fey are known to do, a party tent is suddenly erected and you hear music and dancing. Perhaps Jeny can take you home tomorrow.

*This concludes the series "At Jeny's Request".*

## If the Adventurers Fail

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Darkness shrouds the Feywild, as the forces of Seelie and Unseelie crumble before the elemental onslaught. Flooding causes damage to small communities, and crops are ruined. This leads to a difficult winter, and far too many die of hunger and exposure.

However, the Feywild seemingly has a will of its own. Elemental water cannot maintain a hold

there, and the Feywild gradually resembles something of its old self. One thing is missing though – the seasonal peace treaty between the Seelie and Unseelie Courts is no more. The Feywild (and the places close to it on the Material Plane) are far less safe.

# Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

## Character Rewards

The characters earn the following rewards:

### Advancement

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

### Gold

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

### Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 6**:

- *Jeny's Special Helper*
- *Charlatan's Die*
- *Dark Shard Amulet*

## Dungeon Master Rewards

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.



# Dramatis Personae

The following NPCs and locations feature prominently in this adventure.

**Acham el Jhotos (AH-chum el JOH-tohs).** Acham is an ancient and powerful Calishite wizard, the most powerful in the city of Almraiven.

- **What He Wants:** Acham seeks to build the power of the wizards of Almraiven, to resist djinni manipulation from this point forward.
- **Freedom First:** Acham dislikes the slavery abundant in his homeland. He acts in ways that promote liberty for all.

**Agatha Bordock (A-guh-thuh BOR-dok).** A green hag completing a coven with Jeny Greenteeth, she has a past she wishes to keep hidden – lest she be sought out by the Cult of the Dragon for destruction.

- **What She Wants:** Agatha seeks increased magical power, but she feels she is outrunning her past. If she can outlast those that remember her, perhaps she can settle into an eternity of wizardry and greed.
- **New Girl in Town:** Agatha isn't weak by any stretch of the imagination, but she is the youngest and least experienced member of her coven. She is very unlikely to speak unless she is alone with others.

**Caprios (CA-pree-ohs).** A gregarious satyr as many of them are, Caprios is rather portly and loud for a member of his people. Caprios is forever the companion of Salaster the Fox, to whom he is perpetually losing games.

- **What He Wants:** Caprios seeks only friendship and company. He tends to approach these things in the typical satyr manner – song, drink, and carousing.
- **Host with the Most:** Caprios seeks to make everybody comfortable, an overriding concern for him.

**Earlon Sorrowsong (EHR-lunn).** An elf of Greenhall, Earlon is rarely seen without his trusty cooshee Mange.

- **What He Wants:** Earlon is involved in the reconstruction of his home, his number one focus.

- **Tolerant:** While most of the wood elves he lives near will have nothing to do with mortals, Earlon is willing to give the shirt off his back for them.

**Gladys Razortoe (GLA-diss).** An ancient sea hag, Gladys was a member of Jeny's first coven. After it ended – badly – Gladys turned her energies toward destroying her once-ally. Her efforts of late have been in manipulating the Cult of the Crushing Wave into targeting Jeny with plot after plot. If the only cost is flooding the whole of existence – that is something a sea hag can live with.

- **What She Wants:** Gladys seeks nothing less than dismantling Jeny's plots before destroying her painfully. Revenge is the name of Gladys's game.
- **Rage:** Gladys is very angry, much like a jilted lover. Her feelings of betrayal have turned to anger, and her anger has consumed Gladys.

**Granitebeard.** The korred advisor to King Oberon, Granitebeard is the calm grounding energy in Oberon's court. Granitebeard has a long memory and the tact to turn King Oberon toward productive tasks.

- **What He Wants:** Granitebeard plays the long game. He seeks to promote the influence of the good fey, and keep Oberon from destroying everything he has accomplished.
- **Family, Friendship, Fidelity.** Granitebeard values relationships, and he will not forget a kindness – or a slight.

**Greenhall.** The wood elf city deep inside the Quivering Forest, Greenhall is rebuilding from flooding caused by the Cult of the Crushing Wave. The elves of Greenhall are known for their artistry and archery, along with their distrust of outsiders.

**Green Man, the.** A powerful fey spirit on par with a demigod, this treant seeks to promote plant growth and happiness wherever he wanders.

- **What He Wants:** The Green Man embodies the caring side of nature. He seeks to help and nurture all he meets.
- **The Slow Ticking of the Clock.** The Green Man moves very slowly and deliberately. Impulsivity and quick action are foreign to him.

**Inim the Diviner (EE-nim).** A Calishite wizard skilled the magic of that region, Inim the Diviner is over seven decades in age. He now spends the twilight of his life in the Cormanthor Forest. There, Inim seeks to divine the future to safeguard those he will soon leave behind.

- **What He Wants:** Inim the Diviner hopes to leave behind a path to survival for those he cares about. The future Inim sees is a dark one.
- **Not Enough Time:** Inim knows his time grows short, so he acts with a degree of urgency that can seem overbearing.

**Ixusasa Terrorsong (ik-soo-SAH-sah).** A half-elven Wearer of Purple among the Cult of the Dragon, this woman shed the mortal coil to become a green hag in a coven with Jeny Greenteeth. She is now known as **AGATHA BORDOCK.**

**Jeny Greenteeth (JEH-nee).** An ancient green hag, Jeny Greenteeth has proven a force for stability in the vicinity of Phlan. She seeks to increase and consolidate her power, to what ends she won't reveal.

- **What She Wants:** Jeny seeks to build and consolidate her power. These efforts not only consume her time, they motivate her to work with others that green hags would rather use as food – such as adventurous heroes.
- **Malice Embodied:** As a powerful and influential fey of the Unseelie Court, Jeny is a primal force of malice, wrath, and cruelty. However, she has almost perfected feigned kindness and restraint, to achieve her goals.

**Lance Brickcrystal.** A svirfneblin arcanist, Lance gave up wizardry to gain power from a warlock pact with Jeny and her coven. If trickery doesn't work, Lance isn't beyond a well-placed fireball.

- **What He Wants:** Lance is always angling for more magical power. His knowledge of the arcane arts already makes him an expert, but what might Lance has is never enough.
- **Curious Scholar:** Lance spent much of his life in books. Not content only to pour over tomes and scrolls, Lance seeks out magical effects to chronicle them.

**Kr'Kralta (KUR-KRALL-tuh).** A barbed devil from the Fourth Legion, Kr'Kralta maneuvers himself into situations of increasing responsibility. He fears the day he bites off more he can chew.

- **What He Wants:** Kr'Kralta seeks to gain more power. He will manipulate, lie, and assassinate – do whatever is needed.
- **Sadist:** Kr'Kralta doesn't seek power to exert his will over others. He desires power so he can hurt others.

**Levistus (leh-VIH-stuss).** The Lord of Stygia, Levistus has long been encased in solid ice for some slight against Asmodeus. From his icy prison, Levistus weaves Machiavellian plots for power and influence, in Hell and beyond. Ultimately, he wishes to gain control in the guise of providing safety.

- **What He Wants:** Levistus, like many other devils, is motivated by power. He views control of Jeny Greenteeth and her coven as the best way for him to exert influence in the Moonsea Region. Barring that, destroying her is the next best option.
- **Plotting Spider:** Levistus is patient, manipulative, and strategically minded. He weaves a web of intrigue, and when you finally know he is involved, it is too late.

**Mildy MacDogbreath (MILL-dee mak-DOG-breth).** The second member of Jeny's coven, and the one with the most mysterious past, Mildy specializes in toxins and the manipulation of insects. She is never without her precious millipedes, which at times can be seen crawling about in her clothing.

- **What She Wants:** Mildy seeks to expand her knowledge of toxins (both natural and magical). She sees cooperation with Jeny as a way to achieve these goals.

- **Creepy:** More than the other hags in her coven, Mildy is just... wrong. She laughs at inappropriate times, cuddles with terrifying insects, and fouls her food before she devours it with gusto.

**Mistress of Tides.** Also known as the Mistress of Waves, this Summer Eladrin is both beautiful and alien. Her ageless face radiates both compassion and distant curiosity, and her will is practically a physical force.

- **What She Wants:** The Mistress of Tides seeks to reestablish the Treaty of Seasons between the Seelie and Unseelie Courts in the Moonsea Region. That treaty allows the courts to exist in more-or-less peace through a power sharing agreement.
- **Predictable and Powerful.** The Mistress of Tides is used to following a schedule, finding it preferable to the traditional chaos of fey existence. This lack of whimsy gives her a potency uncharacteristic of her kind.

**Oberon, King (OH-bur-ahn).** A powerful satyr and the consort of Queen Titania, King Oberon manages his own royal court away from his on-again-off-again lover. Oberon is known for his aggression, and like most fey, his sense of whimsy.

- **What He Wants:** Oberon seeks to please his lover, Titania. Those that can give him what he needs will earn his favor.
- **Whimsy and Destructive.** Oberon's moods change as quickly as the weather, and his rage can be destructive.

**Olhydra (ohl-HI-druh).** The ruler of evil elemental water, Olhydra plots behind the scenes to flood all of existence. A cult dedicated to the worship of Olhydra is a major antagonist in the *"At Jeny's Request"* series of adventures.

- **What It Wants:** Olhydra seeks nothing less than the destruction of the current world, and to then remake the devastation in its own image.
- **Destruction, Personified:** Olhydra is the embodiment of the destructive power of tides, waves, and floods. Some scholars may argue that unless Olhydra continues in this manner, Olhydra would simply cease to exist.

**Phlan, City of (FLAN).** A city of significant size on the coast of the Moonsea in central Faerun, Phlan has experienced recent invasion by the Cult of the Dragon, and then by the Church of Bane. It is currently rebuilding from these struggles under the leadership of Calypso.

**Prince of Frost.** A fey ruler from a frozen kingdom, the Prince of Frost removed his own heart after it was broken by a human lover. Since that time, he has been cold and distant, but he can be thawed with the right story.

- **What He Wants:** Since losing his love, it's hard to know what the Prince of Frost wants at all. Perhaps desire is lost to him also.
- **Little Reminders:** The Prince of Frost seems drawn to reminders of his former life. Stories of love, images of hope, those are what he seems to appreciate now. In the absence of those, cold power will do.

**Queen of Air and Darkness.** An invisible fey spirit the power level of a god, the Queen of Air and Darkness is a sibling and eternal foe of Queen Titania. She cannot be reasoned or negotiated with, seeking the destruction of the Seelie forever.

- **What She Wants:** She seeks the destruction of the sister and her Seelie Court, whatever the cost to her or others.
- **Revenge:** The Queen of Air and Darkness has withered away, leaving only a spirit of rage. She seeks only the death of the one she once loved.

**Quivering Forest.** An ancient wood to the northeast of the City of Phlan, this area was ruled off-limits to mortals per a defense pact with Phlan. The woods house a dark magic cultivated for centuries by unseelie fey including Jeny Greenteeth. It is famous for the wood elves of Greenhall that live deep within it, as well as for the purple wood harvested within it.

**Red Wizards of Thay (THAE).** The leaders of a repressive magocracy in the nation of Thay, located far to the northeast of Faerun. They are obsessed with magic power and control more than anything, and they are known for their



mastery of necromancy, and for enslaving or killing those that aren't human wizards. A splinter group of Red Wizards of Thay cooperated with members of the Cult of the Dragon in their plan to summon Tiamat, while they were opposed by others in their order.

**Salaster the Fox (sal-LASS-tuhr).** An intelligent fox, Salaster has the mind of a master strategist in a small vulpine body. Salaster is stimulated most by games of skill and chance.

- **What He Wants:** Salaster is always seeking a challenge. He wins too often. It bores him.
- **Gamemaster:** Salaster finds games to be the best test of both intellect and character. He explores and understands the world through the lens of competition.

**Selithiss (SELL-ih-thiss).** A piscine fey and the former advisor to the Mistress of Tides, Selithiss had her mantle stolen by Gladys Razortoe. This allowed Gladys to turn Selithiss against her liege and attempt an assassination at court. Selithiss is now a shell of her former self.

- **What She Wants:** Selithiss wants two things. First, she wants her mantle (and free will) back. Second, she wants her old life back. That is likely impossible.
- **Second Fiddle:** Selithiss is more comfortable out of the limelight, giving her best advice and demonstrating loyalty and fealty.

**Sevenlar Bloodfoam (SEH-ven-lahr BLUD-fohm).** A follower of Olhydra, Sevenlar's connection to the evil elemental is so strong he has formed a warlock pact with it. Sevenlar won't be truly happy until the world is destroyed – and he can recreate it to an aqueous demesne.

- **What He Wants:** Sevenlar was tasked with allying with and manipulating the fey courts on behalf of the Cult of the Crushing Wave.
- **Flow Like Water:** Sevenlar is patient, finding it easier to shift plans when barriers present themselves than to power through them. Sevenlar is given to having multiple plans, alternating as one looks easier to implement.

**Stygia (STIH-juh).** The Fifth Layer of Hell, Stygia is a frozen wasteland with cold threats on every horizon. Levistus rules this plane from a prison of ice, manipulating compliance in the guise of safety.

**Tears of the Moon.** The prophetic thing characters were asked to look for at the end of *DES-01-05 The Die is Cast*, the Tears of the Moon is in reference to a meteor shower. Under the light of the full moon (such as in the final fight of this adventure), they appear as sparking tears falling from the lunar orb.

**Wild Hunt, The.** The Wild Hunt is predatory behavior, given fey form. The creatures that participate in this event hunt a target mercilessly, before defeating and then consuming it.

**Yaptap.** An imp servant of Kr'Kralta, Yaptap is perpetually abused and seeks her own freedom – after taking it out of Kr'Kralta first, of course.

- **What She Wants:** Yaptap wants nothing more than to end up free. She has heard stories about the freedom and power of Pipyap, and she hopes to have the same.
- **Pent-up Anger:** Yaptap hides the intense hatred she harbors for Kr'Kralta, and she bides her time when she can exercise it upon him.

# Creature Statistics

## Barbed Devil

*Medium fiend (devil), lawful evil*

**Armor Class** 15 (Natural Armor)

**Hit Points** 110 (13d8 + 52)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

**Saving Throws** STR +6, CON +7, WIS +5, CHA +5

**Skills** Deception +5, Insight +5, Perception +8

**Damage Resistances** Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 120 ft., Passive Perception 18

**Languages** Infernal, Telepathy 120 ft.

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

**Barbed Hide.** At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

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

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

### Actions

**Multiattack.** The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

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

**Tail.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

**Hurl Flame.** *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

## Stat Block Modifications – Barbed Devil (Very Strong Party)

When this creature is encountered by very strong parties (see **Appendix 8**), it has the following modifications:

- It has 90 hit points. This does not adjust its Hit Dice.

## Blink Dog

*Medium fey, lawful good*

**Armor Class** 13

**Hit Points** 22 (4d8 + 4)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

**Skills** Perception +3, Stealth +5

**Senses** Passive Perception 13

**Languages** Blink Dog, understands Sylvan but can't speak it

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

**Keen Hearing and Smell.** The dog 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.

**Teleport (Recharge 4–6).** The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.



## Crushing Wave Priest

Medium humanoid, neutral evil

**Armor Class** 13 (Chain Shirt)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

**Skills** Deception +5, Religion +2, Stealth +2

**Senses** Passive Perception 10

**Languages** Aquan, Common

**Challenge** 2 (450 XP)

**Spellcasting.** *The priest is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from appendix B):*

Cantrips (at will): *chill touch, mage hand, minor illusion, prestidigitation, ray of frost*

1st level (4 slots): *expeditious retreat, ice knife, \* magic missile, shield*

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

3rd level (2 slots): *sleet storm.*

### Actions

**Quarterstaff.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

## Crushing Wave Reaver

Medium humanoid, neutral evil

**Armor Class** 14 (Shield)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	8 (-1)

**Skills** Athletics +4, Stealth +4

**Senses** Passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP)

### Actions

**Sharktoothed Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands. Against a target wearing no armor, the reaver deals an extra die of damage with this sword.

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



## Hell Hound

*Medium fiend, lawful evil*

**Armor Class** 15 (Natural Armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 50 ft.

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

**Skills** Perception +5

**Damage Immunities** Fire

**Senses** Darkvision 60 ft., Passive Perception 15

**Languages** Understands Infernal but can't speak it

**Challenge** 3 (700 XP)

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

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

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

**Fire Breath (Recharge 5–6).** The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

## Nereid

*Medium fey, any chaotic alignment*

**Armor Class** 13

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft., swim 60 ft.

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 that of 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 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.

## Night Hag

*Medium fiend, neutral evil*

**Armor Class** 17 (Natural Armor)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

**Skills** Deception +7, Insight +6, Perception +6, Stealth +6

**Damage Resistances** Cold, Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

**Condition Immunities** Charmed

**Senses** Darkvision 120 ft., Passive Perception 16

**Languages** Abyssal, Common, Infernal, Primordial

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

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

At will: *detect magic*, *magic missile*

2/day each: *plane shift (self only)*, *ray of enfeeblement*, *sleep*

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

### Actions

**Claws. (Hag Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Change Shape.** The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

**Etherealness.** *The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.*

**Nightmare Haunting (1/Day).** While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the

hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

## Stat Block Modifications – Gladys

### Razortoe

Gladys Razortoe is a particularly potent **sea hag**. Instead of using the sea hag stat block for her, instead use the **night hag** stat block. Gladys Razortoe has the following modifications:

- Her creature type becomes *fey*.
- Gladys gains the ability to speak Aquan.
- She gains a swim speed of 40 ft, and the ability to breathe both water and air.



## Stat Block Modifications – Hag Coven

When three hags work together in unison, they gain additional magical abilities. Any time three hags are presented together in this adventure as a coven, they have the following modifications:

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

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

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

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

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

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

6th level (1 slot): *eyebite*

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

## Redcap

*Small fey, chaotic evil*

**Armor Class** 13 (Natural Armor)

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

**Speed** 25 ft.

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

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

**Senses** Darkvision 60 ft., Passive Perception 13

**Languages** Common, Sylvan

**Challenge** 3 (700 XP)

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

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

### Actions

**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 ft., swim 40 ft.

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

**Senses** Darkvision 60 ft., Passive Perception 11

**Languages** Aquan, Common, Giant

**Challenge** 2 (450 XP)

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

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

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

### Actions

**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 Lion

Large monstrosity, unaligned

**Armor Class** 15 (Natural Armor)

**Hit Points** 90 (12d10 + 24)

**Speed** 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (+4)	12 (+1)	8 (-1)

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

**Senses** Passive Perception 14

**Languages** --

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

**Amphibious.** The sea lion can breathe air and water.

**Keen Smell.** The sea lion has advantage on Wisdom (Perception) checks that rely on smell.

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

**Swimming Leap.** With a 10-foot swimming start, the sea lion can long jump out of or across the water up to 25 feet.

### Actions

**Multiattack.** The sea lion makes three attacks: one bite attack and two claw attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

### Stat Block Modifications

The sea lions in this adventure have a *fly* spell cast upon them. They have the following modifications:

- They gain a fly speed of 60 ft.
- This effect can be removed from one of the sea lions with a dispel magic spell (caster ability check DC 14) or similar effect as if it were a normal cast of the *fly* spell.

## Skeleton

Medium undead, lawful evil

**Armor Class** 13 (Armor Scraps)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Damage Vulnerabilities** Bludgeoning

**Damage Immunities** Poison

**Condition Immunities** Exhaustion, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 9

**Languages** Understands all languages it knew in life but can't speak

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

### 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.



## Warlock of the Great Old One

Medium humanoid (any race), any alignment

**Armor Class** 12 (15 With Mage Armor)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

**Saving Throws** WIS +4, CHA +7

**Skills** Arcana +4, History +4

**Damage Resistances** Psychic

**Senses** Darkvision 60 ft., Passive Perception 11

**Languages** Telepathy 30 ft. any two languages

**Challenge** 6 (2,300 XP)

**Innate Spellcasting.** The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *detect magic, jump, levitate, mage armor (self only), speak with dead*

1/day each: *arcane gate, true seeing*

**Spellcasting.** The warlock is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch, eldritch blast, guidance, mage hand, minor illusion, prestidigitation, shocking grasp*

1st–5th level (3 5th-level slots): *armor of Agathys, arms of Hadar, crown of madness, clairvoyance, contact other plane, detect thoughts, dimension door, dissonant whispers, dominate beast, telekinesis, vampiric touch*

**Whispering Aura.** At the start of each of the warlock's turns, each creature of its choice within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the warlock isn't incapacitated.

### Actions

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

## Yeth Hound

Large fey, neutral evil

**Armor Class** 14 (Natural Armor)

**Hit Points** 51 (6d10 + 18)

**Speed** 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

**Damage Immunities** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

**Condition Immunities** Charmed, Exhaustion, Frightened

**Senses** Darkvision 60 ft., Passive Perception 11

**Languages** Common, Elvish, Sylvan understands but can't speak

**Challenge** 4 (1,100 XP)

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

**Sunlight Banishment.** If the yeth hound starts its turn in sunlight, it is transported to the Ethereal Plane. While sunlight shines on the spot from which it vanished, the hound must remain in the Deep Ethereal. After sunset, it returns to the Border Ethereal at the same spot, whereupon it typically sets out to find its pack or its master. The hound is visible on the Material Plane while it is in the Border Ethereal, and vice versa, but it can't affect or be affected by anything on the other plane. Once it is adjacent to its master or a pack mate that is on the Material Plane, a yeth hound in the Border Ethereal can return to the Material Plane as an action.

**Telepathic Bond.** While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, plus 14 (4d6) psychic damage if the target is frightened.

**Baleful Baying.** The yeth hound bays magically. Every enemy within 300 feet of the hound that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the hound's next turn or until the hound is incapacitated. A frightened target that starts its turn within 30 feet of the hound must use all its movement on that turn to get as far from the hound as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. A target that successfully saves is immune to the baying of all yeth hounds for the next 24 hours.





# Appendix 1: The Tri-Force

Bonus Objectives A & B

Estimated Duration: 1 hour 10 minutes

Pillars of Play: Exploration, Combat, Social

## Overview

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To extend the gaming experience, Dungeon Masters and players can decide to add extra encounters from **Episode 2** to this adventure. This appendix provides guidance on doing so.

## A Fuller Experience

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As presented in **Episode 2**, players are permitted to choose only two encounters to experience in the course of this adventure. However, some players (and Dungeon Masters) may want a longer experience. They want the opportunity to interact with a larger portion of this adventure, or they have a longer block of time they wish to fill with D&D fun.

To accommodate this desire, players and Dungeon Masters may add an additional encounter as a **Bonus Objective**, up to twice. Apply the following guidance when doing this.

- The Dungeon Master will choose or randomly determine an additional Enemy Force from Appendix 3, for each **Bonus Objective** attempted, to a maximum of two **Bonus Objectives**.
- Each additional **Bonus Objective** attempted will add Battlefield Results to the final combat in **Episode 3**, based on adventurer success or failure. Instructions on how to apply Battlefield Results are listed in **Appendix 3**.
- Each **Bonus Objective** added also lengthens the adventure by one hour, up to an additional two hours of play.

## Bonus Objectives

If the players attempt to recruit one additional army, that encounter becomes **Bonus Objective A**.

If the players attempt to recruit a second additional army, that encounter becomes **Bonus Objective B**.

# Appendix 2: Player Handout

Present this handout to players at the beginning of Episode 2. It provides the players helpful information in choosing factions to approach for alliance. The pillar of play for each encounter is listed in parentheses.

## Possible Alliances

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These factions and individuals have some skin in the war. Perhaps if approached properly, they may offer their strength, armies, or materiel to the war effort.

### The Seelie Court, also known as the Summer Court (Social)

Recent events have shaken the long-standing traditions governing the interactions between the Summer and Winter Courts. The Seelie fey want order restored to their lands. Queen Titania herself isn't taking visitors, but her consort King Oberon is holding court in the Feywild. If you can convince him, maybe he will intercede with the Queen on our behalf.

### The Unseelie Court, also known as the Winter and Gloaming Courts (Social)

Normally dark and cruel, the Winter Court also benefits from the seasonal treaty with the Seelie fey. While the Queen of Air and Darkness would likely offer no assistance (and no chance for escape), the Prince of Frost commands one of the largest armies in the Feywild. He may help if we meet his price.

### The Elves of Greenhall (Exploration)

The elves of the Quivering Forest have long held an unsteady truce with Jeny Greenteeth, but the massive flooding impacting in the city caused widespread homelessness and shook their long held xenophobic beliefs. Perhaps the archers of Greenhall will march upon our shared enemies with convincing?

### The Wild Hunt (Combat)

While a dark force, the Wild Hunt has been amenable to us in the past. If turned against high-profile targets, they could achieve with assassination what it may take two armies to accomplish.

### The Green Man (Combat)

The Green Man could potentially bring the power of a demigod to our forces, if we can find something to motivate him to action.

### Inim the Diviner (Exploration)

A friend of the Green Man, Inim's powers of prediction have proven uncanny in the past. Perhaps he can lend us knowledge that will pave the path to victory?

### The Devils (Social)

A team of devils from Stygia negotiated the pact that binds the Cult of the Crushing Wave and the Fey Usurpers. Perhaps another faction of devils will help us beat the Levistans at their own game?

### The Cult of Imix (Exploration)

While an unconventional ally, the Cult of Evil Elemental Fire has long opposed the Cult of Olhydra. Perhaps extending an offer to defeat their longstanding foes will bear fruit for our alliance?

# Appendix 3: Arrayed Forces

This appendix guides you, the DM, in how to run the final battle of this adventure. Instructions are provided for you to determine the forces arrayed against the players, how players can apply their allies to counter them, and what effect this will have upon the combat in **Episode 3**.

In so doing, Dungeon Masters must follow these steps, described below.

1. Determine enemy forces (before adventure begins)
2. Apply allied forces
3. Roll for success
4. Determine modifiers for final fight
5. Narrate the battle

## Determine Enemy Forces

Estimated Time: 1 minute before adventure begins

**Determine Number of Enemy Forces.** When determining enemy forces, you should select an equal number of enemy forces as the adventurers. For example:

- If you are running this adventure with a standard 4 hours for two potential allies, you should have 2 enemy forces.
- If you are running this adventure with one bonus objective (5 hours), you should have 3 enemy forces.
- If you are running this adventure with two bonus objectives (6 hours), you should have 4 enemy forces.

**Choose the Enemy Forces.** When selecting which enemy forces to describe, you should always select the following two enemy forces.

- Allied Fey Usurpers
- Cult of Evil Elemental Water

The remaining forces can be any you select from the following. You can choose based on player interest, your personal interest, or you can randomly roll. Once selected, you should

complete the form with these forces found in **Appendix 4: Battle Plans**.

### Enemy Forces

d4	Description
1	Armies of Levistus
2	Olhydra
3	Red Wizards of Thay
4	Sahuagin

A description of potential motivations for these enemy forces is below.

**Armies of Levistus.** Levistus sent devils to negotiate the treaty between the fey usurpers and the Olhydra's cult. These forces, led by the foul hag Auntie Chatterknees, see this treaty a power play for greater control – perhaps even enough power to free Levistus from his icy prison.

**Olhydra.** Perhaps the cultists caused enough flooding to bring Olhydra to the Feywild. The Elder Elemental Evil is capable of causing massive devastation, wielding the might of an army alone.

**Red Wizards of Thay.** Always angling for power, the Red Wizards of Thay see this action at worst destabilizing for Phlan, which lowers resistance against their recent conquest of Mulmaster. At best, the flooding could remove Phlan from the board entirely. With the primary base of resistance against the Red Wizards destroyed, there wouldn't be significant resistance preventing utter conquest of the Moonsea Region.

**Sahuagin.** The aquatic Sahuagin peoples have long harbored hate with those who live above the surface of the Moonsea. Perhaps they were approached by the Cult of Evil Elemental Water, who seek to flood the world. Maybe they were approached by the Armies of Levistus, who offer to release their dark god Sekolah from the seas of Levistus to the Material Plane. Either way, the magic and might of the Sahuagin would make them potent allies.

## Apply Allied Forces

---

Estimated Time: 7 minutes

At this point, your players will apply existing allied forces they have gathered in this adventure against the enemy forces, on a 1-for-1 basis. They will complete the form you started in **Appendix 4: Battle Plans**, listing the ally they wish to array against each enemy and their rationale for using that allied force.

If the players are short a military force because of failure during **Episode 2**, the unpaired enemy force is automatically considered to have superiority (see below).

## Roll for Success

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Estimated Time: 1 minute

Once the form has been completed, the players roll to determine the success of their plans. The players should roll a d20 for each pairing. A result of a 12 or higher indicates success.

If players have an excellent rationale for their pairing, you can award advantage on this check.

## Determine Modifiers for Final Fight

---

Estimated Time: 2 minutes

Once superiority is marked, you apply situational conditions on the final fight based on how their match-ups fared. The conditions are listed below, based on if the allied or enemy forces demonstrated superiority. Record these conditions on the form from **Appendix 4: Battle Plans**, for player and DM reference during the final encounter.

### Allied Force Superiority

The modifiers provided by allied forces winning are the following.

**The Seelie Court.** If the Summer Court demonstrates military superiority, the healers provide magical support remotely. The players can spend a hit die as a bonus action during the final fight, regaining hit points as if they had

taken a short rest. Only one hit die can be spent this way per round.

**The Unseelie Court.** If the Winter Court demonstrates military superiority, the players can inflict more grievous wounds. The players can spend a hit die once per round to add 1d8 necrotic damage to the damage roll of any melee or ranged attack.

**The Elves of Greenhall.** If the forces of Greenhall are successful, their archers pepper the battlefield with arrows. Once per round on Initiative Count 20, the enemies take 1d6 (3) piercing damage.

**The Wild Hunt.** If the Wild Hunter comes to aid, he sends his fey mastiffs to harry the enemy. A player may reroll a d20 result on an attack during the final fight, but they must take the results of the second roll. The party may use this ability 5 times before the Wild Hunter recalls his hounds and the ability can no longer be used.

**The Green Man.** The Green Man turns the forces of nature against the forces arrayed against the adventurers, growing grasses and vines to hold the enemies firm. The enemy starts the combat as though it were grappled. At the start of their turn, the enemy can break the grapple with a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check, or with a teleportation effect.

**Inim the Diviner.** Inim summons the aid of his mentor, Acham el Jhotos. Acham and the summoners in defense of Almraiven arrive, using djinn forces to sow chaos upon the battlefield. One of the djinni casts *air walk* upon the adventurers, lasting for the duration of the final fight.

**Opposed Devils.** Devils cross at the planned betrayal of either the fey usurpers or the Cult of Olhydra send a legion of forces under the military leadership of Bel to devastate the enemy lines. Enemies in the final fight start with 3d6 (10) points of damage, which cannot be prevented or healed in any way.

**Fire Elementals.** The Cult of Imix targets their foes, the Cult of Olhydra, with extreme prejudice. Attacks made by the enemy are made with disadvantage on the first round, as the enemy forces are preoccupied with their longtime foe.

## Enemy Force Superiority

The modifiers provided by enemy forces winning a match-up are the following.

**The Fey Usurpers.** The rebellious fey of the Seelie and Unseelie Courts bolster their allies, providing morale and ferocity to the fight. Each enemy benefits from the effect of the *aid* spell, cast at 3<sup>rd</sup> level.

**Cult of Evil Elemental Water.** The Cult succeeds in causing massive flooding. The knee-deep water they summon means the battlefield is treated as if difficult terrain.

**Armies of Levistus.** A legion of devils wielding hexes and weapons of pure cold leave death in their wake. Characters must make a DC 15 Constitution saving throw or take 3d6 (10) points of cold damage and one level of exhaustion. Characters who successfully save take half damage and no levels of exhaustion.

**Olhydra.** The Elder Elemental Evil wields the might of legions itself. It ties up significant resources and causes massive fatalities among the adventurers' allies. Players must make a DC 10 Wisdom saving throw each round or suffer from a fear effect that reduces their movement to 0. Characters immune to fear effects are unaffected by this battlefield condition.

**Red Wizards of Thay.** The Red Wizards of Thay array their undead forces against the allied forces, and they animate their fallen enemies to join the undead ranks. Each round, add 2

**skeletons** to the fight, acting on Initiative Count 10.

**Sahuagin.** The sahuagin smell blood much like sharks, which sends them into a frenzy. The first attack per round an enemy makes against an injured player character is made at advantage.

## Narrate the Battle

---

Estimated Time: 5 minutes

At this point, you should begin **Episode 3** with a narration of the success of the forces. Please consider the following guidelines when narrating the battlefield.

- Dungeon Masters are empowered to narrate how the battlefield is playing out, using the best descriptive language at their disposal. Tell an epic tale of battle, in the vein of your favorite fantasy and war movies.
- Describe the various match-ups across the battlefield, selected by the players. Let them know how their choices are working (or not working).
- Keep in mind, in the match-ups, one side gains superiority and not victory. The ultimate victory (or loss) is determined by the actions of the heroes.
- Get into it. If you get into this battle, so will your players!

# Appendix 4: Battle Plans

*Dungeon Masters should copy this form for use and display during the course of this adventure.*

**Step 1:** DM's should complete the Enemy Forces column, adding Enemy Forces using the guidance in **Appendix 3**.

**Step 2:** Players should discuss which Allied Forces they have gathered to oppose each Enemy Force, on a 1-to-1 basis, and write their basic rationale for how or why they think their ally will win the victory.

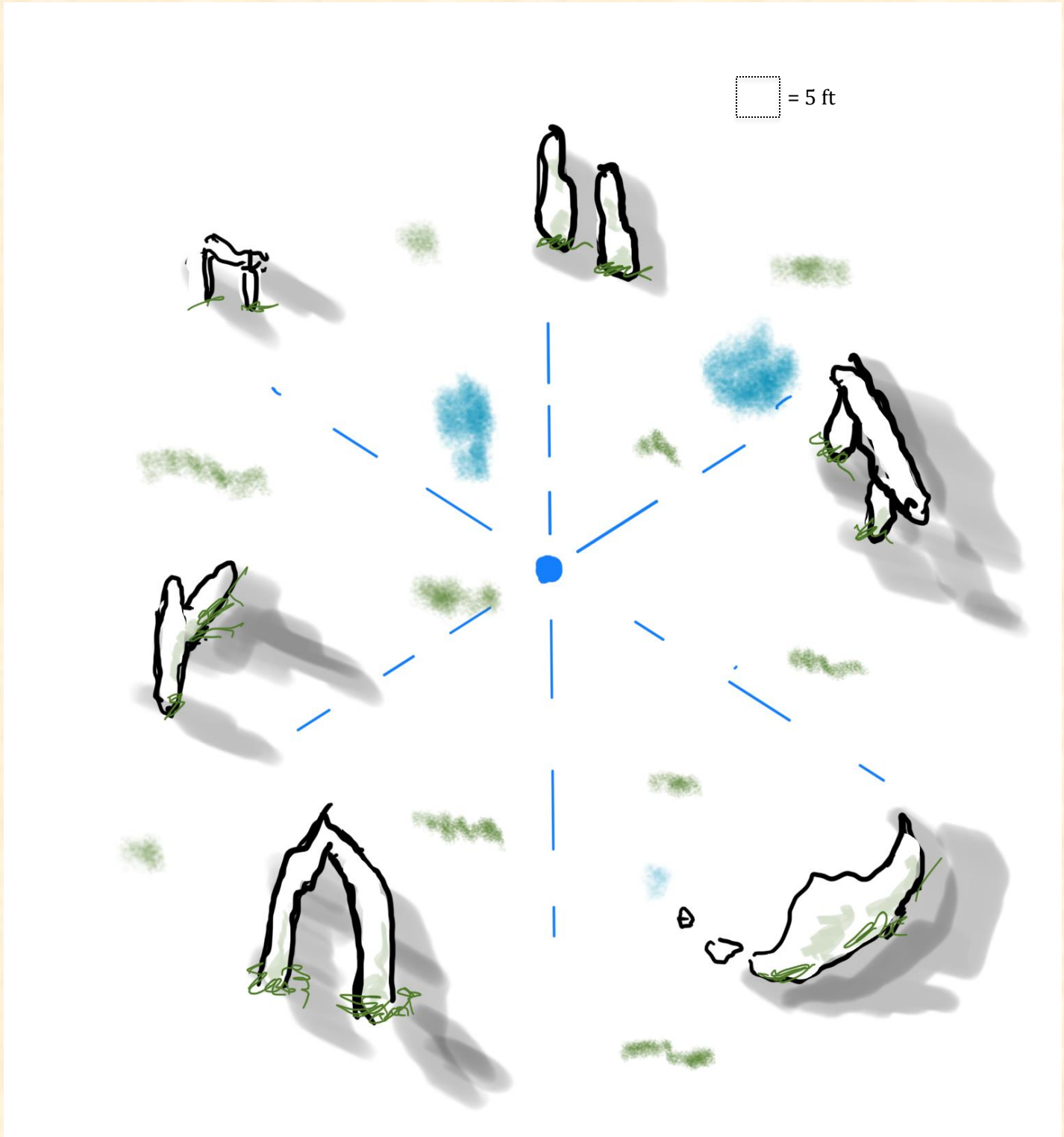
**Step 3:** Players roll for battle superiority in each pairing using the guidance in **Appendix 3**, recording results in the boxes given in the second chart.

**Step 4:** DM's should reference **Appendix 3** and write the benefit or drawback for each superiority condition on the lines below, for player and DM reference throughout the final encounter.

Enemy Force	Allied Force to Challenge Them	Rationale for Matching the Allied Force
The Fey Usurpers		
The Cult of Evil Elemental Water		

Superior Force	Battlefield Result

# Appendix 5: Map of Ruined Temple



## Appendix 6: Character Rewards

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing out rewards they didn't receive during the session):

### Jeny's Special Helper (Broom of Flying)

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*Wondrous item, uncommon*

This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its command word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land.

You can send the broom to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The broom comes back to you when you speak another command word, provided that the broom is still within 1 mile of you. This item can be found in the *Dungeon Masters Guide*.

This broom has seen "gentle use" by Jeny, and it remains terribly stained despite all attempts to clean it, mundane or magical. Actually cleaning with the broom creates more mess than it fixes. Jeny is happy to provide this item to the adventurers, mostly because she is capable of using it as a scrying sensor (not that she would tell that to them).



### Charlatan's Die

---

*Wondrous Item, common (requires attunement)*

Whenever you roll this six-sided die, you can control which number it rolls. This item is from *Xanathar's Guide to Everything*.

It is carved from bone, dyed purple, and features a cleverly carved aardvark on one side.

### Dark Shard Amulet

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*Wondrous item, common (requires attunement by a warlock)*

This amulet is fashioned from a single shard of resilient extraplanar material originating from the realm of your warlock patron. While you are wearing it, you gain the following benefits:

- You can use the amulet as a spellcasting focus for your warlock spells.
- You can try to cast a cantrip that you don't know. The cantrip must be on the warlock spell list, and you must make a DC 10 Intelligence (Arcana) check. If the check succeeds, you cast the spell. If the check fails, so does the spell, and the action used to cast the spell is wasted. In either case, you can't use this property again until you finish a long rest.

This item is found in *Xanathar's Guide to Everything*.

This item was a token gift from Jeny to Lance Brickcrystal. The necklace is dominated by a pendant crafted from a pale green amber. Inside is a small millipede, that occasionally twitches.



# Appendix 7: Jeny Greenteeth's Sordid Past

This appendix (borrowed from CCC-PIPYAP-01-01 A Small Trifle) details the history of the hag known as Jeny Greenteeth. A flavorful modern rendition of an ancient menace, Jeny has delighted and terrified D&D players worldwide since her introduction in DDEX-01-08 Tales Trees Tell.

## The Real World Legend of "Wicked Jenny Greenteeth"

Jeny Greenteeth (spelling disambiguated) is not a monster for *Dungeons & Dragons* alone. In fact, her story goes back centuries, to old stories told to frighten listeners in England. Jenny Greenteeth, or Wicked Jenny, would reach up from rivers and snatch children and the elderly, dragging them to the bottom to drown. At night, it was rumored Jenny Greenteeth slept high in the forest trees, gazing down upon those foolish enough to brave the woods at night. Jenny is described as green of skin, with stringy hair and rows of sharp teeth.

Jeny Greenteeth has been used for inspiration in a host of novels and comic books, and in at least one video game. In her D&D form, she has played a central role in the *D8 Summit Charity Convention's* convention created content (CCC's).

## A Modern Origin Story

Many of the Adventurers League modules, including the content created for conventions, over the last several years have centered on the Moonsea Region of Faerun. These stories have piggy-backed onto the major book releases by Wizards of the Coast, expanding the stories. One tale in particular has been crafted around the fictional character of Jeny Greenteeth.

Jeny is a green hag first presented in "**DDEX-01-08 Tales Trees Tell.**" In this story, characters had to stop an incursion by a Cultist of the Dragon who was seeking to turn Jeny Greenteeth and her fey allies in the Quivering Forest against the people of Phlan. Long had a treaty held that had the fey of the Quivering Forest protect Phlan against threats, so long as mortals didn't enter the woods. Inadvertently, a cultist broke the pact. As the most powerful fey spirit of the wood, Jeny was unwilling to reinstate the pact. The

dissolution of this pact enabled the easy conquer of Phlan by the green dragon Vorgansharax, along with his Cult of the Dragon servants including Ixusasa Terrorsong, in "**DDEX-01-10 Tyranny in Phlan.**"

Ultimately, this tyranny was not overthrown until the events of "**DDEP-04 Reclamation of Phlan.**" However, Phlan is still rebuilding at the time of this adventure, despite the leadership of Calypso and relative political stability.

## A Barovian Vacation

Even a fey power such as Jeny Greenteeth couldn't predict a large section of the Quivering Forest being sucked into Barovia during the events of "**Curse of Strahd,**" and its accompanying stories for Adventurers League. Gods have no presence in the Dark Realm of Barovia, and Jeny is not one to pass up such a golden opportunity. In the absence of churches, Jeny provided "beneficial" spells for adventurers in return for odd and disturbing favors – all chosen to build her power and control over heroic meddlers. She even completed her coven, recruiting Ixusasa Terrorsong during the events of "**DDAL-04-06 The Ghost**" to become its third member, renamed Agatha Bordock. These three things – the spiritual manipulation of adventurers, the completion of her coven, and Barovian experimentation not possible on the Material Plane – greatly bolstered Jeny's power. To what end she would turn her power, Jeny wasn't certain, but she would see it be enjoyable in a manner only the darkest of fey could love.

## The "At Jeny's Request" Series

Jeny would soon get the opportunity to put her newly gained power to the test, when in "**DES-01-01 Finding the Rabbit Hole,**" her forest fell victim to an extradimensional flood. With the help of adventurers, Jeny was able to stop the flooding but became aware of a plot behind the natural disaster. She used mindbending and dimension-warping magics to send adventurers to warn her sister, the Mistress of Tides, when

Jeny learned the saboteurs of her wood wished her sister dead as well. This quest is detailed in ***“DES-01-02 A Sanity Never Questioned.”***

Events quieted for a short while, until the saboteurs played their hand. These villains were the Cult of Evil Elemental Water, under the leadership of Olhydra itself, who sought to devastate the Material Plane. Finding too much resistance from heroes there, it instead sought to flood the Feywild. The Feywild is mostly vacant of heroes, and if the cult could turn the Summer and Winter Courts of the fey to war against each other, if their leaders were assassinated, the cult would meet less resistance in their plot. With the Feywild and Material Plane being reflections of each other, flooding the Feywild would mean the Material Plane would soon fall to the same fate. Adventurers turned the Wild Hunt against the cult in ***“DES-01-03 A Question Never Asked,”*** rescued the powerful fey spirit the Green Man from an unsavory korred in ***“DES-01-04 An Answer Never Offered,”*** and prevented the assassination of the diviner Inim by the sadistic unseelie puka Ambrose in ***“DES-01-05 The Die is Cast.”*** What you hold now is the epic military conflict of ***“DES-01-06 One Last Job,”*** the final installment in this series of adventures.

### Adventures Featuring Jeny

All this talk of D&D Forgotten Realms lore, and the dealings of fey, may have you curious to experience adventures including them. Well, lucky you, here are names of adventures I crowdsourced that feature our beloved anti-hero Jeny Greenteeth. Feel free to use them for inspiration, as springboards for adventure, or run them together as a mega-campaign. With over 80 estimated hours of content available, there is a lot to keep you busy!

When listing these adventures, I tried to keep them in a chronological order. I hope it makes it easier to understand the unfolding story. I also included their levels, and the estimated playtime for each adventure.

Except where noted, all of these adventures are available for purchase online at the DM’s Guild. Consider supporting the authors that put countless hours of free time into these adventures, for you to enjoy.

DDEX-01-08 Tales Trees Tell (levels 1-4, 4 hours)  
DDEX-01-10 Tyranny in Phlan (levels 5-10, 4 hours)  
DDAL-04-01 Suits of the Mist (levels 1-2, 5 hours)  
DDAL-04-02 The Beast (levels 1-4, 2 hours)  
DDAL-04-03 The Executioner (levels 1-4, 2 hours)  
DDAL-04-04 The Marionette (levels 1-4, 2 hours)  
DDAL-04-05 The Seer (levels 1-4, 2 hours)  
DDAL-04-06 The Ghost (levels 1-4, 4 hours)  
DDAL-04-07 The Innocent (levels 5-10, 4 hours)  
DDAL-04-08 The Broken One (levels 5-10, 2 hours)  
DDAL-04-09 The Tempter (levels 5-10, 2 hours)  
DDAL-04-10 The Artifact (levels 5-10, 4 hours)  
DDAL-04-11 The Donjon (levels 5-10, 4 hours)  
DDAL-04-12 The Raven (levels 5-10, 2 hours)  
DDAL-04-13 The Horseman (levels 5-10, 2 hours)  
DDAL-04-14 The Dark Lord (levels 5-10, 4 hours)  
CCC-UCON-01 Blood and Fog (levels 5-10, 4 hours)  
CCC-SDREAM-01-01 From Every Winter, Spring (levels 1-4, 2-4 hours - Coming soon to the DM’s Guild)  
CCC-DES-01-01 Finding the Rabbit Hole (levels 5-10, 4 hours)  
CCC-DES-01-02 A Sanity Never Questioned (levels 5-10, 4 hours)  
CCC-DES-01-03 A Question Never Asked (levels 5-10, 2 hours)  
CCC-DES-01-04 An Answer Never Offered (levels 5-10, 2 hours)  
CCC-DES-01-05 The Die is Cast (levels 5-10, 2 hours)  
CCC-DES-01-06 One Last Job (levels 5-10, 4-6 hours – You are holding this adventure now.)  
CCC-PIPYAP-01-01 A Small Trifle (levels 5-10, 4-6 hours – Coming soon to the DM’s Guild)

# Appendix 8: Dungeon Master Tips

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

## New to D&D Adventurers League?

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

## Preparing the Adventure

Before you start play, consider the following:

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

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic

items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

## Adjusting This Adventure

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

### Determining Party Strength

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