

# PALACE OF HEART'S DESIRE

UPPER



CENTRAL TOWER,  
THIRD FLOOR

CENTRAL TOWER,  
FOURTH FLOOR

BEANSTALK TOWER,  
UPPER FLOOR

1 SQUARE = 10 FEET

When the characters first enter, all four panels are closed. Opening a hatch reveals a square cavity containing the head of a decapitated creature. When a hatch is opened, the head inside that cavity barks one of the following utterances:

Bugbear head: "Yah!"

Harpy head: "Bah!"

Hobgoblin head: "Gah!"

Ogre head: "Bah!"

Each repeats its one-word utterance every time its hatch is opened, then falls silent until the hatch is closed and opened again. To use this area as it was intended, the panels must all be closed and then opened in either of the following sequences:

Harpy, ogre, bugbear, hobgoblin

Ogre, harpy, bugbear, hobgoblin

When the decapitated heads speak the syllables of "Baba Yaga" in their proper order, all creatures in the hall are teleported to unoccupied spaces in the study (area P47).

### P35. FLOODED HALL

This hallway has a sunken floor filled to a depth of three feet with dark water. Lanterns lit with flickering blue flames hang from the ceiling thirty feet above by short chains, spaced roughly ten feet apart. They produce eerie, ghostlike reflections off the water. As you take in the scene, an empty sailboat drifts into view from farther down the hall and makes its way toward you.

The sailboat glides closer until it is near enough to board safely. The boat can carry up to eight Medium creatures. One creature can steer the boat using the tiller, and the boat has a speed of 20 feet.

**Dark Water.** Peering into the water's depths reveals thin, pale faces staring back, dark monsters swimming past, and glimpses of distant realms. A creature can wade through the water safely, but any creature that completely submerges itself must succeed on a DC 15 Strength saving throw or become trapped under the water's surface. Unless the creature can breathe underwater, it begins to suffocate when it runs out of air (see the suffocation rules in the *Player's Handbook*). As an action, a creature trapped under the water's surface or another creature within reach of it can make a DC 20 Strength (Athletics) check. On a successful check, the trapped creature breaks through the surface and is no longer submerged.

### P36. COSTUME ROOM

This room contains eight wooden mannequins in tall glass cases. Each mannequin wears a different outfit.

These outfits have been worn by Zybilna in her many guises—a child's witchy dress for young Natasha; a flamboyant, off-the-shoulder dress for Tasha; a dark, alluring gown for Iggwilv; and more.

The following clues can help the characters identify some of Zybilna's former personas:

- The name "Natasha" is stitched into the collar of a cape sized for a child.
- Characters who examined the mannequin of Tasha in the glass cabinet outside the Hall of Illusions in the Witchlight Carnival can recognize Tasha's costume from the way the mannequin was dressed.
- Characters who succeed on a DC 16 Intelligence (History) check can recognize one of Iggwilv's costumes from a woodcut of her that they saw once in a book, where she was identified as "Iggwilv, the Witch Queen of Perrenland."

### P37. DRETCH NURSERY

Flies buzz throughout this chamber, and the grimy marble floor is crawling with maggots. Eight wicker cradles stand upright in the filth. Lashed to each cradle is a three-foot-long, curved wooden pole with a mobile consisting of three ornaments dangling at the top of it. Each ornament appears to be a triangular piece of white wood with an Elvish letter carved into it. Small, misshapen creatures nesting in the cradles reach toward the symbols with their claws but can't quite grab them.

The cradles contain eight **dretches**—manifestations of Zybilna's darkest emotions: annoyance, loathing, rage, disgust, disdain, maliciousness, envy, and jealousy. The stunted, baby-like fiends act according to their nature; for example, the annoyed dretch frowns in irritation at everything it sees, the malicious dretch tries to pinch anyone who comes too close to it, and so forth.

A character can make a DC 15 Wisdom (Insight) check to ascertain why the dretches are here and what they represent. On a failed check, the character ascertains nothing. On a successful check, the character realizes that the dretches are manifestations of suppressed negative emotions belonging to whoever confined them to this wretched nursery.

Characters who can read the Elvish script can identify seven different letters carved into the triangular ornaments suspended above the cradles. The letters, each of which appear several times, are A, B, I, L, N, Y, and Z. Rearranged, they spell ZYBILNA. Zybilna needed the lettered ornaments as material components for the ritual that created the dretches, but now they are merely decorative distractions for the baby-like dretches. The letters are attached to the mobiles at random; for example, one cradle's mobile might have the letters A, I, and L, while another might have the letters B, L, and Y.

Each dretch is bound by Zybilna's magic and has a speed of 0 feet while in its cradle. If a dretch is removed from its cradle, its disposition doesn't change, but it is free to go where it pleases. It shuns combat and fights only in self-defense. Killing one or more dretches causes an upswell of dark emotions in Iggwilv, which can have consequences for the characters in their climactic encounter with her (as described at the end of the chapter).

### P38. SECRET LIBRARY

A dozen floating candles cast dim, flickering lights over this sepulchral, windowless library. Ebony bookshelves are filled with volumes bound in jet-black fabric. The books have no titles on their spines. In the middle of the room, a black quill pen rests on a writing desk next to a jar of black ink.

Magic causes each candle to float  $1d4 + 3$  feet above the floor. Casting *dispel magic* on a candle or removing a candle from the library automatically ends the levitation effect on it.

If the characters remove a book from the shelves, they see that the cover, like the spine, has no title. Opening any of the books reveals that its pages are blank apart from the first page, on which a thin line has been scribed. If a creature uses the quill pen on the desk to write the title of a book above the line, the remaining pages of the book fill with writing that matches the book of the same title, provided that book is part of this room's collection. Writing a title in a blank book that does not match the title of a book in the collection causes the ink to swiftly evaporate from the page. If a book is removed from this library, all writing in it fades after 30 days, leaving the book blank.

Among the titles found here are the following, which the characters can learn about from Shon in area P28:

*The City That Waits* (one explorer's treatise about Moil, a demiplane that houses a city of haunted spires)

*The Faceless Lord* (Iggwilv's private account of her many dealings with Juiblex, the Demon Prince of Oozes and Slimes—which she later updated and incorporated into her magnum opus, the *Demonomicon of Iggwilv*)

*I, Lyzandred* (a lich's meandering autobiography, which drifts into a lengthy, plodding dissertation about demiplanes and how to construct them)

*Kingdom of the Ghouls* (one adventuring party's exploration of a subterranean kingdom of ghouls on the world of Oerth)

*The Many Masques of Mith* (a bizarre account of life as a servant to an archwizard named Mith, who hosted masques for honored guests from across the multiverse)

*Nadir of Nessus* (all about the politics of the Nine Hells, written by a tiefling named Nadir, who claimed to be the daughter of Asmodeus)

*Prophecies of Explicta Defilus* (a transcription of various prophecies told by a powerful spirit naga from the world of Oerth)

*Thingizzard's Night Balloon* (instructions for building a magic vessel that can float safely through the layers of the Abyss)

### P39. ROOST

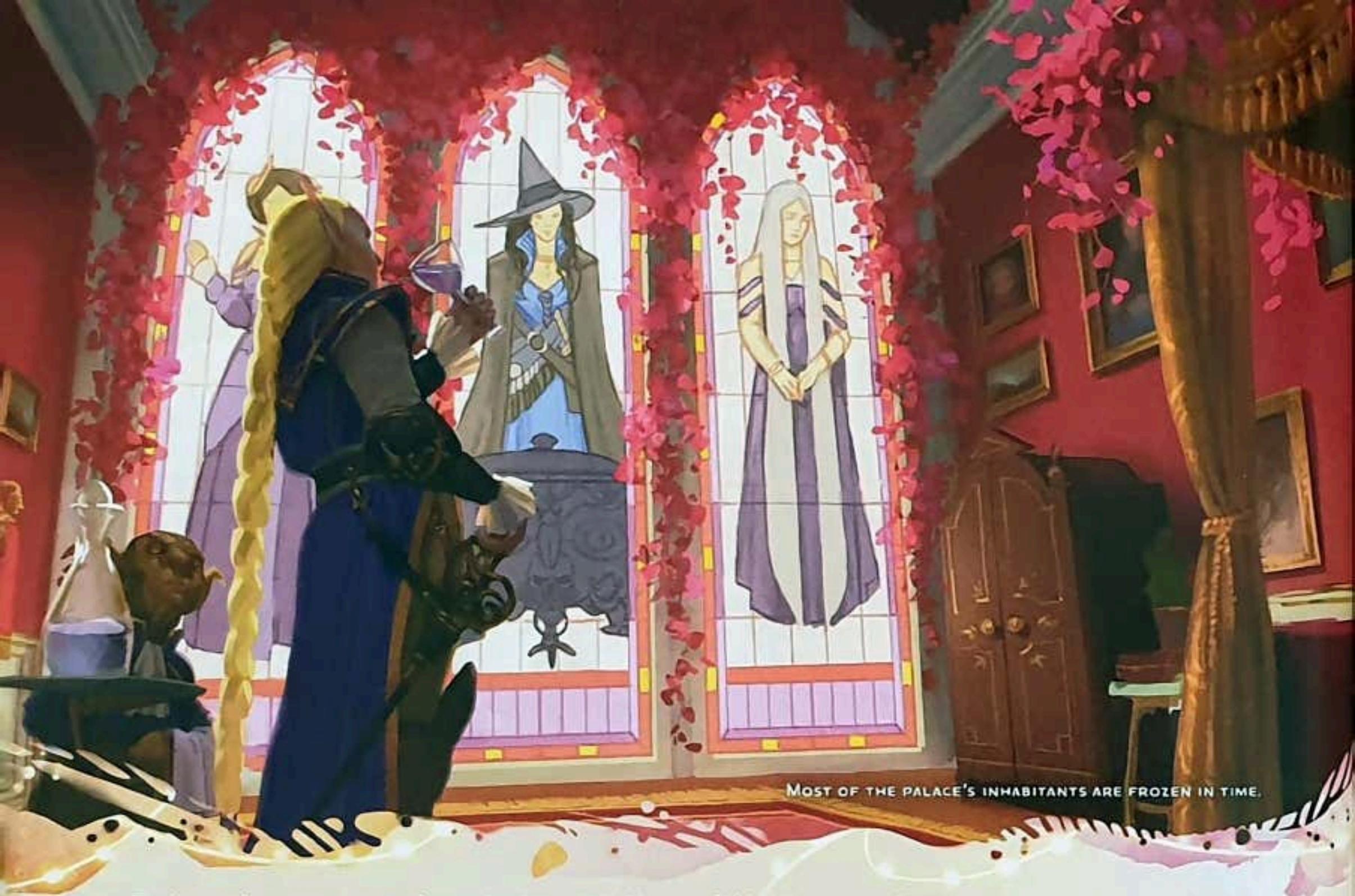
This 20-foot-square room has an 8-foot-wide, 8-foot-tall archway in the middle of the west wall, beyond which a tower chamber contains five cages dangling from chains above a pool of sludge 30 feet below. Characters who position themselves near the archway can see the ceiling of the tower chamber 30 feet above them, as well as the other features of area P30.

Floor-to-ceiling iron bars spaced 6 inches apart span the eastern side of this room. Through this wall of bars, one can see the palace's central tower suspended above a stormy void (area P13). The bars can be bent with a successful DC 20 Strength (Athletics) check, creating an opening through which Small and Medium characters can squeeze.

### P40. GUEST WING

This wing of the palace is reserved for Zybilna's guests, including envoys from other archfey and petitioners from the Material Plane.

Each room holds a four-poster bed, a wardrobe containing outfits that magically tailor themselves to their wearers, and a dressing table. A bell pull mounted on the wall by the door enables guests to summon servants from their quarters (area P15). If the characters ring any of these bells, the butler Thinnings creeps up to investigate 5 minutes later.



MOST OF THE PALACE'S INHABITANTS ARE FROZEN IN TIME.

Each room's occupants are frozen in time. Individual rooms have their own color schemes and notable features, as indicated below:

**P40a. Red Room.** A high elf **noble** (neutral) with long hair stands in the middle of the room. The elf, Carisso, is holding a crystal goblet of water. Tied to his belt is a glass-handled rapier (actually a +1 rapier). A goblin (noncombatant) stands next to him, holding a tray with a decanter of water on it.

**P40b. Blue Room.** This chamber has a line of bluebirds perched motionless on the sill of an open window. The room is otherwise unoccupied.

**P40c. Green Room.** A well-dressed forest gnome (noncombatant) stands on a stool in front of a vanity, looking into a mirror as she combs her green hair. The vanity has various cosmetics and vials of perfume on it.

**P40d. White Room.** A handsome young male human (noncombatant) in a white nightshirt sleeps in the bed.

**P40e. Black Room.** Six goblins (noncombatants) are in the midst of cleaning the room. One of them perches precariously on a stack of chairs while reaching out to dust the top of a tall black wardrobe.

#### P41. TALKING DOOR

This door is closed and magically locked.

The surface of this double door is sculpted to look like the head of a cat. As you approach, it purrs, "Why, hello there."

This door was meant to require a password to be opened, but the door grew bored of asking for the same word all the time and now seeks answers to more meaningful, philosophical questions. The door explains this pleasantly, then poses one of the following questions:

- Which is more important, intelligence or wisdom?
- Are we at the mercy of fate, or do we create our own destiny?
- Which has more power, the sword or the quill?

The door enthusiastically debates either side of each point. There are no right or wrong answers; to open the door, a character must argue their case and succeed on a DC 15 Charisma (Persuasion) check. A character who impressed Feathereen, the gondola swan in the Witchlight Carnival, is filled with confidence in this debate and gains advantage on the check. On a successful check, the door swings open.

## P42. LABORATORY

The door to this laboratory is sealed with a hart crown lock (see "Crown Locks" earlier in the chapter).

Broken oil burners, grimy glassware, and jars of pickled fungus clutter this ruined laboratory. A beanstalk as long and thick as a constrictor snake sprouts from an unstoppered potion bottle. Bulging bean pods hang from its stem.

Zybilna used this laboratory to brew potions, including an experimental oil that stimulated the growth of plants. The beanstalk in here is one result of this study; Zybilna's quasit, Iggrik, pilfered and used a more potent variant of this potion to create the enormous beanstalk in area P17.

**Treasure.** Characters who search the laboratory find a *potion of growth*, three *potions of healing*, and two *potions of giant strength* (hill).

Twelve bean pods hang on the beanstalk and are easily detached. A detached bean pod can be hurled up to 120 feet as an action. When it is tossed on the ground, it disappears and produces an effect identical to that of the *plant growth* spell (the version of the spell that takes 1 action to cast).

## P43. MIRROR OF HEART'S DESIRE

The door to this room is sealed with a lion crown lock (see "Crown Locks" earlier in the chapter).

This marble hall is empty except for a tall mirror mounted in an alcove on the north wall. Cold, spectral mist hangs motionless in front of the mirror's reflective surface and covers the floor beneath it.

Zybilna brought mortals before this mirror, where they could see the objects of their heart's desire reflected in it. Any creature that stares into the mirror for 1 minute sees its own reflection fade away, to be replaced by an image of the thing it wants most. The mirror is a Large object with AC 13, 5 hit points, and immunity to poison and psychic damage.

If a character looks into the mirror long enough to trigger its property, work with that character's player to determine what the character sees: it might be something or someone the character lost, a goal the character has yet to attain, or a momentous event that has not yet come to pass. If you are using the "Lost Things" adventure hook and the character hasn't yet found what they're looking for, the mirror might show the character its location and a route the character can take to get there.

## P44. JARS OF TIME

The door to this room is sealed with a hart crown lock (see "Crown Locks" earlier in the chapter).

A three-level mahogany table stands in the middle of this otherwise empty chamber. Three gleaming bell jars rest on the table's separate tiers, each one containing a visage wreathed in mist.

Any creature that touches one of the jars on the table causes all three jars to display illusory images of that creature from different time periods. The jar closest to the floor shows the creature in its youth. The jar on the middle tier shows the creature as it is now. The highest jar shows what the creature might look like in its later years. Zybilna was the last one to touch the jars, so they currently show images of her past, present, and future self:

- The lowest jar depicts a young woman with raven-black hair.
- The middle jar displays a middle-aged woman with long white hair.
- The highest jar shows a white-haired crone or hag.

THESE "JARS OF TIME" SHOW ZYBILNA'S PAST, PRESENT, AND FUTURE FORMS.



The jars are stuck to the table with *sovereign glue*. Each jar is a Small object with AC 13, 3 hit points, and immunity to poison and psychic damage. For each jar that breaks, an **invisible stalker** is released, appearing in the air above the table. A stalker attacks whoever is responsible for breaking its jar, ignoring all other targets. The stalker returns to the Elemental Plane of Air when it or its target dies.

#### P45. ZYBILNA'S BEDROOM

This spacious bedchamber is lightly furnished. An oval mirror in a black wood frame is mounted on the east wall, and a chess set with jet and bloodstone playing pieces rests atop an octagonal table in the southwest corner, flanked by two comfortable, high-backed chairs. A four-poster bed with black silk sheets and drapes stands in the middle of this room. Lounging on the bed are two creatures, each with the lower body of a lion. One has the head and upper torso of a woman, the other the head and upper torso of a man.

The creatures on the bed are two **lamias** named Nemesatra and Trizzian. The demon prince Graz'zt sent them to parley with Zybilna, because he is convinced that the archfey knows the whereabouts of Iggwilv the Witch Queen (with whom Graz'zt has unfinished business). Nemesatra and Trizzian suspect that Zybilna and Iggwilv are the same person, but the lamias need proof before they return to their master.

Graz'zt has bestowed on each lamia the ability to touch the surface of any mirror (as an action), disappear inside it, and reappear on another plane of existence of their choice, as though the lamia had cast a *plane shift* spell that affects only one creature. Nemesatra and Trizzian used this ability to travel from Azzagrat (Graz'zt's home in the Abyss) to the Feywild, and they plan to use it again to return to Azzagrat once they get the proof they desire. The costumes in area P36 are not proof enough on their own, but any or all of the following constitute proof:

- The sworn testimony of Thinnings the butler (see area P15), Kalimanzaros the dwarf (see area P21), or one of the hags in area P47, which the lamias must obtain using a *suggestion* or *geas* spell
- A copy of *The Faceless Lord* (one of Iggwilv's known unpublished works) from area P38
- The jars of time in area P44, provided and the jars still show three faces of Iggwilv (including her younger self, which the lamias recognize)

When one or more characters appear before the lamias, Nemesatra fixes them with a steely gaze and asks, "Are you important?" She expects an affirmative reply, for neither she nor her companion have time for wastrels. Nemesatra and Trizzian won't reveal the purpose of their mission. They view the characters as pawns, ordering them to share any information they uncover about Zybilna's past. Once the lamias obtain proof that Zybilna is Iggwilv (or cleverly fabricated evidence to the contrary), they use the nearest mirror to return to Azzagrat.

The lamias' access to the palace is limited because they can't bypass its locked doors or fly. They entered the palace through the coach house (area P11) and have visited areas P29, P14c, P14g, P41 (where they debated the magical door), and P46.

If the lamias are attacked, they defend themselves until at least one of them loses half of their hit points or more, whereupon they touch the mirror in this chamber and return to the Abyss. If the mirror has been destroyed and they have no clear route of escape, the lamias use *charm person*, *suggestion*, or *geas* spells to persuade the characters to leave them alone.

**Treasure.** The chessboard was a gift to Iggwilv from the archmage Mordenkainen and is worth 2,500 gp. Its pieces mutter under their breath when they are taken off the board. The chessboard is one reason why Nemesatra and Trizzian suspect that Zybilna and Iggwilv might be one and the same, since Iggwilv's passion for the game is well known to Graz'zt and his underlings.

#### P46. DRESSING ROOM

This chamber is a walk-in wardrobe. Hinged panels along the walls swing outward to display a variety of exquisitely crafted robes, gowns, scarves, head-dresses, stockings, gloves, shoes, boots, and other clothing. Items remove themselves from hooks and hangers and float in the air seemingly of their own accord, allowing you to see them more closely.

Permanent *unseen servant* spells make trying on clothes in this room easy and fun.

## P47. DESTROYED STUDY

Splinters of wood, along with some loose papers and two halves of a shattered blowing horn, are suspended in the air. Whatever caused this unfortunate scene also punched a hole in the north wall on the landing between two staircases, one leading up and the other leading down. The stony debris from the blast is frozen in midair outside the tower.

Characters who peer through the hole in the wall see the following scene:

A human knight with a thick mustache and a look of surprise on his face was apparently thrown backward through the jagged hole and now hangs in the air amid the debris. The knight wears a helm adorned with feathery wings, and he is holding a longsword and a shield.

Nothing of value remains in the study.

Any hags of the Hourglass Coven who retreated to the palace are found here, near the hole in the wall (see appendix B for the hags' stat blocks). Parked nearby are their mounts and vehicles:

- Bavlorna's *bobbing lily pad* (see appendix A)
- Skabatha's *flying rocking horse* (see chapter 3)
- Endelyn's *ornithopter of flying* (see appendix A)

If only one hag is present, she is muttering to herself. If two hags are here, they are bickering about what to do next. If all three hags are present, they are mocking the helmed knight as they avoid talking about their present troubles. "He seems to be taking his present situation rather lightly," says Skabatha. "Time has been rather cruel to him," gloats Endelyn. "If we still had the unicorn horn, we could make him plunge to his doom," bemoans Bavlorna.

If Endelyn Moongrave is encountered here, she tells the characters that she foresaw the dissolution of the coven. If one or both of her sisters are in earshot when she says this, they accuse Endelyn of orchestrating the coven's breakup. Arguing ensues, ending with each hag using her *plane shift* spell to flee Prismeer. The hags also use this spell to escape if the characters attack them.

Otherwise, the hags do what they do best: deceive and bargain. They claim to be the true heroes of the situation, since they trapped Iggwilv in time to save Prismeer from her tyranny and debauchery. They relate memories of Iggwilv's past, portraying her as a demented archmage who peered into the Abyss, studied it intently to learn how to summon

and control demons, and used them to ravage kingdoms on the Material Plane. The hags suggest that the characters focus their efforts on slaying the jabberwock. In exchange, the hags promise to use the power of *Iggwilv's Cauldron* for the characters' benefit, further tempting them by describing the cauldron's many beneficial properties (see appendix A). The hags hope to buy time until they can turn the tables on the characters and make them suffer for their insolence.

**Leader of Valor's Call.** The helmed knight, named **Strongheart** (see appendix B), battled Kelek and Warduke in this study. Warduke used a *horn of blasting* to punch a hole in the wall and sent the knight hurtling through it. An instant later, the palace was frozen in time. The horn was destroyed in the blast, which also dealt damage to Warduke and Kelek. (Those two were later released from temporal stasis by the Hourglass Coven and allowed to rest and regain their lost hit points.) Strongheart is suspended 30 feet north of the tower and 60 feet above the storm vortex (area P13). He has 20 hit points remaining.

If Strongheart's temporal stasis ends while he's suspended over the storm vortex, he falls into the vortex. A character within reach of Strongheart can try to catch him as he falls, doing so with a successful DC 15 Strength check. Alternatively, characters who can fly could reach Strongheart while he's frozen in the air, tie one end of a rope around him, and secure the other end to something or someone strong enough to bear his weight (240 pounds with all his gear), thus preventing him from falling when the temporal stasis ends.

If rescued and questioned, Strongheart explains his role in leading Valor's Call to the palace (see "Fall of the Witch Queen" earlier in the chapter). He planned to bring the members of the League of Mallevolence to justice, but he underestimated their tenacity and resourcefulness. He is grateful to his rescuers and offers to help them accomplish whatever goals brought them to Prismeer. Other members of Valor's Call follow his lead.

**Stairs Up and Down.** Stairs to either side of the hole in the wall lead down to area P31 and up to area P49.

**Treasure.** Strongheart wields *Steel*, a magic longsword (see appendix A). The sentient blade can't be removed from the knight's hand while he's frozen in time, and it can't communicate or be used to cast *revivify* until it is released from temporal stasis.

## P48. TURRETS

These seven turrets, areas P48a through P48g, are attached to the palace's central tower. None of these areas have windows. The contents of the seven turrets are as follows:

**P48a.** An enameled blue coffer rests on an alabaster pedestal in the middle of this room, which is connected by an open archway to a staircase that leads down to area P31 and up to areas P47 and P49. The coffer contains a plum-sized jewel made of transparent blue crystal with a tiny, Z-shaped crack in its core (see “Treasure” below). Any character who grasps the jewel and succeeds on a DC 15 Wisdom (Insight) check intuits that the jewel is Zybilna’s crystallized desire to be treated as a queen and rule over lesser beings.

**P48b.** Characters can reach this chamber by climbing a staircase from area P14b on the palace’s lower level. An enameled white coffer rests on a black basalt pedestal in the middle of the room. The coffer contains a plum-sized jewel made of translucent white crystal. The jewel is warm to the touch (see “Treasure” below). Any character who grasps the jewel and succeeds on a DC 15 Wisdom (Insight) check intuits that the jewel is Zybilna’s crystallized desire to show kindness to the destitute and unfortunate.

**P48c.** Characters can reach this chamber by climbing a short staircase from area P48d. An enameled red coffer rests on a pedestal of rotting wood in the middle of the room. The coffer contains a plum-sized jewel made of red crystal that hums faintly (see “Treasure” below). Any character who grasps the jewel and succeeds on a DC 15 Wisdom (Insight) check intuits that the jewel is Zybilna’s crystallized desire to punish those who have wronged or defied her.

**P48d.** This chamber is empty. A short staircase leads up to area P48c. A longer staircase leads down to a hallway on the palace’s lower level that connects with areas P14d and P16.

**P48e.** Characters can reach this chamber by climbing a staircase from a hallway on the palace’s lower level that stretches north of area P29. An enameled green coffer rests on a wrought-iron pedestal in the middle of the room. The coffer contains a faintly glowing, plum-sized jewel of green crystal (see “Treasure” below). Any character who grasps the jewel and succeeds on a DC 15 Wisdom (Insight) check intuits that the jewel is Zybilna’s crystallized desire to remain hidden from her enemies.

**P48f.** Characters can reach this chamber by climbing a short staircase from area P48g. An enameled black coffer rests on a pedestal of living vines in the middle of the room. The coffer contains a plum-sized jewel made of lustrous black crystal (see “Treasure” below). Any character who grasps the jewel and succeeds on a DC 15 Wisdom (Insight) check intuits that the jewel is Zybilna’s crystallized desire to know what her enemies are plotting.

**P48g.** This chamber is empty. A short staircase leads up to area P48f. A longer staircase leads down to area P14a on the palace’s lower level.

**Treasure.** The five jewels stored in the turrets are Zybilna’s crystallized desires. They appeared to her shortly after the domain of Prismeer was formed, and she placed them in the turrets for safekeeping. A *detect magic* spell reveals an aura of conjuration magic around each jewel.

An *identify* spell or similar magic reveals that each jewel has a single *conjure fey* spell embedded in it, and that the spell can be cast as an action by knocking the jewel three times against a hard object or surface. No other components are required to cast the spell, and there’s no way for the user to know what creature will appear. The creature summoned by a jewel depends on the jewel’s color, as noted in the Conjured Fey table. The jewel vanishes when the creature appears, and the creature disappears after 1 hour. See the *conjure fey* spell description for the creature’s behavior.

These conjured Fey are magically created duplicates of creatures whose life essence Zybilna harvested to twist part of the Feywild into what would become her Domain of Delight. Being mere echoes, they are oblivious to this fact and unaware of what they truly are. Each one acts as though it has been imprisoned in its jewel for an unknown period of time (by whom, it can’t say). It doesn’t realize that it will cease to exist when the spell that brought it forth ends.

## CONJURED FEY

Jewel	Creature
Black	Spymaster Hushknife, a darkling elder (see appendix C)
Blue	Allegra, a quickling (see appendix C)
Green	Frogspittle, a green hag
Red	Sinch the Ruthless, a redcap (see appendix C)
White	Winky, a one-eyed blink dog

## P49. BLACK BOOK

The door to this chamber is sealed with a hart crown lock (see “Crown Locks” earlier in the chapter).

The walls, floor, and ceiling of this room are made of white marble tiles. In the middle of the room, a quill with a feather sheathed in flame and a black-covered book rest on an iron lectern.

The book and the quill radiate auras of abjuration magic if scrutinized using a *detect magic* spell or

similar magic. The flame coming off the feather is illusory and harmless.

The front cover of the book is embossed with images of a lion and a hart, the two animals rearing up on their hind legs and facing each other. Any creature whose name is written in the book using the quill can open any of the palace's crown locks. If a creature's name is crossed out using the quill, or the page bearing its name is torn from the book, the creature's ability to open these locks is rescinded.

A long list of names fills the book's pages, many of them belonging to fairies, judging by their colorfulness. The hags of the Hourglass Coven are listed near the middle of the book. Other names in the book include Thinnings (Zybilna's butler), Shon (Zybilna's librarian), Kalimanzaros (Zybilna's clerk), and Raezil Uthemar (Zybilna's elf spy in area P31). The final few names are written in Endelyn Moongrave's handwriting. These last entries are the members of the League of Malevolence: Kelek, Zarak, Zargash, Warduke, and Skylla.

#### P50. VAULT

An ornate iron door stands at the top of the staircase. Its surface is covered with a complex array of cogs, latches, and tumblers. The round doorknob is engraved with the image of a nightingale.

Zybilna stores her greatest treasures inside this vault, which is shielded against divination magic. The door is impervious to damage and has eight built-in locking mechanisms, any one of which can be affected by a *knock* spell or similar magic. A character can also spend 1 minute trying to pick one of the locks by using thieves' tools, doing so with a successful DC 18 Dexterity check. Opening a single lock, however, causes any previously opened locks to close. To enter the vault, all eight locks must be opened at the same time.

Characters who examine the doorknob discover an inscription around its base that reads, "Speak My Name." A creature that speaks the password "Natasha" while grasping the doorknob can open all of the locks simultaneously. The door, once opened, locks automatically when it is closed again. A similar doorknob, but without the inscription, is inside the vault.

The jars of time (area P44) and the costume room (area P36) can provide hints about Zybilna's earliest identity. The solution to this riddle is also hidden in the border of the Witchlight Carnival poster map, which incorporates drawings of creatures and objects pointing at one another: a nilbog (goblin jester) points its scepter at an almiraj (a horned rabbit), which points its horn at a treant, which points to

an arrow that points toward a swan, whose beak points to a hippogriff pointing at an axe. By taking the first letters of these creatures and objects, the name NATASHA is spelled out. Reward any player who figures this out by having that player's character whisper the name as if conjuring it from some half-forgotten childhood dream.

When the door opens, read:

The door swings open to reveal a circular chamber illuminated by drifting balls of colored light. In the middle of the room, a finely forged greatsword floats, point upward, three feet above a treasure chest. The magic that holds the sword aloft also rotates it slowly, so that the blade catches and reflects the multicolored lights.

The chest is not locked. The drifting balls of light are harmless magical effects confined to this room.

**Treasure.** The greatsword is *Snicker-Snack* (see appendix A). The levitation effect that keeps it aloft ends when the sword is held or moved.

The chest contains the following items:

- *Snicker-Snack*'s ornate scabbard, adorned with phoenix feathers (100 gp)
- A gold helmet decorated with hart antlers (250 gp)
- A shimmering silver cloak, with a unicorn embroidered on it in platinum thread (750 gp)

#### P51. BEANSTALK TOWER

To enter this tower, the characters must use flight or climb the beanstalk that supports it (see area P17).

The interior of the tower is a mess of broken furniture and grasping vines. Amid the ruins, a toad wearing a tiny wizard's cape perches on the lid of a treasure chest that has slid into a wall and become surrounded by junk.

The toad is Iggrik, a shapechanged **quasit** and Iggwilv's longtime companion. It addresses the characters in Common and claims to be Zybilna's toad familiar. If attacked, it assumes the form of a bat and flies away, taking refuge in the garden (area P2).

When the palace was frozen in time, Iggrik was in the library (area P28). It spied on the Hourglass Coven until the hags left the palace, then used a potion from Zybilna's laboratory to cause the beanstalk to lift this tower into the air, creating a haven for itself. The quasit has been hiding ever since. It knows that the League of Malevolence has sided with the hags against Zybilna, but it lacks the courage to venture

forth and remain abreast of the league's activities in the palace. Warduke, in particular, terrifies the quasit.

If the characters mention Iggwilv or Natasha, Iggrik tries to redirect the conversation. If the characters are otherwise fishing for information, Iggrik reveals the following helpful tidbits:

- The vault (area P50) contains a vorpal sword that can slay the jabberwock. Zybnilna acquired the sword as a precaution, in case the jabberwock turned against her. (If the characters ask about the vault's defenses, Iggrik describes a locked door that requires a password, which he knows but won't automatically divulge.)
- The jabberwock is not the biggest creature living in the palace. That would be Zybnilna's enormous owl, Bloodybeak. It hates the jabberwock but is confined to the aviary (area P20) and frozen in time. The password to open the aviary's windows is "canzus."
- Guests can bypass the crown locks on the palace doors by writing their names into Zybnilna's black book (in area P49).

Iggrik also knows how to end the curse that Iggwilv placed on the *Joun stone* in area P33. If the characters need help ending the curse, Iggrik tells them how if they correctly answer the following riddle: "Yesterday comes after tomorrow, but where's my proof?" The answer is "in a dictionary."

If the characters tell Iggrik that Zybnilna can be freed from temporal stasis by speaking her true name while touching her with a unicorn horn, the quasit reveals that Zybnilna's true name is Natasha (see also "Unicorn Horn" below).

If Iggrik learns that everyone in the palace can be released from temporal stasis by destroying *Iggwilv's Cauldron*, the quasit shares the following information:

- A *flame tongue* weapon can destroy the cauldron, and Warduke happens to wield such a weapon.
- The jabberwock likes to coil around the cauldron when it sleeps and is attracted to music. The best chance of defeating it is to use *Snicker-Snack*, the vorpal sword in Iggwilv's vault (area P50). The password to unlock the vault is "Natasha."
- Destroying the cauldron is no great loss, since Iggwilv has the power to repair it. (That's not to say that the Witch Queen will be pleased to see her cauldron destroyed.)

**Treasure.** The treasure chest contains a pair of *winged boots*, which Iggrik offers to the characters if they promise to free Zybnilna.

**Unicorn Horn.** If the Story Tracker indicates that the unicorn horn is here, Iggrik found the horn and placed it in the chest with the *winged boots*. Once Iggrik learns that the horn has the power to release creatures trapped in temporal stasis, the quasit offers the horn to characters who promise to use it to free its mistress.

## ENDING THE STORY

Releasing Zybnilna from temporal stasis can be accomplished in one of three ways:

- Shattering *Iggwilv's Cauldron* with a *frost brand* or *flame tongue* weapon (see the cauldron's description in appendix A for details), which ends the time-freezing magic throughout the palace.
- Touching *Iggwilv's Cauldron* with a unicorn horn while reciting a poem called "The Witch Queen's Cauldron" (see area P22), which also ends the time-freezing magic throughout the palace.
- Touching Zybnilna with a unicorn horn while speaking her true name, Natasha, which can be learned in the palace's costume room (area P36), from Iggrik the quasit (see area P51), or from the family tree in Loomlurch (see area L11 in chapter 3). Once she is freed, Zybnilna can use the horn, the poem, and the cauldron to break the spell on the rest of the palace, as described in area P22.

## ZYBILNA COMES ALIVE

If Zybnilna is freed from temporal stasis, read:

Once more able to move, Zybnilna lurches forward a step, then quickly regains her balance.

"Damn. Too late!" she says with a snarl.

Her eyes dart around in search of enemies before fixing on you. "Have we met?" she asks.

**Iggwilv the Witch Queen** (see the accompanying stat block) gives the characters time to explain themselves, hanging on their every word. If you used the Warlock's Quest adventure hook and one or more characters have childhood memories of Zybnilna, it dawns on Iggwilv that she has met those characters before and gives them a knowing look.

Zybnilna/Iggwilv is troubled to learn of what has happened to Prismeer and vows to undo the damage the Hourglass Coven has wrought—a task that will take considerable time and effort. If the characters have unfinished business with the Hourglass Coven, the archfey reveals to them the weaknesses of all three hags and allows the characters to deal with the coven as they see fit (see "Fate of the Hourglass Coven" below). Appendix D has additional roleplaying notes for Zybnilna.

## IGGWILV THE WITCH QUEEN

Medium Fey (Wizard), Chaotic Neutral

Armor Class 19 (*robe of the archmagi*)

Hit Points 255 (30d8 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	27 (+8)	12 (+1)	23 (+6)

Saving Throws Int +14, Wis +7, Cha +12

Skills Arcana +20, History +14, Nature +14

Condition Immunities charmed, frightened

Senses truesight 60 ft., passive Perception 11

Languages Abyssal, Celestial, Common, Draconic, Elvish, Infernal, Sylvan

Challenge 20 (25,000 XP)

Proficiency Bonus +6

**Boon of Immortality.** Iggwilv is immune to any effect that would age her, and she can't die from old age.

**Legendary Resistance (3/Day).** If Iggwilv fails a saving throw, she can choose to succeed instead.

**Magic Resistance.** Iggwilv has advantage on saving throws against spells and other magical effects. (This trait is bestowed by her *robe of the archmagi*.)

**Special Equipment.** Iggwilv wears an *amulet of the planes* and a *robe of the archmagi*.

### ACTIONS

**Multiattack.** Iggwilv makes two Bewitching Bolt attacks.

**Bewitching Bolt.** *Melee or Ranged Spell Attack:* +16 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 25 (5d6 + 8) lightning damage, and if the target is a creature, it must succeed on a DC 22 Wisdom saving throw or be charmed by Iggwilv until the start of her next turn.

**Abyssal Rift (Recharge 5–6).** Iggwilv opens a momentary Abyssal rift within 120 feet of her. The rift is a 20-foot-radius sphere. Each creature in that area must make a DC 22 Constitution saving throw, taking 40 (9d8) necrotic damage on a failed save, or half as much damage on a successful one. In addition, there is a 50 percent chance that 3 *hezrou*s then appear in unoccupied spaces in the sphere. They act as Iggwilv's allies, take their turns immediately after hers, and can't summon other demons. They remain until they die or until Iggwilv dismisses them as an action.

**Spellcasting.** Iggwilv casts one of the following spells, requiring no material components and using Intelligence as the spell-casting ability (spell save DC 24, +16 to hit with spell attacks):

At will: *detect magic, disguise self, invisibility, light, mage hand, message, prestidigitation, Tasha's hideous laughter*

3/day each: *dispel magic, fly, polymorph*

1/day each: *maze, telekinesis, teleport, wish*

### BONUS ACTIONS

**Fey Step.** Iggwilv teleports, along with any equipment she is wearing or carrying, to an unoccupied space she can see within 30 feet of her.



### REACTIONS

**Negate Spell (2/Day).** When Iggwilv sees a creature within 60 feet of her casting a spell, she tries to interrupt it. If the creature is casting a spell using a spell slot of 8th level or lower, its spell fails and has no effect. If it is casting a 9th-level spell, it must succeed on a DC 22 Intelligence saving throw, or the spell fails and has no effect.

### LEGENDARY ACTIONS

Iggwilv can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Iggwilv regains spent legendary actions at the start of her turn.

**Witchcraft.** Iggwilv uses Spellcasting or Fey Step.

**Dark Speech (Costs 2 Actions).** Iggwilv utters a phrase in a forbidden language and targets one or two creatures she can see within 60 feet of her. Each target must succeed on a DC 22 Wisdom saving throw or take 11 (2d10) psychic damage and be frightened of Iggwilv for 1 minute. A target can repeat the save at the end of each of its turns, ending the effect on itself on a success and thereby becoming immune to Iggwilv's Dark Speech for 24 hours.

**Fey Beguilement (Costs 3 Actions).** Iggwilv targets one creature she can see within 60 feet of her. The target must succeed on a DC 22 Charisma saving throw or be possessed by a fey spirit. While possessed, the target must obey Iggwilv's commands. The target can repeat the saving throw at the end of each of its turns, banishing the fey spirit and ending the effect on itself on a success.

## THINGS BEST LEFT UNSAID

If the characters speak to Zybilna/Iggwilv about her past, her mood suddenly darkens:

The archfey's hair turns from white to raven-black, and she appears younger and angrier now than she was a moment ago. "You know nothing about my past!" she snaps. "The wars I've won, the enemies I've crushed. I've turned the hourglass on its end so many times. Each turn is a new beginning. Who are you that stands before me and speaks of things best unspoken?"

Ask the players in turn what, if anything, their characters try to do to quell the archfey's anger, then have the characters make a DC 12 Charisma (Persuasion) group check. Add 1 to the DC for each dretch in area P37 that the characters killed. Any characters who deliberately stoke her anger, or who say or do nothing, automatically get failures on their checks.

On a successful group check, Zybilna/Iggwilv apologizes for her outburst, and her mood lightens. On a failed group check, the archfey erases all knowledge of Iggwilv and Natasha from the characters' memories before continuing the conversation as if nothing had happened. Inform the players that this effect has occurred—the names Iggwilv and Natasha no longer mean anything to their characters, and their characters are unaware of what Zybilna has just done. As far as the characters are concerned, Zybilna is the archfey who rules Prismeer and has no other past identities. The effect is permanent and irreversible.

Various loose ends are addressed in the sections that follow. Some of the events described in these sections require the characters' involvement, while others can play out in their absence.

## FATE OF THE HOURGLASS COVEN

If all three hags of the Hourglass Coven are dead, there's nothing more to be done with them. This section discusses what happens next if Zybilna is set free and at least one of the hags is still alive.

The surviving hags can sense when Zybilna is released from temporal stasis—or, rather, they can sense when their hold over Prismeer is lost. The instant Zybilna regains control of her domain, the hags use their *plane shift* spells to flee to Gehenna, where they maintain a cramped tower guarded by yugoloth mercenaries. They don't think that Zybilna is aware of the tower, but her spies learned about it some time ago. She reveals the tower's location to characters who want to conclude their dealings with the hags or perhaps put an end to them. The tower in Gehenna is beyond the scope of this adventure;

flesh out its occupants and defenses as you see fit if the characters decide to pay the hags a visit.

Zybilna takes no immediate action against the surviving hags, preferring to let them stew in exile. If all three hags are still alive, the coven stays together even though its members constantly blame one another for their failures. The hags are united by their fear of Zybilna's wrath, and they live in torment, dreading the day when Zybilna seeks them out and inflicts punishment on them for their wickedness.

## VALOR'S CALL AND THE LEAGUE OF MALEVOLENCE

The heroes of Valor's Call become distressed if they learn that Zybilna and Iggwilv are one and the same. They know Iggwilv only by her reputation as a villain, but they have allied with Zybilna against the League of Malevolence. That alliance persists, at least until the league is destroyed and its surviving members taken into custody. Zybilna offers to send Valor's Call and their prisoners back to the Material Plane, after which Valor's Call and Iggwilv go their separate ways.

League members who are still at large in the palace try to flee as soon as the time-freezing magic on the palace ends, for they know Zybilna will not forgive them for their treachery. If the characters rescued Strongheart, the merciful knight sets out to track down and capture the remaining members of the league, whereas the other members of Valor's Call would just as soon dispose of them. If you want to use the League of Malevolence in future adventures, allowing one or more of its members to escape means they can show up again later in your campaign. The league might also have other members whom the characters have yet to encounter.

## STOLEN TREASURES

In accordance with the rule of ownership (see "Rules of Conduct" in chapter 2), Zybilna won't allow characters to keep *Iggwilv's Cauldron* or the vorpal sword, *Snicker-Snack*. The characters can keep any other treasures they acquired in her domain, but only because she chooses to bequeath these items to them.

## LOST CHILDREN

As beings of unfettered emotion and potential, children are of great importance to Zybilna. The archfey sees to it that any children held captive by the Hourglass Coven are liberated, rid of unhappy memories, and escorted back to their homes by pixie courtiers. The same holds true for any children who were sequestered by Zybilna's protective magic (see "Children of Prismeer" in chapter 2).

## MADRYCK'S REWARD

If you used the "Warlock's Quest" adventure hook, the characters might want to contact their employer, Madryck Roslof, and let him know that Zybnilna is well. If she is asked, Zybnilna is willing to convey a message to Madryck so that the characters don't have to rush home with the news.

Characters who waste no time getting back to Madryck find him safe at home, still clinging to life. Madryck upholds his end of the agreement by giving them the key and the directions to his buried hoard (see "Madryck's Treasure" in the introduction).

## ZYBILNA'S GIFTS

Honoring the rule of reciprocity (see "Rules of Conduct" in chapter 2), Zybnilna offers her rescuers a gift. The nature of this gift depends on whether or not the characters destroyed her magnificent cauldron.

### THE CAULDRON WAS DESTROYED

If *Iggwilv's Cauldron* was destroyed but all its pieces are recovered, Zybnilna uses a *wish* spell to repair the artifact. If this turn of events occurs, read:

Zybnilna beholds the pieces of the cauldron and says, "I wish my cauldron were made whole again." Motes of colored light swirl around the fragments as they rise into the air and snap together like pieces of a puzzle. The cracks and seams between them gradually vanish as the cauldron is restored. Zybnilna puts one hand on its lip, and the cauldron transforms before your eyes. Dull iron turns to gleaming gold, and what was once a fearsome sight to behold now looks wondrous beyond compare.

The archfey commands her pixie courtiers to bring enough water and wine to put the gold cauldron to use; Zybnilna uses that time to attune to the cauldron so that she can exercise its magical properties for the characters' benefit. See appendix A for information about what *Iggwilv's Cauldron* can do in its gold form.

**Dead Dretches.** If the characters slew three or more of the dretches in area P37, Zybnilna is not feeling so generous. She uses the scrying property of the gold cauldron for the characters' benefit only once before sending them away.

### THE CAULDRON WAS SAVED

If her cauldron was not destroyed, Zybnilna offers her rescuers the use of a *wish* spell in return for their accomplishments:

"As a reward, I offer you one free casting of a *wish* spell. Tell me, what is your hearts' desire?"

Zybnilna honors the spirit of the characters' request and doesn't try to twist their words. If the characters want to be returned to their home world, Zybnilna uses a *wish* spell to transport them back to the Witchlight Carnival or wherever else they want to go, wiser and perhaps not a day older than when they entered the Feywild. If they wish for something else, Zybnilna satisfies that desire as well as she can, given the limits of the spell.

If Zybnilna can provide what the characters desire without casting a *wish* spell, so much the better. For example, if they want to take her flying coach (in area P11) and explore more of the Feywild, she gives them the coach and its key before seeing them on their merry way. If they ask for her cauldron, she laughs and says, "Not in this lifetime."

**Dead Dretches.** If the characters slew three or more of the dretches in area P37, Zybnilna is not feeling so generous. She grants the characters' wish to return home, but nothing else.

### TO BE YOUNG AGAIN!

If you used the "Lost Things" adventure hook and the characters are granted a wish, Zybnilna offers to harness the time-dilating power of the Feywild to send the characters back to their home plane as the children they once were, so that they can live their lives over without having suffered the terrible losses that brought them to Prismeer in the first place. (This use of Zybnilna's gift tests the boundary of what a *wish* spell can do but is nevertheless within the archfey's power.) This choice is a fine option if the players want to "retire" their characters and end the campaign here and now. If all the players accept this option, read:

You close your eyes, and the world shifts around you. The music of a calliope draws you back to reality. The cool evening air is filled with the sweet smell of candy and the fragrances of autumn. You and your childhood friends skip down the path toward the Witchlight Carnival, clutching golden tickets in your little hands.

The adventure ends here, right where it started.

## DUST OF CORROSION

*Wondrous Item, Uncommon*

As an action, you can throw this dust into the air, filling a 10-foot cube that extends out from you. Surfaces and objects made of nonmagical ferrous metal in the area instantly corrode and turn to dust, becoming useless and unsalvageable. Any creature in the area that is made wholly or partly out of ferrous metal must make a DC 13 Constitution saving throw, taking  $4d8$  necrotic damage on a failed save, or half as much damage on a successful one.

Found in a small packet, this dust is made from finely ground rust monster antennae. There is enough dust in each packet for one use.

## ELDRITCH STAFF

*Staff, Very Rare (Requires Attunement)*

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls.

The staff has 10 charges and regains  $1d6 + 4$  expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff is destroyed in an otherwise harmless burst of eldritch energy.

**Eldritch Attack.** When you hit with a melee attack using the staff, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra  $1d8$  lightning damage.

**Eldritch Escape.** If you take damage while holding the staff, you can use your reaction to expend 3 of the staff's charges, whereupon you turn invisible

and teleport yourself, along with any equipment you are wearing or carrying, up to 60 feet to an unoccupied space that you can see. You remain invisible until the start of your next turn or until you attack, cast a spell, or deal damage.

## IGGWILV'S CAULDRON

*Wondrous Item, Artifact (Requires Attunement by a Spellcaster)*

Iggwilv crafted this wondrous cauldron with the help of her adoptive mother, the archfey Baba Yaga. The cauldron has two forms. Only Iggwilv or Baba Yaga can change the cauldron from one form to another (by using an action to touch it), which either can do without being attuned to the item. In its first form, the cauldron is made of solid gold and embossed on the outside with images of bare-branched trees, falling leaves, and broomsticks. In its second form, the cauldron is made of iron and embossed on the outside with images of bats, toads, cats, lizards, and snakes—eight of each animal. In either form, the cauldron is roughly 3 feet in diameter and has a 2-foot-wide mouth, a round lid with a molded handle at the top, and eight clawed feet for stability. The cauldron weighs 80 pounds when empty, and it can hold up to 100 gallons of liquid.

**Attunement.** Any humanoid creature that attunes to the cauldron must succeed on a DC 15 Constitution saving throw or be aged to the point of decrepitude. In this state, the creature's speed is halved, the range of its vision and hearing is reduced to 30 feet, and it has disadvantage on all ability checks, attack rolls, and saving throws. The creature will reach the end of its natural life span in  $3d8$  days. Only a *wish* spell or divine intervention can reverse this aging effect on the creature.

Three hags can attune to the cauldron simultaneously, provided they have formed a coven. If the coven disbands, the attunement ends for all three hags.

**Random Properties.** Regardless of the form it takes, the cauldron has the following random properties:

- 1 minor beneficial property (determined by rolling on the Minor Beneficial Properties table in the *Dungeon Master's Guide*)
- 1 minor detrimental property (determined by rolling on the Minor Detrimental Properties table in the *Dungeon Master's Guide*)

**Gold Cauldron.** The gold cauldron has the following properties:

- If water is poured into the cauldron and stirred for 1 minute, it transforms into a hearty, hot stew that provides one nourishing meal for up to four people per gallon of water used. The stew remains hot



DREAD HELM

IGGWILV'S CAULDRON  
(GOLD VERSION)



#### THE WITCH QUEEN'S CAULDRON

As explained in the description of Iggwilv's Cauldron, the poem titled "The Witch Queen's Cauldron" is an incantation that hints at the time-freezing property of the artifact:

*Eight cats perch atop eight dead attending  
Eight lizards flee from eight rats scavenging  
Eight toads climbing meet eight dead and falling  
Eight snakes sneak under eight bats screaming  
Eight eyes open, always dreaming  
All on the cauldron that is ever seeming.*

while in the cauldron, then cools naturally after it is removed. The outside of the cauldron remains safe to touch despite the heat of the stew.

- If wine is poured into the cauldron and stirred for 10 minutes, it transforms into a magical elixir that fortifies up to four people per gallon of wine used. Any creature that imbibes the elixir gains 10 temporary hit points. Any of the elixir that isn't consumed within 1 hour vanishes. Once used, this property of the cauldron can't be used again until the next dawn.
- When the cauldron is filled with 90 gallons of water mixed with 10 gallons of wine, it can be used as the focus for a *scrying* spell. When this spell is cast using the cauldron as its focus, the target of the spell fails its saving throw automatically, and the spell works even if its caster and the target are on different planes of existence. When the spell ends, all the liquid in the cauldron vanishes.

- Dipping the bristles of an ordinary broom into the water-filled cauldron transforms the broom into a *broom of flying* for 3 days. Once used, this property of the cauldron can't be used again until the next dawn.

**Iron Cauldron.** The iron cauldron has the following properties:

- You can use an action to scream into the empty cauldron, which magically summons a **swarm of bats** that flies out of the cauldron and acts immediately after you in the initiative order. The swarm obeys your commands and disappears after 1 minute if it hasn't been destroyed by then. Once used, this property of the cauldron can't be used again until the next dawn.
- If at least 1 gallon of blood is poured into the cauldron and stirred for 1 minute, it turns into a cloud of harmless black smoke that erupts from the cauldron and dissipates quickly. At the same time, all Humanoid creatures within a certain radius of the cauldron fall unconscious for 1 hour, except those that are attuned to the cauldron or immune to being charmed. The radius of the effect is 100 feet per gallon of blood used. An unconscious creature awakens if it takes damage or if someone uses an action to shake or slap it. Once used, this property of the cauldron can't be used again until the next dawn.
- Tying a dead frog or toad to the end of an ordinary branch and dipping it in the water-filled cauldron

IGGWILV'S CAULDRON  
(IRON VERSION)



transforms the branch into a *wand of polymorph* with 3 charges. This wand can't recharge and crumbles to ashes when its final charge is expended. Once used, this property of the cauldron can't be used again for 8 days.

- If you spend 1 minute touching the cauldron with a unicorn's horn while reciting the poem called "The Witch Queen's Cauldron" (see the accompanying sidebar), all creatures within 1,000 feet of the cauldron except those that are attuned to it become frozen in time. A time-frozen creature is incapacitated, can't move or speak, doesn't age, and is unaware of its surroundings or the passage of time. Moreover, it can't be moved, harmed in any way, or affected by any other magic. All other conditions and effects on the creature are suppressed until it is no longer frozen in time. Destroying the cauldron, sending it to another plane of existence, or touching it with a unicorn's horn for 1 minute while reciting "The Witch Queen's Cauldron" ends the time-freezing effect on all creatures. The effect also ends on any creature that comes into contact with an antimagic field or is touched by a unicorn's horn.

**Destroying the Cauldron.** The cauldron is a Medium object with AC 19, 80 hit points, and immunity to damage from any source other than a *flame tongue* or *frost brand* weapon. Reducing the cauldron to 0 hit points with such a weapon shatters the cauldron into eight pieces of roughly equal size,

whereupon all ongoing effects created by the cauldron end as it loses its magic.

The destruction of *Iggwilv's Cauldron* causes all hags in the multiverse to lose the Shared Spellcasting trait gained by being in a coven (see the "Hag Covens" sidebar in the *Monster Manual*).

**Reconstructing the Cauldron.** If all eight pieces of the shattered cauldron are within 5 feet of one another, a *wish* spell can reassemble them, restoring the cauldron and all its properties. The cauldron's reconstruction also restores the Shared Spellcasting trait of hag covens throughout the multiverse.

#### INSTRUMENT OF SCRIBING

*Wondrous Item, Common (Requires Attunement)*

This musical instrument has 3 charges. While you are playing it, you can use an action to expend 1 charge from the instrument and write a magical message on a nonmagical object or surface that you can see within 30 feet of you. The message can be up to six words long and is written in a language you know. If you are a bard, you can scribe an additional seven words and choose to make the message glow faintly, allowing it to be seen in nonmagical darkness. Casting *dispel magic* on the message erases it. Otherwise, the message fades away after 24 hours.

The instrument regains all expended charges daily at dawn.

### ORB OF DIRECTION

*Wondrous Item, Common*

While holding this orb, you can use an action to determine which way is north. This property functions only on the Material Plane.

### ORNITHOPTER OF FLYING

*Wondrous Item, Very Rare*

You can use this contraption to fly, provided your weight (including whatever you are wearing or carrying) doesn't exceed 300 pounds. The ornithopter has a flying speed of 30 feet, and it moves according to your spoken directions while you are riding it. It can't hover. If the ornithopter loses its rider while airborne, it falls and can't fly again for 1d6 + 4 days.

The ornithopter is 8 feet long, has a 14-foot wingspan, and weighs 25 pounds.

### PIPE OF SMOKE MONSTERS

*Wondrous Item, Common*

While smoking this pipe, you can use an action to exhale a puff of smoke that takes the form of a single creature, such as a dragon, a flumph, or a froghemoth. The form must be small enough to fit in a 1-foot cube and loses its shape after a few seconds, becoming an ordinary puff of smoke.

### PIXIE DUST

*Wondrous Item, Uncommon*

As an action, you can sprinkle this dust on yourself or another creature you can see within 5 feet of you. The recipient gains a flying speed of 30 feet and the ability to hover for 1 minute. If the creature is airborne when this effect ends, it falls safely to the ground, taking no damage and landing on its feet.

A small packet holds enough *pixie dust* for one use.

### POLE OF COLLAPSING

*Wondrous Item, Common*

While holding this 10-foot pole, you can use an action to speak a command word and cause it to collapse into a 1-foot-long rod for ease of storage. The pole's weight doesn't change. You can use an action to speak a different command word and cause the rod to revert to a pole; however, the rod will elongate only as far as the surrounding space allows.

### POTION OF ADVANTAGE

*Potion, Uncommon*

When you drink this potion, you gain advantage on one ability check, attack roll, or saving throw of your choice that you make within the next hour.

This potion takes the form of a sparkling, golden mist that moves and pours like water.

ORB OF DIRECTION



PIPE OF  
SMOKE MONSTERS



## SCISSORS OF SHADOW SNIPPING

*Wondrous Item, Rare (Requires Attunement by a Fey or a Spellcaster)*

As an action, you make a few snips with these iron shears and cause the shadow of a Humanoid creature you can see within 5 feet of you to detach from its source. If the creature is unwilling to give up its shadow, it can make a DC 15 Charisma saving throw, retaining its shadow on a success. Whether or not the shadow is snipped, this property of the scissors can't be used again until the next dawn.

The detached shadow is rooted to the spot where it was snipped until you use a bonus action to cause it to behave in one of the following ways, either of which is possible only if you can see the shadow:

- You control the shadow's movements and can make the shadow move up to 30 feet across a solid or liquid surface, in any direction you choose (including along vertical surfaces), provided it remains within your sight at all times. The shadow is harmless and unable to be harmed, and it is invisible in darkness. It can't speak, and it doesn't require air, sleep, or nourishment.

POLE OF COLLAPSING



- You can relinquish control of the shadow, at which point it becomes autonomous and behaves as the DM wishes. It uses the **shadow** stat block in the *Monster Manual*, but its creature type is Fey instead of Undead. A creature whose Strength is reduced to 0 by this shadow's Strength Drain attack does not die but falls unconscious instead. The creature regains consciousness and all its Strength after finishing a short or long rest.

A creature whose shadow has detached from it is cursed. If a shadowless creature is subjected to any spell that ends a curse, or if its detached shadow is reduced to 0 hit points, the detached shadow disappears, and the creature regains its normal shadow instantly.

## SNICKER-SNACK

*Weapon (Greatsword), Legendary (Requires Attunement by a Non-evil Creature)*

You gain a +3 bonus to attack and damage rolls made with this magic vorpal sword. In addition, the weapon ignores resistance to slashing damage.

When you use this weapon to attack a creature that has at least one head and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, it doesn't have or need a head, it has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

SNICKER-SNACK





TALKING DOLL

While attuned to *Snicker-Snack*, you have proficiency with greatswords, and you can use your Charisma modifier instead of your Strength modifier for attack and damage rolls made with the weapon.

**Sentience.** *Snicker-Snack* is a sentient, chaotic good greatsword with an Intelligence of 9, a Wisdom of 14, and a Charisma of 18. It has hearing and darkvision out to a range of 120 feet. It can speak, read, and understand Common, and its voice sounds silvery and melodic. *Snicker-Snack* craves the destruction of evil Dragons and urges you to seek out these creatures and slay them.

*Snicker-Snack* has a fickle personality. It ends its attunement to you if you miss on attack rolls with the weapon three times in a row. Each time you finish a long rest after that happens, you can attempt to regain the sword's trust by making a contested Charisma check against *Snicker-Snack*. If you win the contest, your attunement to the weapon is instantly restored. Your attunement to the weapon can't be restored in any other way.

#### STEEL

*Weapon (Longsword). Very Rare (Requires Attunement by a Good-aligned Creature)*

You have a +2 bonus to attack and damage rolls made with this magic weapon.

**Revivify.** You can use an action to cast the *revivify* spell from the sword. You must touch the target with the sword to cast the spell. Once this property of

the weapon is used, it can't be used again until the next dawn.

**Sentience.** *Steel* is a sentient, lawful good longsword with an Intelligence of 8, a Wisdom of 11, and a Charisma of 15. It can see and hear out to a range of 60 feet. The sword can speak, read, and understand Common and Draconic. It frets over your well-being while you are attuned to it, and it doesn't like to back down from a fight.

#### TALKING DOLL

*Wondrous Item, Common (Requires Attunement)*

While this stuffed doll is within 5 feet of you, you can spend a short rest telling it to say up to six phrases, none of which can be more than six words long, and you can set a condition under which the doll speaks each phrase. You can also replace old phrases with new ones. Whatever the condition, it must occur within 5 feet of the doll to make it speak. For example, whenever someone picks up the doll, it might say, "I want a piece of candy." The doll's phrases are lost when your attunement to the doll ends.

#### WAND OF SCOWLS

*Wand, Common*

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a Humanoid you can see within 30 feet of you. The target must succeed on a DC 10 Charisma saving throw or be forced to scowl for 1 minute.

The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand transforms into a *wand of smiles*.

#### WAND OF SMILES

*Wand, Common*

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a Humanoid you can see within 30 feet of you. The target must succeed on a DC 10 Charisma saving throw or be forced to smile for 1 minute.

The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand transforms into a *wand of scowls*.

#### WOODCUTTER'S AXE

*Weapon (Greataxe), Rare*

You have a +1 bonus to attack and damage rolls made with this magic weapon.

When you use this axe to make an attack against a plant (an ordinary plant or a creature with the Plant type) or a wooden object that isn't being worn or carried, the attack deals an extra 2d6 slashing damage on a hit.

# FACTIONS



HIS APPENDIX DESCRIBES THREE FACTIONS that appear in the adventure: the Hourglass Coven, the League of Malevolence, and Valor's Call.

## HOURGLASS COVEN

The Hourglass Coven is a group of three hags, each one bound to an aspect of time: one reflects the past, another reflects the present, and the third reflects the future. These hags are utter wickedness distilled into corporeal forms, driven by a lust for secrets that can be used to manipulate their prey.

Skabatha Nightshade, Bavlorna Blightstraw, and Endelyn Moongrave are daughters of Baba Yaga. The three became wild with jealousy when Iggwilv, Baba Yaga's adopted daughter, surpassed them in power and carved out a Feywild domain for herself in the guise of an archfey named Zybilna. The hags wormed their way into Iggwilv's good graces, biding their time until they could wrest the domain from her clutches. They waited until Iggwilv was lured away on an important matter to imbue *Iggwilv's Cauldron* with the ability to freeze time. When their sister returned, the hags used this power to trap Iggwilv and her court in temporal stasis. The hags then carved up Iggwilv's domain, splitting it between them. The sisters couldn't agree on which of them should keep *Iggwilv's Cauldron*, so they left it in Iggwilv's palace and hired some unscrupulous mercenaries to watch over it.

The hags loathe each other's company, but one hag will occasionally visit another to plot against the third sister, creating a vicious circle in which Bavlorna and Endelyn plot against Skabatha, Endelyn and Skabatha conspire against Bavlorna, and Skabatha and Bavlorna bedevil Endelyn. Nothing much ever comes of these petty plots and squabbles, however.

### SHARED SPELLS OF THE HOURGLASS COVEN

On the rare occasions when all three hags of the Hourglass Coven are within 30 feet of one another, any one of them can use an action to cast one of the following spells, requiring no material components (spell save DC 14): *detect thoughts*, *dispel magic*, *finger of death*, *glibness*, *locate creature*, *mass suggestion*.

Once a spell from this list has been cast, no member of the coven can cast that shared spell again until the next dawn, when the coven regains all of its shared spells.

### BAVLORNA BLIGHTSTRAW

Younger than Skabatha and older than Endelyn, Bavlorna is called Slack-jawed Lorna because her wide mouth is prone to hang agape. Flies flit in and out of it. She is the hag of the present, the here and now, the moment to moment. Those desperate individuals who seek her out do so to find a remedy for a nagging problem or anxiety. Though she despises unannounced visitors, a tragic tale of woe and misery puts her in a bargaining mood. If these visitors enter into an agreement with Bavlorna, she'll use her powers to resolve their pressing problem in exchange for something of use to her.

**Alignment.** Neutral evil.

**Personality Trait.** "I detest chores and would rather have other creatures do them for me."

**Ideal.** "I don't care about the past or the future. I live in the present. What I do now, this very moment, is all that matters."

**Bond.** "I'm safe in my cottage. Why should I leave it when I can make others come to me?"

**Flaw.** "Watching someone run widdershins makes me sneeze uncontrollably."

### BAVLORNA'S APPEARANCE

Bavlorna has a toad-like face with a mouth that magically widens and elongates, enabling her to swallow creatures whole. Her bulging eyes move independently, constantly scanning her surroundings. Stained and moldering patchwork garments hide much of the leathery, mummified flesh that stretches over Bavlorna's compact frame and extraordinarily long, spindly limbs. She must submerge herself in a briny concoction for an hour each day, or her body will dry out until it locks up in a kind of living rictus, and she remains that way until submerged. As the hours pass between each immersion, her movements become more ponderous and her skin audibly cracks as she moves.

Bavlorna lives like a hermit. She is frazzled, impatient, paranoid, and vindictive, lashing out at anyone she thinks is trying to deprive her of the treasures she has tucked away in her cottage. She trusts no one, so she creates tiny duplicates of herself, called lornlings, to serve as her attendants. When she travels away from her lair, she does so on her *bobbing lily pad* (see appendix A), accompanied by lornlings, which use the quickling stat block in appendix C.



## BAVLORNA BLIGHTSTRAW

Medium Fey (Hag), Neutral Evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	18 (+4)	16 (+3)	12 (+1)	15 (+2)

Saving Throws Con +7, Int +6, Wis +4, Cha +5

Skills Arcana +9, Deception +5, Perception +4, Stealth +3

Senses truesight 60 ft., passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 7 (2,900 XP)

Proficiency Bonus +3

**Amphibious.** Bavlorna can breathe air and water.

**Boon of Immortality.** Bavlorna is immune to any effect that would age her, and she can't die from old age.

**Widdershins Allergy.** If a creature within 10 feet of Bavlorna uses at least 10 feet of movement to run in place counterclockwise, Bavlorna is overcome by a fit of sneezing and can't cast spells until the end of her next turn. In addition, any creature Bavlorna has swallowed is immediately expelled and falls prone in an unoccupied space within 5 feet of her.

### ACTIONS

**Multiaction.** Bavlorna makes one Bite attack and one Withering Ray attack.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage, and the target is grappled (escape DC 16) if it is a Medium or smaller creature. Until the

### BAVLORNA'S WEAKNESS

Bavlorna is allergic to the sight of creatures running counterclockwise in circles, a motion known as "running widdershins." Creatures that run widdershins within 10 feet of Bavlorna cause her to lapse into a fit of sneezing. See the stat block for more details.

grapple ends, the target is restrained, and Bavlorna can't use her Bite attack on another target.

**Withering Ray.** *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

**Create Lornlings (Recharge 5–6).** Bavlorna creates one or two 1-foot-tall duplicates of herself, called lornlings (use the quickling stat block in appendix C). Each lornling appears in an unoccupied space within 5 feet of Bavlorna, obeys her commands, and takes its turn immediately after hers. A lornling lasts for 1 hour, until it or Bavlorna dies, or until Bavlorna dismisses it as an action. Bavlorna can have no more than eight lornlings in existence at a time.

**Spellcasting.** Bavlorna casts one of the following spells, requiring no material components and using Intelligence as the spell-casting ability (spell save DC 14):

At will: *detect magic*

2/day each: *create food and water*, *polymorph*, *remove curse*

1/day: *plane shift* (self only)

### BONUS ACTIONS

**Swallow.** Bavlorna swallows a Small or smaller creature she is grappling, ending the grapple on it. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside Bavlorna, and it takes 10 (3d6) acid damage at the start of each of its turns. If the swallowed creature is one of Bavlorna's lornlings, Bavlorna gains all the lornling's memories when the acid damage reduces it to 0 hit points.

Bavlorna can have only one creature swallowed at a time. If Bavlorna dies, a swallowed creature is no longer restrained and can escape from the corpse using 5 feet of movement, exiting prone.

## ENDELYN MOONGRAVE

Endelyn, also known by the names Creeping Lyn and Bitter End, is the youngest member of the Hourglass Coven. People come to her to learn about their futures, which she spells out through grotesque theatrical pageants. As payment, she snatches away a portion of each client's free will, preventing them from taking certain courses of action in their lives. Her petitioners often learn of a dreadful fate that awaits them but find themselves unable to prevent it due to the cursed terms of their deal.

Endelyn's obsession with tragedy and hopelessness extends to her own life; she has foreseen her own demise during a solar eclipse. In the depths of her castle, a lightning-powered device called the Orrery of Tragedies clicks and turns day and night, giving Endelyn glimpses of her terrible fate.

## ENDELYN MOONGRAVE

Medium Fey (Hag), Neutral Evil

Armor Class 17 (natural armor)

Hit Points 114 (12d8 + 60)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	13 (+1)	10 (+0)	17 (+3)

Saving Throws Con +8, Int +4, Wis +3, Cha +6

Skills Arcana +7, Deception +6, Perception +3, Stealth +4

Senses truesight 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 6 (2,300 XP)

Proficiency Bonus +3

**Boon of Immortality.** Endelyn is immune to any effect that would age her, and she can't die from old age.

**Eclipsed Doom.** Endelyn can be killed only if she is reduced to 0 hit points during a solar eclipse or while she is within 60 feet of a symbolic representation of one. Otherwise, Endelyn disappears in a cloud of inky smoke when she drops to 0 hit points, along with anything she was wearing or carrying, and reappears 24 hours later in the same location or the nearest unoccupied space.

**Uncanny Awareness.** Endelyn can't be surprised.

### ACTIONS

**Multiattack.** Endelyn makes two Puppeteer's Lash attacks.

**Puppeteer's Lash.** *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 60 ft., one creature. *Hit:* 17 (4d6 + 3) psychic damage, and if the target is Large or smaller, Endelyn telekinetically moves it up to 10 feet in any direction horizontally.

**Spellcasting.** Endelyn casts one of the following spells, requiring no material components and using Charisma as the spell-casting ability (spell save DC 14):

At will: *detect magic, mage hand*  
2/day each: *augury, polymorph*  
1/day: *plane shift (self only)*



**Alignment.** Neutral evil.

**Personality Trait.** "I have foreseen not only this moment but the next as well. Nothing surprises me."

**Ideal.** "Each of us gets to play the lead in our own tragedy, but if you can't be bothered to put on a good show before you die, don't waste my time."

**Bond.** "My world is the stage, and my theater is of paramount importance to me."

**Flaw.** "My death will occur during an eclipse. That is my doom, and I can't change it, but I will do everything in my power to forestall it."

### ENDELYN'S APPEARANCE

Endelyn's emaciated form is hidden under the layers of her elaborate costume. Part dress, part mechanical theater, the outfit makes her look frighteningly tall; without it, she is a hunched and withered bag of bones. She shrouds her wrinkled features behind a gauzy "theater curtain" veil. The outermost layers of her dress open to reveal a marionette theatre, and she manipulates her puppets using an arrangement of artificial hands that nestles in the folds of fabric. She travels about Yon on her *ornithopter of flying* (see appendix A).

### ENDELYN'S WEAKNESS

The only way to dispose of Endelyn for good is to slay her during an actual solar eclipse or in the presence of a symbolic depiction of one. See the stat block for details.

## SKABATHA NIGHTSHADE

Skabatha is the oldest member of the Hourglass Coven. Better known as Granny Nightshade, she offers her assistance to those who are haunted by regret. Her deals often result in cruel twists; for example, a petitioner who asks to be reunited with a lost love might be transformed into one of their loved one's cherished items, such as a favorite bonnet.

Skabatha assumes the guise of an old toymaker. Part toy herself, she has a windup key between her hunched shoulders that rotates quickly when she's in a good mood and slows down as her mood sours. When she is furious, the key comes to a dead stop.

### SKABATHA NIGHTSHADE

Medium Fey (Hag), Neutral Evil

Armor Class 16 (natural armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	12 (+1)	16 (+3)	15 (+2)

Saving Throws Con +6, Int +4, Wis +6, Cha +5

Skills Arcana +7, Deception +5, Perception +6, Stealth +2

Senses truesight 60 ft., passive Perception 16

Languages Common, Elvish, Infernal, Sylvan

Challenge 8 (3,900 XP)

Proficiency Bonus +3

**Boon of Immortality.** Skabatha is immune to any effect that would age her, and she can't die from old age.

**Forgetfulness.** The first creature that Skabatha sees after she finishes a long rest is invisible to her. She can't remember seeing the creature or perceive it using her truesight until the end of her next long rest.

#### ACTIONS

**Multiattack.** Skabatha makes two Claw attacks.

**Claw.** Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 25 (6d6 + 4) poison damage.

**Spellcasting.** Skabatha casts one of the following spells, requiring no material components and using Wisdom as the spell-casting ability (spell save DC 14):

At will: *detect magic*, *druidcraft*, *speak with animals*  
2/day each: *polymorph*, *remove curse*, *speak with plants*  
1/day each: *awaken* (as an action), *plane shift* (self only)

#### BONUS ACTIONS

**Alter Size.** Skabatha magically shrinks herself to Tiny size (between 4 and 8 inches tall) or returns to her normal size. If Skabatha lacks the room to return to her normal size, she attains the maximum size possible in the space available. Anything she is wearing or carrying changes size along with her.

As a Tiny creature, Skabatha deals 2 (1d4) poison damage when she hits with a Claw attack. She has advantage on Dexterity (Stealth) checks, and disadvantage on Strength checks and Strength saving throws. Her statistics otherwise remain unchanged.



**Alignment.** Neutral evil.

**Personality Trait.** "When dealing with outsiders, I present myself as a kindly old grandmother."

**Ideal.** "Children are better off working for me than picking up lots of bad habits."

**Bond.** "I hate my sisters, but together we are strong."

**Flaw.** "I forget the first creature I see each day when I awaken."

#### SKABATHA'S APPEARANCE

Skabatha appears as a short, thin, gnarled woman swathed in a tattered dress with petticoats. Cracked white face paint plasters her features, with crimson splotches on her cheeks and thick mascara coating her sparse eyelashes. Underneath her makeup, her flesh is textured like rotten bark and infested with wood lice and fungus. The windup key sticking out of her back is a part of her body and no easier to remove than one of her limbs. Skabatha roams Thither on her **flying rocking horse** (see chapter 3 for its stat block), which creaks horribly as it moves.

#### SKABATHA'S WEAKNESS

Skabatha always forgets the first creature she sees when she awakens after a long rest. See the stat block for details.

## LEAGUE OF MALEVOLENCE

The League of Malevolence is an odious assemblage of villains united in one purpose: the accumulation of power. Its founding member, the sorcerer Kelek, expects his confederates to work together for their mutual benefit, but he also encourages them to pursue their own evil schemes.

Five members of the league, including Kelek, are described here, although one member (Skylla) has recently parted ways with the others.

### KELEK

Kelek is a greedy, narcissistic sociopath who revels in chaos but is a coward at heart. The fact that he's highly intelligent makes him even more dangerous. More than anything, he wants the *staff of power* in the possession of his most hated foe, Ringerun (described later in this appendix).

**Alignment.** Chaotic evil.

**Personality Trait.** "All who hear my name should tremble in fear!"

**Ideal.** "Kindness is just another word for weakness."

**Bond.** "I must have Ringerun's staff! With it, the League of Malevolence will be unstoppable!"

**Flaw.** "I trust no one, nor am I trustworthy."

### COMBAT NOTES

Kelek uses Arcane Defense to bolster his low Armor Class whenever possible, and his challenge rating is a reflection of the likelihood that he will use Fiery Explosion as often as he can. If one or more of his allies get caught in a blast, so be it.

### KELEK

Medium Humanoid (Human, Sorcerer), Chaotic Evil

Armor Class 12 (*bracers of defense*)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	15 (+2)	13 (+1)	17 (+3)

Saving Throws Con +5, Cha +6

Skills Deception +6, Intimidation +6

Senses passive Perception 11

Languages Common, Draconic, Elvish

Challenge 5 (1,800 XP)

Proficiency Bonus +3

**Special Equipment.** Kelek wears *bracers of defense* and carries a *staff of striking* with 10 charges. The staff regains 1d6 + 4 expended charges daily at dawn. If its last charge is expended, roll a d20; on a 1, the staff becomes a nonmagical quarterstaff.

### ACTIONS

**Multiattack.** Kelek makes three attacks using Sorcerer's Bolt, Staff of Striking, or a combination of them. He can replace one of the attacks with a use of Spellcasting.



**Sorcerer's Bolt.** Melee or Ranged Spell Attack: +6 to hit, reach 5 ft. or range 60 ft., one target. Hit: 13 (2d12) force damage.

**Staff of Striking.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) bludgeoning damage, or 9 (1d8 + 5) bludgeoning damage when used with two hands, and Kelek can expend up to 3 of the staff's charges, dealing an extra 3 (1d6) force damage for each expended charge.

**Fiery Explosion (Recharge 4–6).** Kelek creates a magical explosion of fire centered on a point he can see within 120 feet of him. Each creature in a 20-foot-radius sphere centered on that point must make a DC 14 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

**Spellcasting.** Kelek casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14):

At will: *light*, *mage hand*, *prestidigitation*

1/day each: *dominate beast*, *fly*, *mirror image*, *web*

### REACTIONS

**Arcane Defense (3/Day).** When he is hit by an attack, Kelek protects himself with an invisible barrier of magical force. Until the end of his next turn, he gains a +5 bonus to AC, including against the triggering attack.

## SKYLLA

Skylla, who sometimes goes by the alias Charmay, forged a warlock's pact with Baba Yaga. It is from this powerful archfey that Skylla draws her magic.

Skylla is spiteful and treacherous, as likely to betray her allies as to help them. She talked Kelek into allowing her to serve as the primary liaison between the League of Malevolence and the Hourglass Coven, claiming her pact with Baba Yaga made her better suited for the role than anyone else.

Endelyn Moongrave foresaw that Skylla's allies would turn on her one day and shared this information with the warlock. Skylla reacted to that news by distancing herself from the league, and now she works for Endelyn. Skylla is open to the idea of rejoining the league, but not while Kelek is in charge.

## SKYLLA

Medium Humanoid (Human, Warlock), Chaotic Evil

Armor Class 10 (13 with *mage armor*)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	14 (+2)	12 (+1)	15 (+2)	17 (+3)

**Saving Throws** Wis +4, Cha +5

**Skills** Deception +5, Intimidation +5, Nature +3, Persuasion +5

**Senses** passive Perception 12

**Languages** Common, Elvish

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Special Equipment.** Skylla carries an *eldritch staff* (see appendix A) with 10 charges. The staff regains 1d6 + 4 expended charges daily at dawn. If its last charge is expended, roll a d20; on a 1, the staff is destroyed.

### ACTIONS

**Multiattack.** Skylla makes two Eldritch Staff attacks. She can replace one of the attacks with a use of Spellcasting.

**Eldritch Staff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage when used with two hands, and Skylla can expend up to 3 of the staff's charges, dealing an extra 4 (1d8) lightning damage for each expended charge.

**Spellcasting.** Skylla casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

1/day each: *detect magic, disguise self, faerie fire, fly, hypnotic pattern, invisibility, mage armor*

### REACTIONS

**Eldritch Escape.** When Skylla takes damage, she can expend 3 charges of her *eldritch staff* to turn invisible and teleport, along with any equipment she's wearing or carrying, up to 60 feet to an unoccupied space she can see. She remains invisible until the start of her next turn or until she attacks, casts a spell, or deals damage.



**Alignment.** Chaotic evil.

**Personality Trait.** "Only a fool would turn their back on me."

**Ideal.** "Power is what I crave. One can never have too much of it."

**Bond.** "Baba Yaga is my patron, and she has taught me to be self-reliant. Nevertheless, I feel beholden to stay on good terms with her vile spawn, the hags of the Hourglass Coven."

**Flaw.** "I don't have a single friend I can count on."

### COMBAT NOTES

Skylla is not an effective melee combatant. She is more dangerous when she can use magic from a safe distance. She can also use her *faerie fire* spell to make foes easier for her allies to hit.

## WARDUKE

Warduke's services as a remorseless killer-for-hire can be easily bought. The evil swordsman serves Kelek as a cohort and adventuring companion from time to time. He isn't terribly bright, which is why he leaves the plotting and scheming to others.

What does Warduke look like under his *dread helm*? No one knows. He never removes his helmet to reveal his face to others, but the visage beneath it is that of a grim, hideously scarred gladiator.

**Alignment.** Chaotic evil.

**Personality Trait.** "I speak with the flames and razor-sharp edges of my sword. They beat words to hell."

**Ideal.** "I expect to be paid well for my handiwork."

**Bond.** "The League of Malevolence is a convenient arrangement—until something better comes along."

**Flaw.** "I would rather die than surrender."

### COMBAT NOTES

Warduke likes to hit things with his sword; it's as simple as that.

## WARDUKE

Medium Humanoid (Human), Chaotic Evil

Armor Class 17 (half plate, shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +6, Con +5

Skills Athletics +6, Intimidation +3

Senses passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

**Special Equipment.** Warduke wears a *dread helm* (see appendix A) and wields a *flame tongue* longsword.

### ACTIONS

**Multiattack.** Warduke makes three Dagger or Flame Tongue attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Flame Tongue.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage when used with two hands, plus 7 (2d6) fire damage if the weapon is aflame.

### BONUS ACTIONS

**Flaming Blade.** Warduke ignites or extinguishes his *flame tongue* longsword. While aflame, it sheds bright light in a 40-foot radius and dim light for an additional 40 feet.

**Second Wind (Recharges after a Short or Long Rest).** Warduke regains 13 hit points.





## ZARAK

Zarak is an assassin without honor or conscience. Unusually short of stature for someone of orcish heritage, he might pass for an ugly, beardless dwarf were it not for his rotting tusks and grayish pallor. The only thing he loves is money, and he wouldn't hesitate to stab allies in the back if they came between him and the riches he covets.

**Alignment.** Chaotic evil.

**Personality Trait.** "I mince people, not words."

**Ideal.** "Coin is what I crave."

**Bond.** "Once I agree to kill something, I pursue my quarry until the job is done."

**Flaw.** "A friend is just an enemy I haven't made yet."

### COMBAT NOTES

When faced with multiple foes, Zarak prefers to hurl daggers from a distance. When targeting a lone individual, especially someone he has been hired to kill, he prefers the up-close-and-personal garrote, so that he can hear the dying breath of his hapless prey. If defeat seems likely, he quaffs his *potion of invisibility* and flees.

## ZARAK

Medium Humanoid (Orc), Chaotic Evil

Armor Class 14 (leather armor)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	11 (+0)	15 (+2)	6 (-2)

Saving Throws Dex +5, Int +2

Skills Acrobatics +7, Insight +6, Perception +6, Stealth +7

Senses darkvision 60 ft., passive Perception 16

Languages Common, Orc

Challenge 2 (450 XP)

Proficiency Bonus +2

**Special Equipment.** Zarak carries a *potion of invisibility*.

### ACTIONS

**Multiattack.** Zarak makes two Dagger attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, plus an extra 5 (2d4) piercing damage if the target is a creature and Zarak has at least 18 hit points.

**Garrote.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Humanoid. *Hit:* 8 (2d4 + 3) slashing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target takes 8 (2d4 + 3) slashing damage at the start of each of its turns, and Zarak can't grapple another creature or use Assassin's Whim.

### BONUS ACTIONS

**Assassin's Whim.** Zarak takes the Dash, Disengage, or Hide action.

### REACTIONS

**Uncanny Dodge.** Zarak halves the damage he takes from an attack made against him, provided he can see the attacker.

## ZARGASH

Zargash worships Orcus, the Demon Prince of Undeath, who has promised to transform Zargash into a vampire after a lifetime of faithful service. For a living priest to worship Orcus is utter folly, but Zargash is twisted beyond any hope of redemption. His hobbies include slaying the living and animating the dead.

## ZARGASH

Medium Humanoid (Cleric, Human), Chaotic Evil

Armor Class 13 (chain shirt)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +4

Skills Deception +6, Insight +5

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

**Cling to Life** (Recharges after a Long Rest). The first time Zargash would drop to 0 hit points as a result of taking damage, he instead drops to 1 hit point.

**Special Equipment.** Zargash wears a bat-shaped amulet that has the properties of a *ring of feather falling*.

### ACTIONS

**Multiattack.** Zargash makes three Warhammer attacks.

**Warhammer.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage, or 7 (1d10 + 2) bludgeoning damage when used with two hands.

**Deathly Ray.** Ranged Spell Attack: +5 to hit, range 60 ft., one creature. Hit: 25 (4d10 + 3) necrotic damage.

**Spellcasting.** Zargash casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *light*, *thaumaturgy*

1/day each: *command*, *gaseous form*, *hold person*, *silence*, *speak with dead*

### BONUS ACTIONS

**Animate Corpse (1/Day).** Zargash targets the lifeless corpse of one Humanoid he can see within 30 feet of him and commands it to rise, transforming it into a zombie under his control. The zombie takes its turn immediately after Zargash. Animating the zombie requires Zargash's concentration (as if concentrating on a spell). The zombie reverts to an inanimate corpse after 10 minutes, when it drops to 0 hit points, or when Zargash's concentration ends.



**Alignment.** Chaotic evil.

**Personality Trait.** "I do not fear death, for when I die, Orcus will transform me into a vampire."

**Ideal.** "Entropy is not simply the bane of existence. It's the doom of the multiverse. My job is to speed it along."

**Bond.** "Praise Orcus! May he give me the power to spread death, decay, and undeath in his name!"

**Flaw.** "I see living people as the corpses they are doomed to become and treat them accordingly."

### COMBAT NOTES

War is Zargash's domain. He wears a rusty chain shirt under his robe and likes to thwart enemy spellcasters by enveloping them in the area of a *silence* spell. If defeat seems inevitable, he casts *gaseous form* on himself and flees, leaving his allies to fend for themselves.



## ELKHORN

Medium Humanoid (Dwarf), Lawful Good

Armor Class 18 (chain mail, shield)

Hit Points 52 (7d8 + 21)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	11 (+0)

Saving Throws Str +1, Con +5

Skills Perception +2, Survival +2

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish

Challenge 2 (450 XP)

Proficiency Bonus +2

**Special Equipment.** Elkhorn wields a +1 longsword.

### ACTIONS

**Multiattack.** Elkhorn makes two Dagger or +1 Longsword attacks.

**Dagger. Melee or Ranged Weapon Attack:** +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4 + 1) piercing damage. If the target is a creature that is Large or bigger, it takes an extra 5 (1d10) piercing damage.

**+1 Longsword. Melee Weapon Attack:** +2 to hit, reach 5 ft., one target. Hit: 4 (1d8) slashing damage, or 5 (1d10) slashing damage when used with two hands. If the target is a creature that is Large or bigger, it takes an extra 5 (1d10) slashing damage.

### BONUS ACTIONS

**Feint (Recharge 5–6).** Elkhorn targets one creature that he can see within 5 feet of him. Elkhorn has advantage on the next attack roll he makes against that target before the end of his turn. If that attack hits, the target takes an extra 7 (2d6) damage of the weapon's type.

**Second Wind (Recharges after a Short or Long Rest).** Elkhorn regains 12 hit points.

## VALOR'S CALL

The noble adventuring party known as Valor's Call was founded by Strongheart, a resolute human paladin committed to destroying evil wherever it rears its ugly head. Strongheart alone determines who can become a member of this prestigious group, which has more members than those described here. (The other members, who do not appear in this adventure, are busy elsewhere.) Strongheart is always on the lookout for courageous heroes who are willing to devote themselves to a good cause. Only good-aligned characters are allowed to join Valor's Call.

### ELKHORN

Elkhorn has been Strongheart's most stalwart companion over the years—unflinchingly loyal, tirelessly optimistic, and fiercely devoted to the destruction of evil in all its forms. He's not especially bright, so he fights with his heart rather than his wits.

Age has drained much of the strength from Elkhorn's body. Strongheart has urged Elkhorn to retire, but the old dwarf stubbornly refuses to do so.

**Alignment.** Lawful good.

**Personality Trait.** "As long as I have the strength in my bones to fight evil, that is what I will do."

**Ideal.** "One who stands idle as evil remains unchecked is no friend or ally of mine. We all have an obligation to fight atrocity and corruption, to whatever extent we can."

**Bond.** "Strongheart is a good egg, but I have yet to teach him all I know about being a true menace to evildoers."

**Flaw.** "Retire? My goodness, no. I'll retire when I'm dead."

### COMBAT NOTES

Elkhorn's challenge rating is based on him using Feint to improve his rather weak sword attack. Having been trained in his youth to fight ogres and trolls, he's much more dangerous against creatures that are significantly bigger than he is.



## MERCION

Medium Humanoid (Cleric, Human), Lawful Good

Armor Class 19 (plate armor)

Hit Points 31 (9d8 – 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	9 (-1)	12 (+1)	17 (+3)	17 (+3)

Saving Throws Wis +5, Cha +5

Skills Insight +5, Medicine +5

Senses passive Perception 13

Languages Common, Dwarvish

Challenge 3 (700 XP)

Proficiency Bonus +2

**Special Equipment.** Mercion wields a +1 quarterstaff.

### ACTIONS

**Multiattack.** Mercion makes one Divine Radiance attack and one +1 Quarterstaff attack. She can replace one of these attacks with a use of Spellcasting.

**Divine Radiance.** *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 13 (3d8) radiant damage.

**+1 Quarterstaff.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage when used with two hands.

**Radiant Fire (Recharge 5–6).** Mercion creates a magical explosion of fiery radiance centered on a point she can see within 120 feet of her. Each creature in a 20-foot-radius sphere centered on that point must make a DC 13 Dexterity saving throw, taking 28 (8d6) radiant damage on a failed save, or half as much damage on a successful one.

**Spellcasting.** Mercion casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *light, spare the dying*

2/day each: *command, create food and water, cure wounds, faerie fire, hold person, revivify*

1/day: *death ward*

## MERCION

Mercion strikes the balance of a natural leader and a protective caregiver. She has a direct manner that reassures and inspires those around her.

Mercion does not worship a deity, but rather an ideal: that truth gives life to artistry and beauty, and that those who embrace deceit should be censured and punished. Light is her domain.

**Alignment.** Lawful good.

**Personality Trait.** “No one dies on my watch—unless they stand against what I hold dear.”

**Ideal.** “Truth begets art and beauty, while deceit does nothing but tear the fabric of our souls.”

**Bond.** “Evildoers beware! Valor’s Call is coming for you.”

**Flaw.** “My friends would say I’m inflexible. The truth is, I like things done a certain way.”

### COMBAT NOTES

Mercion counts on her armor to protect her as she administers healing. She uses Radiant Fire against groups of foes when there’s no chance of harming allies or innocent lives, otherwise resorting to *hold person* spells and Divine Radiance attacks.



## MOLLIVER

Molliver is a thief who gives most of what they steal to the destitute, keeping a few choice items for their own use. They're always ready to put themselves in harm's way to see justice triumph over tyranny and inequality.

Molliver invites trouble by not thinking through the ramifications of their actions, counting on their friends to bail them out whenever they get in over their head. They always have a friendly jibe or acerbic remark on the tip of their tongue, and their cavalier attitude doesn't always sit well with their more cautious companions.

**Alignment.** Chaotic good.

**Personality Trait.** "I'm a bit rash, to put it mildly."

**Ideal.** "I have no tolerance for bullies and tyrants."

**Bond.** "The brigganocks of Yon are my trusted friends. They need someone to protect them, and I happily volunteer."

**Flaw.** "My impatience sometimes demands that I strike out on my own while my comrades-in-arms waste time deliberating."

### COMBAT NOTES

Molliver likes to get up close and personal in fights. If they're caught in a tight spot, they try to use their *boots of levitation* to escape.

## MOLLIVER

Medium Humanoid (Human), Chaotic Good

Armor Class 15 (+1 leather armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	16 (+3)	10 (+0)	9 (-1)	16 (+3)

Saving Throws Dex +5, Int +2

Skills Acrobatics +7, Sleight of Hand +7, Stealth +7

Senses passive Perception 9

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

**Evasion.** When subjected to an effect that allows a Dexterity saving throw to take only half damage, Molliver takes no damage on a successful save or half damage on a failed one, provided Molliver is not incapacitated.

**Special Equipment.** Molliver wears +1 leather armor and boots of levitation.

### ACTIONS

**Multiattack.** Molliver makes two Dagger or Shortsword attacks, or one of each.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The attack deals an extra 7 (2d6) piercing damage if Molliver has advantage on the attack roll or if the target is within 5 feet of one of Molliver's allies.

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage. The attack deals an extra 7 (2d6) piercing damage if Molliver has advantage on the attack roll or if the target is within 5 feet of one of Molliver's allies.

**Levitate.** While wearing boots of levitation, Molliver casts *levitate* (self only).

### REACTIONS

**Uncanny Dodge.** Molliver halves the damage they take from an attack made against them, provided they can see the attacker.

## RINGLERUN

Ringlerun became an adventurer to better satisfy his craving for arcane knowledge. One of his adventures took him into an underwater tomb, where he tricked a marid into surrendering a *staff of power*. This staff greatly increased Ringlerun's capabilities and made him the envy of many rival spellcasters.

Ringlerun has a good heart, but he's easily distracted by intellectual pursuits. He would rather spend time in quiet contemplation or reading than in frivolous conversation.

## RINGLERUN

Medium Humanoid (Human, Wizard), Lawful Good

Armor Class 12 (*staff of power*)

Hit Points 42 (12d8 – 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	9 (-1)	17 (+3)	13 (+1)	11 (+0)

Saving Throws Str +1, Dex +2, Con +1, Int +7, Wis +5, Cha +2

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 5 (1,800 XP) Proficiency Bonus +2

**Special Equipment.** Ringlerun wields a *staff of power*. It has 20 charges when fully charged and regains 2d8 + 4 expended charges daily at dawn. If its last charge is expended, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage rolls but loses its other properties; on a 20, it regains 1d8 + 2 charges.

### ACTIONS

**Multattack.** Ringlerun makes three Staff of Power or Freezing Ray attacks. He can replace one of those attacks with a use of Spellcasting.

**Staff of Power.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage when used with two hands, and Ringlerun can expend 1 of the staff's charges to deal an extra 3 (1d6) force damage.

**Freezing Ray.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one creature. Hit: 27 (6d8) cold damage.

**Spellcasting.** Ringlerun casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13):

At will: *light*, *mage hand*, *prestidigitation*

3/day each: *charm person*, *detect magic*, *sleep*

1/day each: *banishment*, *dispel magic*, *fly*, *knock*

**Staff Spell.** While holding his *staff of power*, Ringlerun can expend 1 or more of its charges to cast one of the following spells from it (spell save DC 13, +7 to hit with spell attacks): *cone of cold* (8d8 cold damage; 5 charges), *fireball* (10d6 fire damage; 5 charges), *globe of invulnerability* (6 charges), *hold monster* (5 charges), *levitate* (2 charges), *lightning bolt* (10d6 lightning damage; 5 charges), *magic missile* (1 charge), *ray of enfeeblement* (1 charge), or *wall of force* (5 charges).



**Alignment.** Lawful good.

**Personality Trait.** "Don't talk to me. I'm reading."

**Ideal.** "Magic belongs only in the hands of those who use it for noble ends."

**Bond.** "My *staff of power* dramatically enhances my magical abilities. I shudder to think how its power could be abused in the wrong hands."

**Flaw.** "I get prickly when people who are clearly less intelligent want to tell me what to do."

### COMBAT NOTES

Ringlerun can fend off melee attackers with wild swings of his staff, but he prefers to fly out of reach and attack at range using his staff's formidable spells (*cone of cold* being his favorite).



## STRONGHEART

Strongheart is a fearless seeker of justice, risking his life to ensure that good triumphs over evil. He is thoughtful, kind, and seldom rash, yet never hesitant to punish those who spit in the face of law and order.

Strongheart doesn't worship a god but devotes himself to an ideal: that the world can be spared from evil by those who have enough courage to stand against it.

**Alignment.** Lawful good.

**Personality Trait.** "I try to see the good in people, but I won't give comfort to those who have no goodness in them."

**Ideal.** "Justice needs champions. I count myself as one."

**Bond.** "Valor's Call is not just an assembly of like-minded individuals who believe that good must triumph over evil. Its members are also my friends."

**Flaw.** "I am prepared—my friends might say too prepared—to sacrifice myself for the greatest good."

### COMBAT NOTES

Strongheart prefers to fight with *Steel*, his trusty sword. His favorite use of the *command* spell is to compel a foe to "Yield!" (which has the same effect as commanding it to halt). He tries to capture and imprison evildoers, slaying them only if they cannot be apprehended.

## STRONGHEART

Medium Humanoid (Human, Paladin), Lawful Good

Armor Class 20 (plate armor, shield)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	12 (+1)	13 (+1)	17 (+3)

Saving Throws Wis +3, Cha +5

Skills Insight +3, Persuasion +5

Condition Immunities frightened

Senses passive Perception 11

Languages Common, Dwarvish

Challenge 4 (1,100 XP)

Proficiency Bonus +2

**Special Equipment.** Strongheart wields *Steel*, a sentient, lawful good longsword (see appendix A).

### ACTIONS

**Multiattack.** Strongheart makes three *Steel* attacks.

**Steel. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage when used with two hands. Once on each of his turns, Strongheart can also cause the blade to gleam with holy light. If he does so, the target is blinded until the start of Strongheart's next turn.

**Revivify (Recharges at the Next Dawn).** While holding *Steel*, Strongheart casts *revivify*.

**Spellcasting.** Strongheart casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

3/day each: *command*, *detect evil and good*, *protection from evil and good*

1/day each: *lesser restoration*, *remove curse*, *zone of truth*

### REACTIONS

**Protect Another.** When a creature Strongheart can see attacks another creature that is within 5 feet of him, Strongheart can use his reaction to impose disadvantage on the attack roll, provided he is carrying a shield.

# CREATURES

**T**HIS APPENDIX DESCRIBES NEW CREATURES THAT appear more than once in the adventure, presenting them in alphabetical order. The introduction of the *Monster Manual* explains how to interpret a creature's stat block.

## BOGGLE

Boggles are the little bogeys of fairy tales. They hide under beds and in closets, waiting to frighten and bedevil folk with their mischief.

A boggle excretes a special oil from its pores and can make the substance slippery or sticky. The oil dries up and disappears an hour after the boggle expels it.

A boggle can create magical openings that enable it to travel short distances or to pilfer items that would otherwise be beyond its reach. To create such a rift in space, a boggle must be adjacent to a space defined by a frame, such as an open window or a doorway, a gap between the bars of a cage, or the space between the feet of a bed and the floor. The rift disappears after a few seconds—enough time for the boggle to step, reach, or attack through it.

## BOGGLE

*Small Fey, Typically Chaotic Neutral*

Armor Class 14

Hit Points 18 (4d6 + 4)

Speed 30 ft., climb 30 ft.

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

Skills Perception +5, Sleight of Hand +6, Stealth +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 15

Languages Sylvan

Challenge 1/8 (25 XP)

Proficiency Bonus +2

## ACTIONS

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

**Oil Puddle.** The boggle creates a puddle of nonflammable oil. The puddle is 1 inch deep and covers the ground in the boggle's space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour. The oil has one of the following additional effects of the boggle's choice:

**Slippery Oil.** Any non-boggle creature that enters the puddle or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone.

**Sticky Oil.** Any non-boggle creature that enters the puddle or starts its turn there must succeed on a DC 11 Strength saving



throw or be restrained. On its turn, a creature can use an action to try to extricate itself, ending the effect and moving into the nearest unoccupied space of its choice with a successful DC 11 Strength check.

## BONUS ACTIONS

**Boggle Oil.** The boggle excretes nonflammable oil from its pores, giving itself one of the following benefits of its choice until it uses this bonus action again:

**Slippery Oil.** The boggle has advantage on Dexterity (Acrobatics) checks made to escape bonds and end grapples, and it can move through openings large enough for a Tiny creature without squeezing.

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

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



## BRIGGANOCK

Brigganocks are frantic, mouse-sized creatures that live in mines. Whenever a mortal makes a nonmagical wish, perhaps while blowing out the candles on a birthday cake or tossing a coin down a well, an echo of that wish becomes lodged in a stone buried deep in the earth of the Feywild. Brigganocks seek out these wish stones, discarding the ones that contain wishes of ill intent and keeping those that hold good wishes. Brigganocks refine wish stones into

gems and use them to decorate their architecture and crafts, or they trade them to other Fey for food and favors. A more powerful Fey creature can use a wish stone to scry on the maker of the wish, empower a supernatural charm, or provide the spark needed to create an animated object. Other uses are possible as well.

A brigganock's soul lives outside its body, manifesting as a bulb of pale light that floats alongside it and helps the brigganock see in the dark.

Brigganocks have minor spellcasting abilities that help them survive. They also have the ability to manipulate time, allowing them to accomplish hour-long tasks in a matter of seconds, though a brigganock must rest between these bursts of temporal acceleration.

Brigganocks like to nibble on cheese, lettuce, and other soft foods. They eat quite a lot for creatures of their size and never turn down a good meal.

## BRIGGANOCK

Tiny Fey, Typically Neutral Good

Armor Class 12

Hit Points 9 (2d4 + 4)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +4, Con +4

Condition Immunities exhaustion

Senses passive Perception 10

Languages Common, Sylvan

Challenge 1/8 (25 XP)

Proficiency Bonus +2

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

**Soul Light.** The brigganock is accompanied by an insubstantial, invulnerable ball of light that contains its soul. The brigganock can't turn off the light or control its brightness. The soul light sheds bright light in a 10-foot radius and dim light for an additional 10 feet. If the brigganock dies, its soul light fades away.

**Tunneler.** Using a pickaxe or similar tool, a brigganock can burrow through solid rock at a speed of 5 feet, leaving a 6-inch-diameter tunnel in its wake.

### ACTIONS

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

**Spellcasting.** The brigganock casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 11):

At will: *minor illusion, spare the dying*

1/day each: *animal friendship, faerie fire, meld into stone, silence*

**Time Lapse (Recharges after a Short or Long Rest).** The brigganock accelerates the passage of time around itself, enabling it to accomplish up to 1 hour of work in a matter of seconds. This work can't affect any creature other than the brigganock, or any object being worn or carried by another creature, and the activity must take place within a 10-foot cube. For example, the brigganock could use this action to rapidly carve a pumpkin, cook and eat dinner, move a pile of stones, or tie a dozen knots in a length of rope.

### BONUS ACTIONS

**Move Soul Light.** The brigganock moves its soul light up to 30 feet in any direction to an unoccupied space it can see. At the end of the current turn, the light returns to the brigganock.



## BULLYWUG KNIGHT

Medium Humanoid, Typically Lawful Good

Armor Class 18 (plate)  
Hit Points 66 (12d8 + 12)  
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	9 (-1)	11 (+0)	14 (+2)

Saving Throws Con +3, Wis +2  
Senses passive Perception 10  
Languages Bullywug, Common  
Challenge 3 (700 XP) Proficiency Bonus +2

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

**Speak with Frogs and Toads.** The knight can communicate simple concepts to frogs and toads when it speaks in Bullywug.

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

### ACTIONS

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

**Glaive.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

### BONUS ACTIONS

**Croak of Charming (Recharges after a Short or Long Rest).** The knight makes a loud croak while targeting one creature it can see within 30 feet of it. The target must succeed on a DC 12 Wisdom saving throw or be charmed until the end of its next turn.

## BULLYWUGS

Bullywugs are amphibious bipeds described in the *Monster Manual*. Two additional varieties are presented here.

### BULLYWUG KNIGHT

Bullywug knights adhere to a code of chivalry. Their sense of honor compels these noble bullywugs to fight fairly and to insist that others do so as well.

### BULLYWUG ROYAL

The largest or most intelligent bullywugs invariably end up leading their kind. A royal is often mounted astride a giant toad or accompanied by one (see the *Monster Manual* for the giant toad's stat block).

### BULLYWUG ROYAL

Medium Humanoid, Any Alignment

Armor Class 15 (hide armor, shield)  
Hit Points 65 (10d8 + 20)  
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	14 (+2)

Saving Throws Str +5, Dex +3  
Skills Athletics +5, Intimidation +4, Stealth +3  
Senses passive Perception 10  
Languages Bullywug, Common  
Challenge 3 (700 XP) Proficiency Bonus +2

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

**Speak with Frogs and Toads.** The royal can communicate simple concepts to frogs and toads when it speaks in Bullywug.

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

**Toad Rider.** The royal has advantage on melee attacks it makes while riding a toad mount.

### ACTIONS

**Multiattack.** The royal makes two Spear attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +5 to hit (with advantage if the royal is mounted on a toad), reach 10 ft. or range 20/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

### BONUS ACTIONS

**Croaked Decree (Recharge 5–6).** The royal makes a loud pronouncement. Each ally of the royal that is within 60 feet of the royal and can hear the pronouncement has advantage on its first attack roll on its next turn.

## CAMPESTRIS

Campestris are happy-go-lucky mushroom-like creatures with few cares or worries. They are captivated by music, though they can't distinguish a well-played performance from a bad one. If anyone plays an instrument or sings in the campestris' vicinity, the little creatures will happily sing along, each in an obnoxiously nasal falsetto, as they dance and caper around whoever is making the music.

Campestris can easily imitate lyrics and music. After a campestri has practiced a song or a piece of music three or four times, the creature remembers it forever.

Campestris vary widely in color, from white to tan to dark brown, but they always have red or purple caps and speckles. A campestri moves by manipulating the mycelium that grows out of the base of its stem and supports it. The mushroom creatures eat salty soil, filter out the salt, and excrete a slippery paste of purified soil (stripped of things nourishing to fungi, of course). Eating salt is also a defense mechanism, because it makes the campestris taste salty and thus unpleasant to most creatures, though bullywugs consider them a delicacy.

### CAMPESTRI

Tiny Plant, Unaligned

Armor Class 12 (natural armor)

Hit Points 2 (1d4)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	7 (-2)	10 (+0)	4 (-3)	10 (+0)	8 (-1)

Skills Perception +4

Senses tremorsense 30 ft., passive Perception 14

Languages understands Common but speaks only through the use of its Mimicry trait

Challenge 0 (10 XP)

Proficiency Bonus +2

**Mimicry.** The campestri can mimic any voice or song it has heard, albeit in a nasal falsetto.

### ACTIONS

**Head Butt.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

**Spores (1/Day).** A 5-foot radius of spores extends from the campestri. These spores can go around corners, and they have no effect on Constructs, Elementals, Plants, or Undead. Each other creature in the area must make a DC 10 Wisdom saving throw. On a failed save, the creature is incapacitated and its speed is halved, both for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



### SWARM OF CAMPESTRIS

Medium Swarm of Tiny Plants, Unaligned

Armor Class 12 (natural armor)

Hit Points 27 (6d8)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	7 (-2)	10 (+0)	4 (-3)	10 (+0)	8 (-1)

Skills Perception +4

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, grappled, paralyzed, petrified, prone, restrained, stunned

Senses tremorsense 30 ft., passive Perception 14

Languages understands Common but speaks only through the use of its Mimicry trait

Challenge 1 (200 XP)

Proficiency Bonus +2

**Mimicry.** Each campestri in the swarm can mimic any voice or song it has heard, albeit in a nasal falsetto.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough to accommodate an individual campestri. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Head Butts.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 10 (4d4) bludgeoning damage, or 5 (2d4) bludgeoning damage if the swarm has half its hit points or fewer.

**Spores (1/Day).** A 20-foot radius of spores extends from the swarm. These spores can go around corners, and they have no effect on Constructs, Elementals, Plants, or Undead. Each other creature in the area must make a DC 10 Wisdom saving throw. On a failed save, the creature is incapacitated and its speed is halved, both for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

# DARKLINGS

Ancient legends speak of a seelie fey who betrayed the Summer Queen. In the Summer Queens' wrath, she cursed every member of his house. The seelie fey's true name has been stricken from history, but the stories call him Dubh Catha ("Dark Crow" in Common), and other Fey refer to the house's descendants as dubh sith—"darklings." Darklings dwell in secluded caverns and chambers beneath the towns of other species. From such enclaves, they quietly ply their trade as thieves and assassins.

## DARKLING

The Summer Queen's curse causes a darkling's body to absorb light, which wizens the creature, much like the effect of rapid aging. For this reason, darklings cover their entire bodies with clothing when exposure to light is a risk. The light darklings absorb over the course of their lives explodes outward when they die, incinerating the creatures and much of their possessions.

## DARKLING ELDER

A wise and respected darkling can undergo a ritual to become an elder. Other elders mark the supplicant with glowing tattoos, channeling away some of the darkling's absorbed light. If the ritual succeeds, the darkling grows into a taller, elf-like form. The darkling perishes if the ritual fails.

## DARKLING

*Small Fey, Typically Chaotic Neutral*

Armor Class 14 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

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

Skills Acrobatics +5, Deception +2, Perception +5, Stealth +7  
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Elvish, Sylvan

Challenge 1/2 (100 XP) Proficiency Bonus +2

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

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

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) necrotic damage.



## DARKLING ELDER

*Medium Fey, Typically Chaotic Neutral*

Armor Class 15 (studded leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

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

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

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Proficiency Bonus +2

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

### ACTIONS

**Multiattack.** The darkling elder makes two Scimitar attacks.

**Scimitar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

**Darkness (Recharges after a Short or Long Rest).** The darkling elder casts darkness, requiring no spell components and using Wisdom as the spellcasting ability.



## GIANT DRAGONFLY

A giant dragonfly has a 20-foot wingspan. It drones loudly as it hovers and darts through the air, searching for smaller insects to consume.

### GIANT DRAGONFLY

*Large Beast, Unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 22 (4d10)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	11 (+0)	3 (-4)	10 (+0)	3 (-4)

**Senses** passive Perception 10

**Languages** —

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

**Proficiency Bonus** +2

**Drone.** When it beats its wings, the dragonfly emits a loud droning sound that can be heard out to a range of 120 feet.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
Hit: 6 (1d4 + 4) piercing damage.

### REACTIONS

**Uncanny Dodge.** The dragonfly halves the damage it takes from an attack made against it, provided it can see the attacker.

## GIANT SNAIL

These large mollusks retreat into their hardy shells when threatened, and they're particularly susceptible to being injured by contact with salt.

### GIANT SNAIL

*Large Beast, Unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 22 (4d10)

**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	3 (-4)	11 (+0)	3 (-4)	10 (+0)	3 (-4)

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

**Languages** —

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

**Proficiency Bonus** +2

**Salt Osmosis.** Whenever the snail starts its turn in contact with a pound or more of salt, it takes 1d4 necrotic damage. Using an action to sprinkle a pound of salt on the snail deals 1d4 necrotic damage to it immediately and another 1d4 necrotic damage to it at the start of its next turn (after which the salt rubs off), provided the snail has not withdrawn into its shell.

### ACTIONS

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

**Shell Defense.** The snail withdraws into its shell, gaining a +4 bonus to its AC until it emerges. It can emerge from its shell as a bonus action on its turn.

## HARENGBONS

Harengons are rabbit-folk native to the Feywild, though they often migrate to the Material Plane. They love to travel on foot and rarely stay in one place for long.

Not all harengons are mean-spirited bullies like the ones presented here. Every harengon follows their own path through life, their disposition shaped in part by the company they keep. One harengon might travel to far lands, make friends along the way, delight in freedom and the open trail, and find inner peace. Another might become an adventurer with a strong heart and fervent dreams. For more information on harengons as player characters, see the introduction of this adventure.

## HARENGBON BRIGANDS

Harengon brigands are usually encountered in small bands lurking along trails and roadways, where they can easily spot and ambush their victims. They delight in extorting travelers for safe passage while rudely mocking them. These bullies are particularly antagonistic toward those who appear to be lost or in a hurry.

The best way to deal with harengon brigands is to outnumber them or give them a good kicking. They flee quickly when the tables are turned against them.

## HARENGBON SNIPERS

Harengon snipers provide artillery support to gangs of harengon brigands. They hide atop bluffs, in the high branches of trees, and behind shelter, ready to pick off targets from a safe distance.

These snipers are so adept with their crossbows that their targets gain no benefit from less than total cover against ranged attacks the harengons make with these weapons. In addition, they can attack a target as far away as their weapons' maximum range without needing to apply the usual penalty for attacking at long range. After a sniper makes an attack, the harengon can duck out of sight to make retaliation difficult, if not impossible.



## HARENGBON BRIGAND

Medium Humanoid, Any Alignment

Armor Class 14 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Saving Throws Dex +5

Skills Acrobatics +5, Perception +4

Senses passive Perception 14

Languages Common, Sylvan

Challenge 1/8 (25 XP)

Proficiency Bonus +2

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

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

### ACTIONS

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

**Sling.** Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

## HARENGBON SNIPER

Medium Humanoid, Any Alignment

Armor Class 14 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Saving Throws Dex +5

Skills Athletics +2, Perception +5, Stealth +5

Senses passive Perception 15

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Proficiency Bonus +2

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

### ACTIONS

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

**Light Crossbow.** Ranged Weapon Attack: +5 to hit (the target gains no benefit from less than total cover), range 320 ft., one target. Hit: 7 (1d8 + 3) piercing damage. Hit or Miss: Immediately after making this attack, the harengon can use the Hide action.



## JABBERWOCK

Huge Dragon, Typically Chaotic Evil

Armor Class 18 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 30 ft., climb 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	4 (-3)	7 (-2)	11 (+0)

**Saving Throws** Str +10, Dex +6, Con +10, Int +2, Wis +3, Cha +5  
**Skills** Perception +8

**Damage Vulnerabilities** slashing from a *vorpal sword*

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** truesight 120 ft., passive Perception 18

**Languages** —

**Challenge** 13 (10,000 XP)

**Proficiency Bonus** +5

**Confusing Burble.** The jabberwock burbles to itself unless it is incapacitated. Any creature that starts its turn within 30 feet of the jabberwock and is able to hear its burbling must make a DC 18 Charisma saving throw. On a failed saving throw, the creature can't take reactions until the start of its next turn, and it rolls a d4 to determine what it does during its current turn:

- 1–2. The creature does nothing.
3. The creature does nothing except use all its movement to move in a random direction.
4. The creature either makes one melee attack against a random creature it can see or does nothing if no visible creature is within its reach.

**Legendary Resistance (3/Day).** If the jabberwock fails a saving throw, it can choose to succeed instead.

**Regeneration.** The jabberwock regains 10 hit points at the start of its turn. If the jabberwock takes slashing damage, this trait doesn't function at the start of its next turn. The jabberwock

## JABBERWOCK

A jabberwock is a solitary, temperamental predator that haunts pristine forests and ancient ruins. Accurate descriptions of jabberwocks are difficult to come by, because the rare survivors of an encounter with one retain only a confused impression of its parts and not a sense of the whole. Pieced-together accounts describe it as a sinewy, dragon-like creature that can walk on its hind legs as easily as it travels on all four. Its eyes can emit fiery beams.

Once a jabberwock has chosen its target, it concentrates its attacks on that target until the victim is killed (and devoured), until the jabberwock is killed, or until the target escapes using teleportation magic or other means.

If a jabberwock is slain, another one appears 3d8 years later, materializing within a thousand miles of where the old one perished. No immature jabberwock has ever been sighted, and the creature does not appear to age.

dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Uncanny Tracker.** The jabberwock can unerringly track any creature it has wounded in the last 24 hours, and it knows the distance and direction to its quarry as long as the two of them are on the same plane of existence.

### ACTIONS

**Multiattack.** The jabberwock makes two Rend attacks.

**Rend.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.  
Hit: 21 (3d10 + 5) slashing damage.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target.  
Hit: 10 (1d10 + 5) bludgeoning damage.

**Fiery Gaze (Recharge 5–6).** Unless it is blinded, the jabberwock emits a 120-foot-long, 5-foot-wide line of fire from its eyes. Each creature in that line must make a DC 18 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

The jabberwock can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The jabberwock regains spent legendary actions at the start of its turn.

**Tail Attack.** The jabberwock makes one Tail attack.

**Rend Attack (2 Actions).** The jabberwock makes one Rend attack.

**Wing Attack (3 Actions).** The jabberwock beats its wings. Each creature within 10 feet of the jabberwock must succeed on a DC 18 Dexterity saving throw or take 8 (1d6 + 5) bludgeoning damage and be knocked prone.



## KORRED

*Small Fey, Typically Chaotic Neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 93 (11d6 + 55)

**Speed** 30 ft., burrow 30 ft.

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

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

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

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

**Languages** Dwarvish, Gnomish, Sylvan, Terran, Undercommon  
**Challenge** 7 (2,900 XP) **Proficiency Bonus** +3

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

### ACTIONS

**Multiattack.** The korred makes two Greatclub or Rock attacks.

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

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage, or 19 (3d8 + 6) bludgeoning damage if the korred is on the ground.

**Spellcasting.** The korred casts one of the following spells, requiring no spell components and using Wisdom as the spell-casting ability (spell save DC 13):

At will: *commune with nature* (as an action), *meld into stone*, *stone shape*

1/day: *Otto's irresistible dance*

### BONUS ACTIONS

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

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

## KORRED

Korreds are secretive creatures that have strong ties to earth and stone. They prefer to keep their own company but occasionally consort with creatures of elemental earth such as galeb duhr. A tribe of korreds gathers weekly to perform ceremonial dances, beating out rhythms on stone with their hooves and clubs. Korreds typically flee from other creatures but become aggressive when they feel insulted or are annoyed by the sounds of mining.

No one knows the ways of stone and earth better than a korred. Korreds can seemingly smell veins of metal and gems. A korred on the surface can feel the rise and fall of bedrock under the earth and where caves are present, and underground it knows pathways through the stone for miles around. Secret doors set into stone are as obvious as windows to a korred.

Korreds have hair all over their bodies, but the hair that grows on their heads is magical. When cut, it transforms into strands of whatever material was used to cut it. Korreds often use iron shears to cut off their hair, then weave the strands together to create iron ropes that they can manipulate or animate. Korreds take great pride in their hair and equally great offense at anyone who attempts to cut it without permission.



## LIVING DOLL

A living doll is easily mistaken for an inanimate doll or a stuffed animal until it moves. Trapped within each living doll is a mean spirit that encourages those around it to behave badly toward others. The doll takes pleasure in tormenting the guilt-ridden and despondent, hastening their descent into depression or paranoia. Because it fears its own destruction, the doll rarely causes direct harm to others. When forced to defend itself, it debilitates opponents with its maniacal cackle and assaults the minds of its enemies by turning their worst fears against them.

### LIVING DOLL

Tiny Construct, Typically Neutral Evil

Armor Class 11 (natural armor)

Hit Points 28 (8d4 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	11 (+0)	13 (+1)	10 (+0)	10 (+0)	7 (-2)

Saving Throws Int +2, Wis +2, Cha +0

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned

Senses darkvision 30 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

**False Appearance.** If the doll is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the doll move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the doll is animate.

**Regeneration.** The doll regains 5 hit points at the start of its turn. If the doll takes fire or psychic damage, this trait doesn't function at the start of the doll's next turn. The doll is

destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

**Unusual Nature.** The doll doesn't require air, food, drink, or sleep.

### ACTIONS

**Grabby Hands.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* The target is grappled (escape DC 6) and takes 11 (2d10) psychic damage at the start of each of its turns until this grapple ends. The doll can grapple only one creature at a time.

### BONUS ACTIONS

**Cackle (Recharge 4–6).** The doll cackles as it targets one or two creatures it can see within 30 feet of it. Each target that can hear the doll's cackling must make a DC 11 Wisdom saving throw, succeeding automatically if it has an Intelligence of 4 or lower. On a failed saving throw, the creature takes 5 (2d4) psychic damage and is incapacitated for 1 minute as it is overcome by a fit of laughter. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on itself on a success. A creature that succeeds on this saving throw is immune to this doll's Cackle for 24 hours.



## QUICKLING

Racing faster than the eye can track, a quickling appears as little more than a blurry streak of color. Only when it stops running do its small, slender form and cold, cruel eyes become apparent.

Quicklings owe their existence—and their plight—to the Queen of Air and Darkness, the dread ruler of the Gloaming Court. Once lazy, egotistical folk, the creatures that would become the quicklings were late in answering the queen's summons one time too many. To hasten their pace and teach them to mind her will, the queen shrank their stature and sped up their internal clocks. The queen's curse gave the quicklings their amazing speed but also accelerated their passage through life. No quickling lives longer than 15 years.

The mortal realm is a ponderous place to a quickling's eye: a hurricane creeps gradually across the sky, a torrent of rain drifts earthward like lazy snowflakes, and lightning crawls in a meandering path from cloud to cloud. The slow and boring world seems to be populated by torpid creatures whose deep, sonorous speech lacks meaning.

To other creatures, a quickling seems blindingly fast, vanishing into an indistinct blur when it moves. Its cruel laughter is a burst of rapid staccato sounds, its speech a shrill squeal. Only when a quickling deliberately slows down, which it prefers not to do, can other beings properly see, hear, and comprehend it. Never truly at rest, a "stationary" quickling constantly paces and shifts in place, as though it can't wait to be off again.

Quicklings have a capricious nature and are always up to something. A quickling spends most of its time perpetrating acts of mischief on slower creatures. One rarely passes up an opportunity to tie a person's bootlaces together, move the stool a creature is about to sit on, or unbuckle a saddle while no one is looking.

Tricks of that sort are hardly the limit of their artful malice, however. They don't commit outright murder, but quicklings can ruin lives in plenty of other ways, such as by stealing an important letter, swiping coins collected for the poor, or planting a stolen item in someone's bag.

### QUICKLING

Tiny Fey, Typically Chaotic Evil

Armor Class 16

Hit Points 10 (3d4 + 3)

Speed 120 ft.

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

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

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Sylvan

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Blurred Movement.** Attack rolls against the quickling have disadvantage unless it is incapacitated or its speed is 0.

**Evasion.** If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails, provided it isn't incapacitated.

#### ACTIONS

**Multiattack.** The quickling makes three Dagger attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.



## REDCAP

A redcap is a homicidal creature born of blood lust. Redcaps, although small, have formidable strength, which they use to hunt and kill without reservation or regret.

In the Feywild, or wherever that plane touches the world at a fey crossing, if a sentient creature satisfies its intense desire for bloodshed, one or more redcaps might appear where the blood of a slain foe soaks the ground. At first, new redcaps look like tiny bloodstained mushrooms just pushing their caps out of the soil. When moonlight shines on one of these caps, a creature that looks like a wizened and undersized gnome with a hunched back and a sinewy frame springs from the earth. The creature has a pointed leather cap, trousers of similar material, heavy iron boots, and a heavy bladed weapon. From the moment it awakens, a redcap cares only for murder and carnage, and it sets off to satisfy these cravings.

To sustain its unnatural existence, a redcap must soak its hat in the fresh blood of its victims. When a redcap is born, its hat is coated with wet blood, and it knows instinctively that if the blood isn't replenished at least once every three days, the redcap vanishes as if it had never been. A redcap's desire to kill is rooted in its will to survive.

Redcaps don't usually operate in groups, but in some circumstances they might be found in the employ of hags and evil mages.

Also, some redcaps are psychically connected to the beings whose murderous acts led to their birth. A redcap might use this innate connection to find and murder its creator. Others seek out their maker to enjoy proximity to a kindred spirit. An individual responsible for the creation of several redcaps at the same site could attract an entire group to serve as cohorts.

In any case, if a redcap works with another being, the redcap demands to be paid in victims. A patron who tries to stifle a redcap's natural and necessary urge for blood risks becoming the redcap's next target.

## REDCAP

*Small Fey, Typically Chaotic Evil*

**Armor Class 14 (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)**

**Proficiency Bonus +2**

**Iron Boots.** 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 Wicked Sickle attacks.

**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.

## SELENELION TWIN

Gleam and Glister are high elf twins, who until recently performed amazing acts of balance and agility at the Witchlight Carnival. Together, they are known as the Selenelion twins. (A selenelion is a celestial event during a lunar eclipse in which the sun and the eclipsed moon can be observed at the same time, either just before sunset or just after sunrise, when both bodies appear just above the horizon at nearly opposite points in the sky.)

Gleam and Glister were born during such an event, and they are blessed with magical abilities tied to moonlight (Gleam) and sunlight (Glister), respectively. The twins are easily distinguished by the masks they wear; Gleam wears a crescent moon mask, and Glister wears a sun mask.

Blessed by Corellon, the twins can each change their sex at the end of a long rest, though one twin rarely does so without the other doing likewise. The accompanying stat block uses "she" and "her" as each twin's default pronouns.

The twins are as fond of one another as two siblings can be. Gleam is the introvert of the pair, while Glister is the extrovert. Both have friendly, agreeable demeanors. Appendix D contains additional roleplaying notes for Gleam and Glister.

### SELENELION TWIN

Medium Humanoid (Elf), Chaotic Good

Armor Class 14

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	13 (+1)	12 (+1)	10 (+0)	17 (+3)

Saving Throws Dex +6, Cha +5

Skills Acrobatics +8, Sleight of Hand +6, Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 2 (450 XP)

Proficiency Bonus +2

**Fey Ancestry.** The Selenelion twins, Gleam and Glister, have advantage on saving throws against being charmed, and magic can't put them to sleep.

**Regeneration.** A Selenelion twin regains 5 hit points at the start of her turn as long as both twins are alive and within 60 feet of each other. A twin dies only if she starts her turn with 0 hit points and doesn't regenerate.

**Twin Bond.** While both Selenelion twins are alive and on the same plane of existence, each is aware of the other's emotions.



### ACTIONS

**Dagger.** Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

**Moon Ray (Gleam Only; 3/Day).** Ranged Spell Attack: +5 to hit, range 60 ft., one creature. Hit: 12 (2d8 + 3) radiant damage, and the target must succeed on a DC 13 Wisdom saving throw or be transformed into a bat for 1 minute, as though affected by a polymorph spell. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Sun Ray (Glister Only; 3/Day).** Ranged Spell Attack: +5 to hit, range 60 ft., one creature. Hit: 12 (2d8 + 3) radiant damage, and the target must succeed on a DC 13 Wisdom saving throw or be blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Twin Sight (Recharges after a Short or Long Rest).** In her mind's eye, a Selenelion twin can see what the other twin sees for up to 1 minute, provided both twins are alive and on the same plane of existence. Maintaining this effect requires concentration (as if concentrating on a spell).

# ROLEPLAYING CARDS

## AGDON LONGSCARF THE HARENCON

CHAPTER 2: HITHER

This harencon brigand is an insufferable braggart and a daring thief who's willing to put himself in seemingly precarious situations when he has an audience, confident that his speed and cunning will see him through danger. He leads by example rather than by dictate.

**Alignment.** Chaotic evil.

**Personality Trait.** "Responsibility isn't really my thing."

**Ideal.** "What's yours is mine; it's only a matter of time."

**Bond.** "I have a reputation to uphold. I can't have it sullied by silly concepts like honesty and generosity."

**Flaw.** "My confidence is bound up in my scarf's powers. I'm quite the coward without it."

## ALAGARTHAS THE ELF PRINCE

CHAPTER 4: YON

This prince made a bargain with Endelyn Moongrave and is paying the price. He longs to return to his home in the Misty Forest and deal with the threat of an evil green dragon that nests there.

**Alignment.** Chaotic good.

**Personality Trait.** "I am an elf, and time is on my side. I refuse to give up—ever."

**Ideal.** "The elves of the Misty Forest will lose their homes and likely perish if that green dragon isn't slain or driven off. I shall deal with the dragon before it visits great harm on the forest and my people. That is what a prince is expected to do."

**Bond.** "Ah, the Misty Forest! No other wood compares to it in beauty and serenity."

**Flaw.** "To relent is to show weakness, and I shall not be seen as weak. It is my destiny to be king."

## AMIDOR THE DANDELION

CHAPTER 4: YON

This 3-foot-tall talking dandelion finds poetry in everything and is quick to fall head over heels in love. A humble idealist, Amidor never puts its own needs above the needs of others.

**Alignment.** Neutral good.

**Personality Trait.** "My speech drifts into flowery verse, if you'll pardon the pun. Allow me to demonstrate: Do not cry, my love! Let me catch your tears as faeries collect morning dew. Let me lift your spirits like a seed on the breeze!"

**Ideal.** "The pursuit of true love compels me! Never shall I wilt if I have such a cause to champion."

**Bond.** "The beautiful Pollenella—a vision in stripes."

**Flaw.** "I cannot resist a pretty face or a heavenly scent."

## ARGANTLE THE KORRED QUEEN

CHAPTER 4: YON

Queen Argantle sports a generous beard and whiskers. Her hair is shorn on one side, from where Endelyn Moongrave recently snipped off the queen's precious, powerful locks. Argantle wears an abundance of shale jewelry that doesn't seem to weigh her down in the least.

**Alignment.** Chaotic neutral.

**Personality Trait.** "My mood is as stormy as the skies of Yon, and I hurl boulders when I'm angry."

**Ideal.** "Bitter End is a raving tyrant. I live in hope that one day we'll be free of that hag."

**Bond:** "I have sworn to protect Lockbury Henge, and I'll defend it with every last whisker."

**Flaw.** "I am quick to make enemies and slow to make friends."

## BURLY THE BUGBEAR

CHAPTER 1: WITCHLIGHT CARNIVAL

Burly and his brother, Hurly, joined the carnival as youngsters. Hurly disappeared a few months ago, and search parties failed to locate him. Mister Witch and Mister Light convinced Burly to stay with the carnival afterward, rather than continue the search on his own. When he's not straining at some feat of athleticism, he's reading books of poetry.

**Alignment.** Neutral good.

**Personality Trait.** "I treat my brain like a muscle and try to keep it strong."

**Ideal.** "I keep the peace. I don't advocate violence; I'm just doing my job."

**Bond.** "After my brother disappeared, everyone in the carnival was so nice to me. I look out for them."

**Flaw.** "Sometimes I forget my own strength and accidentally break things. Especially fragile things."

## CANDLEFOOT THE MIME

CHAPTER 1: WITCHLIGHT CARNIVAL

Candlefoot's appearance is strangely monochromatic, due to the chaotic magic of a reckless sorcerer to whom he was apprenticed in his youth. After fleeing his master, Candlefoot found a home in the Witchlight Carnival. He can communicate only through mime until his stolen voice is retrieved from the kenku warlock, Kettlesteam.

**Alignment.** Neutral good.

**Personality Trait.** "I shrug a lot because I'm indecisive."

**Ideal.** "Love has the power to conquer all."

**Bond.** "My true love, Palasha, means everything to me. I'd live my life's misfortunes a hundred times over if I knew the path that would lead me back to her."

**Flaw.** "I'm afraid of my own reflection and avoid looking into mirrors. The Hall of Illusions terrifies me."

## CHUCKLEHEAD THE GOBLIN

CHAPTER 3: THITHER

Chucklehead's real name is Fug. He has a strong affection for Mishka (the only child in Loomlurch who doesn't fear or mock him) and treats her like a younger sibling. He resists any attempt to remove the maggot that lives in his head, because he fears losing it might turn him back into the uncaring, self-serving person he was previously.

**Alignment.** Neutral (neutral evil without the maggot).

**Personality Trait.** "I get angry when people make fun of my head."

**Ideal.** "Not all goblins are the same. I mean, look at me."

**Bond.** "Mishka is like my little sister. I don't like how Granny Nightshade treats her."

**Flaw.** "The maggot showed me my true self. I'll always love it for that, even as it eats my head."

## CLAPPERCLAW THE SCARECROW

CHAPTER 2: HITHER

Despite the loss of its original head, this child-sized scarecrow retains an upbeat demeanor characterized by its affinity for gallows humor. With its long claws and rattling gourd head, Clapperclaw knows it can be off-putting to strangers, and it relies on humor to defuse tension.

**Alignment.** Lawful neutral.

**Personality Trait.** "I'm generally positive, and I make jokes when I'm nervous or sense tension in the air."

**Ideal.** "I prefer to keep moving from place to place."

**Bond.** "My original head. It was perfect every way. I hope to get it back one day."

**Flaw.** "I'm self-conscious about my replacement head."

## CRADLEFALL THE GREEN DRAGON WYRMLING

CHAPTER 3: THITHER

Granny Nightshade reared Cradlefall from an egg, but the hag's alchemical incubation processes stunted the dragon's growth, making him small even for a wyrmling. Cradlefall is Granny Nightshade's most loyal servant—a slithering parcel of cruelty that's never far from her side.

**Alignment.** Lawful evil.

**Personality Trait.** "I hiss when I speak and slink around whomever I'm talking with."

**Ideal.** "Terror is the best teacher, and frightened children make the best workers."

**Bond.** "Skabatha Nightshade is my true, loving mother. I must honor and protect her."

**Flaw.** "My words are laced with veiled threats, even when I'm pretending to be nice."

## DIRLAGRAUN THE DISPLACER BEAST

CHAPTER 1: WITCHLIGHT CARNIVAL

Dirlagraun was raised by a noble high elf family of the Summer Court and blessed with the ability to speak and understand Common and Sylvan. The displacer beast adores the company of children and served as a nanny to the family's children.

Dirlagraun's own offspring, a kitten named Star, went missing a few weeks ago.

**Alignment.** Chaotic good.

**Personality Trait.** "My tentacles flick in the air when my guard is up."

**Ideal.** "Nurture the young, for they are the bright lights of tomorrow."

**Bond.** "I'm duty-bound to protect the young guests of the Witchlight Carnival."

**Flaw.** "I can't forgive myself for the disappearance of my cub, Star."

## GLEAM THE ELF ACROBAT

CHAPTER 4: YON

Gleam is blessed with kindness, grace, and the power of moonlight. She wears a crescent moon mask and is one-half of an acrobatic duo called the Selenelion twins, alongside Glister, her sunny twin. Gleam wants to reunite with her twin and return to the Witchlight Carnival, where they belong.

**Alignment.** Chaotic good.

**Personality Trait.** "I'm shy except when I'm on stage or under the Big Top."

**Ideal.** "Everyone should be free to express themselves however they wish."

**Bond.** "I love my twin, Glister, with all my heart. I feel incomplete without her."

**Flaw.** "I avoid conflict. Even a simple argument leaves me flustered and longing to be elsewhere."

## GLISTER THE ELF ACROBAT

CHAPTER 4: YON

Glister is blessed with confidence, grace, and the power of the sun. She wears a sun mask and is one-half of an acrobatic duo called the Selenelion twins, alongside Gleam, her shy twin. Glister is content to remain Endelyn's "guest" in Motherhorn if it means her sibling is safe from the hag's wickedness.

**Alignment.** Chaotic good.

**Personality Trait.** "I like to play with fire. I'm confident and take risks, even when the odds are stacked against me."

**Ideal.** "Everyone should be free to express themselves however they wish."

**Bond.** "I would sacrifice everything to protect my twin."

**Flaw.** "When I'm not the center of attention, I become sullen and moody."

## HURLY THE BUGBEAR

CHAPTER 4: YON

Hurly's brusque nature and short temper made life in the Witchlight Carnival hard for him. His prickly demeanor stems from the fact that he lacks the talent to be what he wants to be: an entertainer. Mister Witch and Mister Light gave him menial jobs because they knew his limitations. By allowing him to perform in her theater, Endelyn Moongrave confirmed what Hurly knew to be true: that Witch and Light were right all along.

**Alignment.** Chaotic good.

**Personality Trait.** "If 'dumb brute' is the only role I can play well, I guess that's what I'll be."

**Ideal.** "People might pretend to care about you, but when the play is over, they show you their true selves, and it's never pretty."

**Bond.** "I miss my brother."

**Flaw.** "I'm quick to lose my temper."

## KETTLESTEAM THE KENKU

CHAPTER 1: WITCHLIGHT CARNIVAL

Kettlesteam delights in causing trouble at the carnival. She uses a combination of mimicry and conjured illusions to communicate; she has overheard so many conversations that she can talk in one of several different voices.

**Alignment.** Chaotic neutral.

**Personality Trait.** "I'm stubborn as a dog gnawing a bone (*mimics the sound of a dog gnawing a bone*)."

**Ideal.** "Malicious joy. I can't help but chuckle when people mess up (*mimics the sound of someone stumbling and others laughing*)."

**Bond.** "I have a fey pact with Zybilna of Prismeer (*mimics the sound of the wind blowing through willows and faraway tinkling bells*)."

**Flaw.** "I have a volatile temper (*mimics the sound of a kettle boiling over*)."

## JINGLE JANGLE THE GOBLIN

CHAPTER 2: HITHER

Jingle Jangle is a kind soul who refers to herself in the third person. She has a knack for finding keys and is thrilled to add new ones to her collection. She also gives keys as gifts to those who need them.

Jingle Jangle seeks a quiet life far away from locked doors and the intrigues of the fey courts. She moved to Telemy Hill to enjoy the hill's companionship and protection.

**Alignment.** Chaotic good.

**Personality Trait.** "Jingle Jangle is thorough and fastidious. No cutting corners."

**Ideal.** "Revel in your uniqueness, whether you're a goblin who likes keys or an awakened hill with talking trees."

**Bond.** "Jingle Jangle keeps her keys shiny and clean."

**Flaw.** "Jingle Jangle is frightened by locked doors!"

## MISTER LIGHT

CHAPTER 1: WITCHLIGHT CARNIVAL

Mister Light is the face of the Witchlight Carnival. He's a loud, flamboyant ringleader who'll do anything to maintain the carnival's happy atmosphere.

Mister Light wears a harlequin suit and a jaunty hat. When he presides over the carnival's Big Top, he sparkles like a disco ball.

**Alignment.** Chaotic good.

**Personality Trait.** "There's always something for me to smile about."

**Ideal.** "Delight. I want everyone to feel the wonder that I feel each day in this place."

**Bond.** "Mister Witch is my greatest friend and most trusted confidant."

**Flaw.** "I was the crueler of the two of us, long ago. Perhaps that streak of violence hasn't quite left me."

## MISTER WITCH

CHAPTER 1 WITCHLIGHT CARNIVAL

Mister Witch is businesslike and humorless as he deals with staff and keeps the carnival running on schedule. A smile on his visage is a rare event, and it fades quickly.

Mister Witch dresses with panache, though in muted tones, and always carries his magic pocket watch.

**Alignment.** Chaotic good.

**Personality Trait.** "I carefully consider my words before speaking them aloud."

**Ideal.** "Caution. Thoughtless decisions lead to reckless acts."

**Bond.** "This carnival is our opportunity for a new life, far away from the gloomy world we came from."

**Flaw.** "I'm too confident in my own authority to see the seeds of doubt in the carnival staff."

## MORGORT THE BULLYWUG KNIGHT

CHAPTER 2 HITHER

The Knight of Warts is known for her skill at piloting balloons. Justice and moral clarity guide her every action. Despite being held prisoner for treason, she claims that her honor remains intact. Even if it means losing her title, she refuses to bow to King Gullop XIX or renounce her friend and companion, Wigglewog, with whom she conspired to help Sir Talavar escape Bavlorna's clutches.

**Alignment.** Lawful good.

**Personality Trait.** "I spit whenever I hear a coward or a liar speak."

**Ideal.** "Honor is what makes a knight, even beyond duty or prowess with a weapon."

**Bond.** "Ballooning. There's nothing quite like taking flight in a balloon and going where the winds take you."

**Flaw.** "I'm a snob who criticizes the state and quality of weapons wielded by others."

## NIB THE MISER

CHAPTER 3 THITHER

Nib (whose real name is Meryl Caberstock) is a tall, rake-thin, elderly man dressed in threadbare finery and a housecoat. He wears a blindfold to avoid glimpsing the apparitions that curse him, but their presence still unnerves him.

**Alignment.** Neutral.

**Personality Trait.** "I speak in a trembling voice and jump at the slightest shadow."

**Ideal.** "I seek atonement. I was the worst of Waterdeep's slumlords: ruthless, miserly, and coldhearted. I suppose I'd better do some good before I die."

**Bond.** "My spinning wheel is the key to my redemption."

**Flaw.** "Yes, I'm scared. If you'd done all the things I've done, you'd be scared too."

## NORTHWIND THE TREANT SAPLING

CHAPTER 1 WITCHLIGHT CARNIVAL

Northwind embodies the joys of spring, finding childlike wonder in everything from a story told by a stranger to a drop of morning dew. The sapling hails from a line of Feywild treants and travels as the Witchlight Carnival's landscaper, laying down silk ribbons to form rivers and planting acorns that grow rapidly into splendid oak trees.

**Alignment.** Chaotic good.

**Personality Trait.** "I love to hear stories. Tell me everything!"

**Ideal.** "Joy. Just look at the world around us! Isn't it amazing?"

**Bond.** "My ancestors. One day I will grow into an enormous tree and they will be so proud!"

**Flaw.** "Oops! I simply cannot keep a secret."

## PALASHA THE MERMAID

CHAPTER 1: WITCHLIGHT CARNIVAL

Palasha is an elegant and operatic mermaid whose long fins billow even when she's not underwater. She sculpts water with her extraordinary voice, creating astounding displays of aquatic magic. Palasha's distant yet demanding nature has earned her a reputation for being haughty, but really, she's just slow to trust.

**Alignment.** Chaotic good.

**Personality Trait.** "I click my fingers at those around me when I want something."

**Ideal.** "I strive to bring beauty and wonder into this world with the power of my voice."

**Bond.** "Candlefoot. I can be myself around him."

**Flaw.** "I have trouble showing my true feelings, which makes me seem aloof."

## SHON THE HUNCHBACK

CHAPTER 5: PALACE OF HEART'S DESIRE

Shon knows that Zybilna is the archmage Iggy-willy in a new form—a change for the better, in his estimation. He would never cross Zybilna, to whom he owes his career.

Shon and his "hump" (a giant wolf spider named Gray that rides on Shon's back) are never apart for very long.

**Alignment.** Neutral.

**Personality Trait.** "I like books more than people."

**Ideal.** "Knowledge is a great thing, but not in the hands of imbeciles and bullies. Knowledge must be protected from those who would abuse it."

**Bond.** "I look after Gray, and Gray looks after me."

**Flaw.** "If you're put off by my abrasiveness, know that I couldn't care less. I don't need any more friends."

## PINCUSHION THE LIVING DOLL

CHAPTER 3: THITHER

Pincushion is Skabatha Nightshade's childhood doll—an animated nanny brought to life by Baba Yaga to help educate Skabatha. The doll's magic has kept it well preserved, despite its great age. Granny Nightshade has put Pincushion in charge of producing fabric for her toy workshop—a job the doll considers beneath it.

**Alignment.** Neutral evil.

**Personality Trait.** "I behave like the conceited mistress of a high-society fashion house."

**Ideal.** "I want Skabatha to respect all I've done for her."

**Bond.** "Nobody knows more about fashion than I do."

**Flaw.** "I crave flattery."

## SIR TALAVAR THE FAERIE DRAGON

CHAPTER 2: HITHER

Sir Talavar is an esteemed member of the Seelie Court and a loyal vassal of the Summer Queen. Many of Sir Talavar's squires have gone on to become knights of great renown. The venerable faerie dragon has an encouraging, can-do demeanor and an unwavering sense of honor.

**Alignment.** Lawful good.

**Personality Trait.** "My speech is riddled with references to adventures I have undertaken."

**Ideal.** "A little kindness goes a long way."

**Bond.** "I am but a humble vassal of Her Magnificence, the Summer Queen."

**Flaw.** "My knightly oaths are tested most strongly by my craving for hard candy."

## SOWPIG THE GHUL

CHAPTER 1: WITCHLIGHT CARNIVAL  
& CHAPTER 3: THITHER

Skabatha Nightshade encountered this small ghoul while collecting grave dust in a cemetery on the Material Plane. The hag brought Sowpig to Loomlurch and fed her bowls of carrion. Sowpig lures children from the Witchlight Carnival into the hag's clutches so that Granny Nightshade can put them to work in her toy shop.

**Alignment.** Chaotic evil.

**Personality Trait.** "I tend to stand silently, staring and saying nothing."

**Ideal.** "Children need work to keep them out of trouble. Those toys aren't going to make themselves."

**Bond.** "I serve Granny, who made me what I am today. I would never betray her."

**Flaw.** "I'm a soulless husk incapable of remorse."

## SQUIRT THE OILCAN

CHAPTER 3: THITHER

Originally a nonsentient oilcan, Squirt was carried to the Feywild by dwarves hoping to harvest boggle oil. Though the expedition was a success, the dwarves were put to sleep by pixie magic. During a celebration that erupted around them, an elf used her magic to animate the oilcan in jest. Having come alive at a party, Squirt was imbued with the urge to seek out fun wherever it can be found.

**Alignment.** Chaotic neutral.

**Personality Trait.** "Why do something yourself when you can have someone else do it for you?"

**Ideal.** "No use sitting about getting rusty when there's fun to be had. Let's party!"

**Bond.** "I'm running on fumes here. I need oil."

**Flaw.** "I'm too tired to fly today. You carry me."

## STAGEFRIGHT THE GOBLIN

CHAPTER 1: YON

This goblin's real name is Onk. He oversees the goblin laborers who work behind the scenes at Motherhorn. He also serves as the theater's master of ceremonies.

Stagefright carries a fool's scepter topped with a visage similar to his, and he talks to the inanimate scepter as if it were alive (which it is not). Arguments between the two—or, more precisely, Stagefright and himself—always end with Stagefright bashing the scepter's head against something hard.

**Alignment.** Chaotic neutral.

**Personality Trait.** "My scepter would have you believe it can do a better job than I can, but time and again, I prove it wrong."

**Ideal.** "Chaos! I thrive in it."

**Bond.** "The stage is my world. Without it, I wither."

**Flaw.** "I treat everyone like props."

## THACO THE CLOWN

CHAPTER 1: WITCHLIGHT CARNIVAL

Thaco is the longest-serving Witchlight hand, but no one really knows his history and scarcely any dare to ask, for he almost never speaks and harbors a malicious streak that is kept in check by Mister Witch. He paints his face with a grin and puffs on a bubble pipe. Thaco has retired from performing and no longer stages his knife-throwing act due to an unfortunate incident that took place in the Big Top some time ago.

**Alignment.** Chaotic neutral.

**Personality Trait.** "I prefer not to talk. When I must, I say as little as possible."

**Ideal.** "Everyone should mind their own business."

**Bond.** "My bubble pipe—if anyone touches it, they lose a finger."

**Flaw.** "I can't stand children. They're like roaches."

## THINNINGS THE BUTLER

CHAPTER 5. PALACE OF HEART'S DESIRE

Zybilna's butler appears as a lanky man clad in faded brown clothes. Thinnings longs to see Prismeer's archfey freed from temporal stasis and her enemies fed their comeuppance. He helps anyone whose goals align with his own, but he abhors violence and shuns combat.

**Alignment.** Neutral.

**Personality Trait.** "I crave secrets."

**Ideal.** "Hospitality, ownership, reciprocity—the rules of conduct must be respected."

**Bond.** "I have pledged my fealty to Zybilna of Prismeer, and I am nothing if not her loyal servant."

**Flaw.** "Don't expect me to come to your rescue. I didn't get this far by being brave or foolhardy."

## WILL OF THE FEYWILD

CHAPTER 3. THITHER

Will looks like an 11-year-old lad dressed in a homemade tunic and a spider silk cloak. He is the polymorphed form of an oni named Mugan, who served Granny Nightshade until a curse changed his alignment from lawful evil to chaotic good. Will's time in the forests of Thither has imbued him with a personality common among fairykind: boastful, impulsive, and full of mirth.

**Alignment.** Chaotic good.

**Personality Trait.** "I like to strike a different pose with every sentence I speak."

**Ideal.** "Every child must dash free and wild, like me!"

**Bond.** "For the Getaway Gang to flourish, we need more members. Not adults, mind you, just kids like me!"

**Flaw.** "I'm as stubborn and slippery as a toad. I won't and I shan't, but I will if I can't!"

## VANSEL THE SATYR

CHAPTER 2. HITHER

The satyr Vansel is a vagabond who travels the Feywild in a constant state of amusement at whatever befalls him. He enjoys bathing and splashing in water, picking flowers, and eating wild mushrooms. He has no shame with regard to who he is and what he looks like, and he has a knack for small talk, relishing in the opportunity to chat with anyone about anything.

**Alignment.** Chaotic good.

**Personality Trait.** "Nothing dampens my spirits."

**Ideal.** "There's fun and delight to be found in every experience."

**Bond.** "Wonders abound in the Feywild, and I would never dream of leaving it."

**Flaw.** "I laugh in the face of danger, often to my detriment."

## ZYBILNA OF PRISMEER

CHAPTER 5. PALACE OF HEART'S DESIRE

Iggwilv was a brilliant, calculating figure hardly prone to emotional outbursts, but as Zybilna, she allows her emotions to run rampant and is more likely to find herself in the grip of happiness, anger, or melancholy. This is the price she pays to exert control over the Feywild and impose her will on the domain of Prismeer.

**Alignment.** Chaotic neutral.

**Personality Trait.** "I have become more temperamental in my old age."

**Ideal.** "I used to believe that emotions and kindness were signs of weakness. Now I see their strength."

**Bond.** "Prismeer is my home now."

**Flaw.** "My mother, Baba Yaga, warned me that arrogance would be my undoing, 'as sure as stars light the night sky.' She might be right."

# STAGEFRIGHT'S LINES

Did you speak? I thought 'twas the  
braying of an ass.

You dare speak of this, rascal?

Not even otyughs would  
dine on this.

On the contrary, I acknowledge  
all your faults.

Am I to make pie from  
these crumbs?

My liege, he's dead.

Are you the lord here? I bring dark  
tidings from afar.

It seems we are in a bit of a pickle.

You would make a mistress of the  
moon, if it shone on you.

No, master! He turned to stone.

You have lit my lantern wick, that's  
for sure! I am aflame.

But I am your son!

You! Fetch my steed!

Murder! Oh, murder!

'Tis said that in Veluna they  
eat such things.

Hurts, doesn't it?

Careful, whelp. Far greater than  
thou hath perished for less.

This portends an unpleasant day.

Hold on to thy seat. This trail has  
more bumps to come!

What manner of ghoul is this I see  
before me?

I feel I have inherited much from  
this meeting.

Knaves, footpads, and liars. I am  
in good company!

Stop saying that! Are you a fool?

Even a beholder wouldn't have  
seen that one coming!

Hurry! 'Tis best I die quickly.

I would tear the world in two  
for a quaff.

Lend me your hand. There is  
something I must show you.

How now, friend. Why the  
long face?

I would not wish you upon a toad.

I shall make a banquet of  
your dreams.

You beastly little imp!

Hush, my sweet dumpling.

Oh, let us make merry again soon!

We danced too long; now all the  
music is gone.

Night comes, and we must away!

Such humor. I can barely  
hold my sides.

I smell a foul wind.

Who goes there, on this  
woebegone, rain-lashed night?

Tomorrow should dawn merrier.

The words catch in my throat.  
I cannot speak them!

My hope is shriveled like a grape.  
Let us make wine of it!

That is a goatish look you have  
upon your face.

Tell me what I must do.

Is that a hoot or a growl?  
It chills my blood!

Speak only good news! My mood  
is leaden.

A tailor could not sew a finer lie.

I think I'll hide in the chimney.

Silence, piglet! You have  
squealed enough.

Enough! I shall not be kicked  
by any mule!

This dream shall soon end.

An unnecessary footnote, you are.

As for this one: let your  
sword speak.

A runt has no place among giants.

I shall not rest 'til the deed is done.

Perhaps I shall have that drink,  
after all.

My enemies are dead, yet I  
hunger still.

Awake! The time is upon us.

This is no night for joy.

Strange bedfellows, these ones.

See, 'twas I all along!

I have a wicked thought, if you  
will hear it.

Here's some gristle to chew upon.

Well, here is a serpent!

I feel like a giant stepped  
on my head.

Two truths told. A lie is sure  
to follow.

All is lost! No prayer can  
save us now!

I warn you: my patience has sunk.

Oh, for a sword!

It seems I am betrayed.

What malice are you planning?

Have you met my husband?

What fresh horror is this?

Bar the door! They're here!

Something stirs below.

Let me answer this one.

See! I blush red as a radish.

From this wound I shall not  
recover. You have slain me.

This truly is the worst outcome.

Let us dance in the whistling wind!

Tomorrow, at sunrise, I shall no  
longer be here.

# STORY TRACKER

## UNICORN HORN LOCATION

FOUND



## LOST THINGS ADVENTURE HOOK

Character Name

Lost Thing

Who Has It?

Minor Curse (if any)

FOUND

ENDED

## CHAPTER 1 | WITCHLIGHT CARNIVAL

Location or Event

Notes

# STORY TRACKER

## PRISMEER GUIDES

Clapperclaw the Scarecrow

FOUND

Squirt the Oil Can

FOUND

Amidor the Dandelion

FOUND

## CHAPTERS 2–5 | PRISMEER

Chapter

Location or Event

Notes

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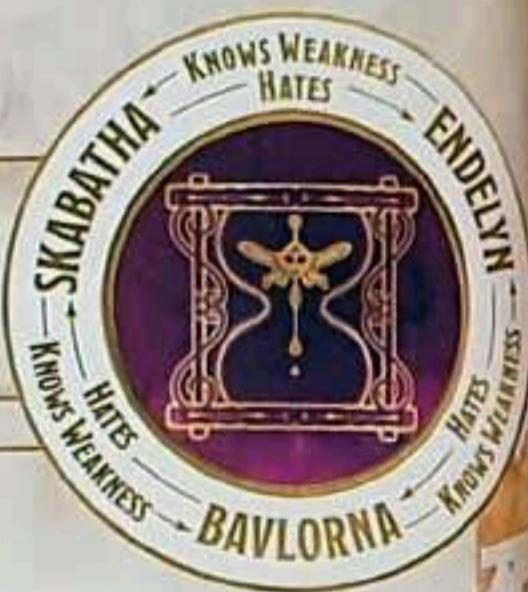
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## GENERAL NOTES AND REMINDERS

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# STORY TRACKER

## UNICORN HORN LOCATION

FOUND



## LOST THINGS ADVENTURE HOOK

Character Name

Lost Thing

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FOUND

ENDED

## CHAPTER 1 | WITCHLIGHT CARNIVAL

Location or Event

Notes

# STORY TRACKER

## PRISMEER GUIDES

## FOUND

## Clapperclaw the Scarecrow

FOUND

## Squirt the Oil Can

FOUND

## Amidor the Dandelion



CHAPTERS 2-5 | PRISMEER

Chapter

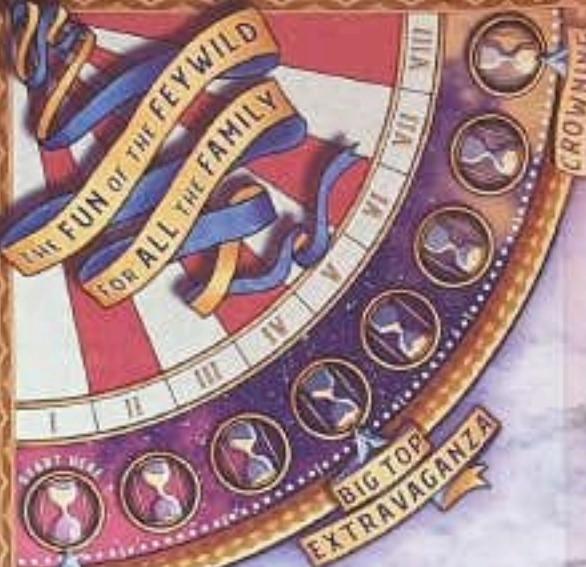
### **Location or Event**

## Notes

## **GENERAL NOTES AND REMINDERS**

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# WITCHLIGHT CARNIVAL



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