



THE INN AT THE END OF THE ROAD

For each trinket, one invisible **will-o'-wisp** hovers within 5 feet of the geyser.

The geyser is powerful enough to lift up to 300 pounds into the air, and the flow of water can be stopped if the well is covered by something weighing more than 300 pounds. If the water is prevented from erupting, anything being lifted by the geyser plummets to the ground within 5 feet of the base of the well.

The will-o'-wisps are the spirits of creatures who owned the trinkets in life. If a character tries to take one or more of the trinkets, the will-o'-wisps turn visible, accuse the character of being a dishonorable thief, and insist that the stolen items be returned to the well at once. The will-o'-wisps will also accept a different trinket as payment for one that was stolen. They attack if the character fails to return the stolen trinkets or provide worthy substitutes.

INN AT THE END OF THE ROAD

The Inn at the End of the Road is the only inn in Hither. It crawls through the swamp on fleshy legs and has a walking speed of 30 feet. Its movement is not reduced by swampy terrain or water up to 10 feet deep. It crosses the characters' path as they make their way through the swamp. Every mile, the

inn stops for 10 minutes and lowers itself so that guests can enter or exit without risking injury.

The inn follows an unpredictable course through the swamp. When Prismeer was whole, the inn could travel anywhere in Zybilna's domain. Now that Prismeer is splintered, the inn can't leave Hither.

The inn is a squat, three-story structure with a slate-shingled roof and worm-eaten wood walls. Dozens of tiny orbs of pale light buzz about the exterior like flies. The structure rocks and heaves while in motion, but these movements cannot be perceived from inside the inn.

As the inn passes by the characters, they catch the smell of hearty stew wafting from its open windows and see smoke rising in cottony puffs from its stone chimney.

For the inn's interior, use the inn map in appendix C of the *Dungeon Master's Guide*.

Innkeeper. Tsu Harabax, an elderly female human **druid** (neutral), has been running the Inn at the End of the Road by herself since before the Hourglass Coven seized control of Prismeer. She has heard rumors that Zybilna is trapped in her palace, but she doesn't know any details. Tsu would love to see Zybilna restored to power, if only so she can escape the swampy morass of Hither.



Tsu despises Bavlorna. If the characters mention the hag or the Hourglass Coven, the druid spits and mutters, "In Zybnilna's time, this inn was the talk of Prismeer." She speaks about Zybnilna reverently, though her tone remains morose.

Staying at the Inn. Tsu offers free beds, hot meals, and slices of delicious plum pie to her guests, but the rule of reciprocity dictates that guests repay her kindness (see "Rules of Conduct" earlier in the chapter). If the characters aren't sure what to give her, Tsu says, "Any old trinket will do." If the characters promise to do everything possible to restore Zybnilna to power, Tsu considers that recompense enough.

MARSH GAS

One of the hazards of Hither is marsh gas, which erupts from iridescent bubbles in the muck. When a bubble touches something edged, such as a twig or a blade of grass, it pops, releasing its gas with a sound of stifled laughter. The gas smells like old cheese.

As the characters cross the swamp, they encounter a field of marsh gas bubbles and must make a DC 10 Wisdom (Survival) group check. If the group check is successful, the characters avoid popping any of the bubbles as they wade through the field. On a failed check, a bubble bursts within 10 feet of

the character who had the lowest check result, perhaps catching other nearby characters in its area at your discretion.

Anyone within 10 feet of a bursting bubble must succeed on a DC 10 Constitution saving throw or suffer the gas's magical effect for 1 hour. Roll on the Marsh Gas table below to determine the effect.

MARSH GAS

d8 Gas Type

- | | |
|-----|--|
| 1–3 | Babble Gas. Whenever the character speaks, their words come out as gibberish that only the character and others affected by the gas can understand. This effect does not impede the character's ability to cast spells that have verbal components. |
| 4–5 | Hiccuping Gas. The character experiences a most annoying case of the hiccups. To cast a spell that has a verbal component, the character must succeed on a DC 10 Constitution check. Also, the character has disadvantage on Dexterity (Stealth) checks made to hide. |
| 6–7 | Warting Gas. Hideous warts erupt across the character's body. The warts are unattractive but have no harmful effect. |
| 8 | Bittertongue Gas. A foul taste fills the character's mouth, and everything the character eats or drinks tastes awful. Slugs appear to be the only exception; they taste like ripe cherries. |

MUD MEPHITS

This encounter can occur when the swamp's water level is low. Five **mud mephits** emerge from the muck around the characters and threaten to drag them down into it unless they can guess the mephits' favorite food. The answer, of course, is mud pie. Each character gets one guess. If a character guesses correctly, the mephits cackle maniacally, dive back under the muck, and disappear. If no character guesses correctly, one mephit blurts out the answer as they attack. If two or more mephits are killed in the ensuing fracas, the rest dive into the muck on their next turn and disappear.

STILT WALKERS

This encounter takes place in a mist-veiled field of tall swamp grass dotted with clusters of cattails. It begins when the characters hear rustling in the vegetation ahead of them. The sound foreshadows the arrival of six Humanoid creatures on stilts. The stilts allow these creatures to move more easily through the muck and to stay above the water. Their walking speed on stilts is 30 feet, and this movement is not reduced by mud or water.

As the stilt walkers advance, the characters recognize them as six **hobgoblins** (lawful neutral)

who are wearing patchwork rags and furs (AC 12). Strapped to the back of each stilt walker is a wire cage padded with straw and filled with 1d20 eggs of various sizes and colors. These hobgoblins scour the swamp for the eggs of reptiles and birds, which they either eat or trade to the bullywugs of the Soggy Court (described later in the chapter). The hobgoblins are not violent toward strangers.

If they are left alone, the stilt walkers pass by the characters without so much as a greeting. If the characters try to communicate, the stilt walkers stop and regard them silently for a moment before prompting them to continue. If asked about what they're doing, the stilt walkers explain (in Goblin or, if necessary, in Common) that they are gathering eggs for trading in Downfall. They know in which direction Downfall is located and share that information freely. If the characters attack the stilt walkers, the hobgoblins flee.

STREAM OF VISIONS

When the water level of the swamp is low, the characters chance upon a 10-foot-wide stream. Unknown to them, the stream flows from Downfall, and any character who looks into the water's reflective surface catches a glimpse of an event transpiring in Downfall at that very moment. Each character who looks might see something different. Roll a d8 and consult the Stream of Visions table to determine what each character sees. Each character can receive only one such vision.

STREAM OF VISIONS

d8 Scene

- 1 A headless, child-sized scarecrow with metal lobster claws for hands tries on some new heads, including an upside-down wooden bucket and a withered head of cabbage. It decides on a large gourd.
- 2 A bullywug bedecked in the trappings of a monarch constantly adjusts his ill-fitting crown of lily blossoms while leafing through a large tome spread across his lap.
- 3 A hag with toad-like features relaxes in a pool of water while miniature versions of her ladle the water and pour it over her head and shoulders.
- 4 A tall, thin figure wearing a pointy black hat and a hooded black cloak climbs a rickety staircase leading up to a large, ramshackle house built on stilts. As the figure approaches the house, their shadow seems to detach from their body, move across the walls of the house, and crawl through an open window.

d8 Scene

- 5 A satyr whistles to himself as he reclines in a metal cage that dangles off the end of a boom over a lake.
- 6 A short, mean-looking old woman wearing a crimson cap, a leather apron, and iron boots uses a cleaver to chop meat in a drab kitchen.
- 7 Two merrow swim past each other in murky water.
- 8 Rows upon rows of severed bullywug heads, all impaled on spikes, chatter at each other.

WATERLOGGED BATTLEFIELD

The characters come upon a bog that was the site of a battle between elves and somorians long ago. The area is littered with rusted and broken weapons and armor, along with the bones of the dead. If the characters enter the area, two suits of **animated armor** stand up from the detritus. The suits are clearly of elven design, their helmets shaped like stylized owl heads. Both suits are 20 feet away from the party at the start of the encounter.

Each suit of animated armor mimics the movements of the character closest to it. For example, if the character closest to a suit of armor swings a sword, the armor makes a similar gesture, though it wields no weapons. If the character casts a spell, the suit uses its action to mimic the somatic component of casting a spell on its next turn, though it lacks the ability to cast spells. If one or both suits are attacked, they stop mimicking the characters and defend themselves. Otherwise, they are harmless. They can't leave the battlefield.

A suit becomes inanimate and collapses in a heap if its helmet is removed, if it is reduced to 0 hit points, or if the characters leave the area. Removing a suit's helmet while the armor is animated requires an action and a successful DC 10 Dexterity (Sleight of Hand) check.

LOCATIONS IN HITHER

The following encounters are tied to locations marked on the map of Hither. Move these locations as needed to put them in the characters' path, and chalk up any discrepancy with the map to the shifty nature of the Feywild. (The Feywild is known to play tricks on travelers, redirecting them without their knowledge to places they are meant to go. Consequently, the characters might think they're heading toward one part of Hither, only to find themselves arriving somewhere else.) Ideally, you should run all three encounters in the following order before the characters arrive at Downfall:

Slanty Tower. The characters encounter a native of the Feywild but an outsider to Prismeer: Sir Talavar, a gallant faerie dragon knight in the service of the Summer Queen. From Sir Talavar, the characters learn that Zybnilna has been overthrown by the hags of the Hourglass Coven.

Telemey Hill. This encounter serves as a cautionary tale, warning the characters about what becomes of those who are too cavalier about bargains made with a hag. The characters meet a goblin named Jingle Jangle, who has an obsession for collecting keys.

Brigands' Tollway. The last of these encounters is with a native of Prismeer who remembers what the domain was like before the Hourglass Coven shattered it. Agdon Longscarf, a nefarious bandit leader, can tell the characters how to reach Downfall if they get the better of him.

SLANTY TOWER

Characters might travel to Slanty Tower because they headed in that direction after one of them saw the balloon crash shortly after their arrival. Otherwise, they stumble across this location while exploring. The tower tilts severely to one side, kept from falling over by magic. When the characters arrive, read:

A crumbling stone tower rises out of the swamp, leaning at such an angle that it threatens to keel over. Black brambles surround the base of the tower and cling to its lower half. Hanging from the crenellations on the lower side of the tower's peak is a large woven basket at the end of a tangle of ropes and tattered fabric. The basket dangles thirty feet above the surface of the swamp.

The leaning tower is 50 feet tall and 20 feet in diameter, with an open door at the bottom on the side opposite where the basket is hanging. The interior of the tower is empty except for a flight of stairs that spirals up the inside wall to an opening in the ceiling that leads to the crenellated roof.

Black brambles cover the ground within 30 feet of the tower, clustering in a dense patch around the open doorway. These brambles are difficult terrain. Each 5-foot-square section has AC 11, 15 hit points, immunity to psychic damage, and vulnerability to fire damage.

PLEA FOR HELP

As the characters approach the edge of the bramble patch, they hear a whispered voice say in Common, "Psst. You there, I need your help." The whisper comes from the basket that dangles from the top

of the tower. If a character responds with anything louder than a whisper, a quick "Shush!" cuts them off. The voice belongs to Sir Talavar, who quietly explains his predicament:

"I'm in a bit of a bind, as you can observe. I, Sir Talavar, as one of the Summer Queen's loyal servants, ask that you free me. You see, I was in the midst of a daring escape from the vile Bavlorna Blightstraw when our balloon was set upon by an ill wind and sent plummeting to its current unfortunate location. My pilot, the honorable Wigglewog, did not survive. I've been trapped up here for a while now. Help me. I must tell my queen of the fall of Prismeer!"

If the characters speak in raised voices, Sir Talavar shushes them again. If asked why it's important to remain quiet, he says:

"Two serpents are asleep in the brambles, just outside the tower door. If you awaken them, they might put the squeeze on you, or worse, devour me."

See "Snakes" below for more information about the two serpents.

The characters can't see Sir Talavar from the ground, because he is locked in a birdcage inside the basket that dangles from the tower's peak. Characters on the roof of the tower can look down into the basket and see the corpse of Wigglewog, the balloon's bullywug pilot, who died in the crash. At the bottom of the basket, a silver birdcage lies on

THE CALAMITOUS FLIGHT OF SIR TALAVAR AND WIGGLEWOG

Prior to the events of this adventure, Sir Talavar, a noble faerie dragon and emissary of Titania the Summer Queen, traveled to Prismeer to persuade Zybnilna to ally with the Seelie Court against its hated enemies, the fomorians. Sir Talavar soon discovered that Prismeer had been seized by the hags of the Hourglass Coven. Before he could return with news of their treachery, Bavlorna trapped him in an enchanted silver birdcage that inhibits his magic.

A sympathetic bullywug named Wigglewog stole Sir Talavar's cage and fled with it in one of Bavlorna's balloons. Soon after, the balloon was attacked by a malicious wind (*air elemental*) that sent it careening into an ancient, crumbling tower in the middle of Hither's swamp. The bullywug died in the crash, and Sir Talavar (still in his cage) has been stranded since then in the dangling wreckage of the balloon.

A pair of serpents in Bavlorna's service caught up to the balloon, but they are too lazy to climb up the tower to reach it. They have since fallen asleep near the base of the tower.

its side with Sir Talavar inside. He is a violet **faerie dragon** who speaks Common, Draconic, Elvish, and Sylvan. Sir Talavar carries a magic sword and has the following additional action option:

+1 Tiny Sword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

A *detect magic* spell reveals an aura of abjuration magic around the birdcage. While Sir Talavar is in it, he can't cast spells, but he can use his Euphoria Breath. The cage is locked and can't be destroyed, and its lock can't be picked. A *knock* spell or similar magic opens it, however.

ROLEPLAYING SIR TALAVAR

Sir Talavar is a knight-errant of the Seelie Court and a loyal vassal of the Summer Queen. Appendix D has additional roleplaying notes for Sir Talavar.

The faerie dragon has an upbeat demeanor and is a strict observer of noble etiquette and courtesies. He knows the way to Downfall and can point characters in the right direction. He can also impart the following useful information:

- Bavlorna Blightstraw lives in a spooky cottage on stilts at the heart of Downfall, a bullywug settlement. The bullywugs of Downfall are quite courteous and welcoming, provided one does not offend them.
- Bavlorna has the ability to conjure minions that look like tiny versions of herself.
- Bavlorna has two sisters whom she loathes. Together, the three hags form the Hourglass Coven. Using an artifact called *Iggwilv's Cauldron*, the coven has frozen time in Zybilna's palace, trapping the archfey inside.
- A goblin named Jingle Jangle has the key to Sir Talavar's birdcage. She lives atop Telemey Hill, not too far from Slanty Tower.

Sir Talavar explains that he must be set free so that he can return to his queen and report the news that Zybilna has been overthrown by the Hourglass Coven.

If the characters are unable to open the birdcage on their own, Sir Talavar asks them to get the key from Jingle Jangle, offering them his magic sword in return for his release (see "Development" below).

SNAKES

Outside the tower, about 10 feet from the door, two **giant constrictor snakes** lie together, asleep. Characters who have a passive Wisdom (Perception) score of 15 or higher spot the snakes, which can move through the brambles with no reduction to their speed.

Characters can converse with the snakes using a *speak with animals* spell or similar magic. In the course of any such conversation, a character can

SIR TALAVAR



try to change the snakes' attitude from hostile to indifferent, doing so with a successful DC 12 Charisma (Persuasion) check. If the snakes are made to feel indifferent, they give up their mission and slither away.

DEVELOPMENT

If the characters free him from his cage, Sir Talavar gifts them with his tiny sword, which functions as a *+1 dagger* in the hands of a Small or Medium creature. He then bids them a fond farewell, adding, "Your valor will not be forgotten!" He then flies away. As a show of her favor, after hearing Sir Talavar's story, the Summer Queen leaves a gift for the characters on the threshold of the Palace of Heart's Desire (see chapter 5). Note this gift on the Story Tracker.

If the characters don't save Sir Talavar, one of the frayed ropes suspending the basket snaps after a few hours, causing it to tip enough that Sir Talavar's birdcage tumbles out and falls to the ground, where it is either swallowed by one of Bavlorna's snakes or found by harengon brigands. In either event, Sir Talavar is returned to Downfall and handed over to Bavlorna, in which case the characters can find him in area B5, still locked in the silver birdcage.

TELEMY HILL

The characters might come here after their meeting with Sir Talavar, hoping to obtain the key that will free the faerie dragon from his magic birdcage. If the characters ignored Sir Talavar or failed to release him from his cage, Telemy Hill is merely the next stop on their journey.

Telemy Hill is an ancient fey entity, a sentient hill that travels throughout the Feywild and even to the Material Plane at times. The wandering hill interacts with others by way of the ancient willow trees that grow on its slopes.

Some time ago, a key-collecting goblin named Jingle Jangle took residence atop Telemy Hill. The goblin and the hill became fast friends. Three days ago, while searching the swamp for truffles, Jingle Jangle was ambushed and roughed up by brigands. She suffered no permanent damage but has been convalescing in her den since the attack. Telemy Hill is worried for its friend and hopes the characters can cheer up the goblin, perhaps by bringing her something to eat or drink.

ARRIVAL AT TELEMY HILL

Telemy Hill is skirted in mist. When the characters pass through the mist and see the hill for the first time, read:

You are greeted by the scent of sweet-smelling fruit. Damp, downy, silvery-green moss blankets a gentle upward slope before giving way to a craggy ridge that marks the top of the hill. Dozens of enormous willow trees dot the hillside, swaying as though in a breeze despite the absence of one.

Telemy Hill is approximately half a square mile wide. A narrow game trail leads to Jingle Jangle's den at the pinnacle of the hill. The willows that grow on the hill are **awakened trees** that speak Common in low, rumbling voices. Telemy Hill uses the trees to communicate, rather than speaking itself.

As the characters move up the hill, $1d4 + 1$ awakened trees approach them, stopping when the two groups are 10 feet apart. One of them welcomes the characters to Telemy Hill and asks how long they plan to stay.

If asked about Jingle Jangle, the awakened trees share the following information:

- Jingle Jangle is friendly. She collects keys and talks about them endlessly.
- She wears a coat of keys that jingle and jangle when she walks—hence her name.
- Three days ago, while rooting through the swamp for truffles, she was attacked and robbed by

brigands. She hasn't left her hilltop den since returning to the hill and must be pretty hungry by now.

If the characters are hostile, the trees do what they can to drive the invaders off the hill. If the trees are not met with violence, they shepherd the characters up the hill to Jingle Jangle's den, waving them on with their branches. Characters who stray from the path are met by $1d6$ additional awakened trees. These trees don't attack but join in coaxing the characters up the hill.

At the top of the hill, the characters find Jingle Jangle's den: a cave with an entryway shaped like a keyhole.

OBTAINING THE SILVER KEY

If one or more characters enter Jingle Jangle's den on the hilltop, read:

Worn stone steps lead down into what feels like a cellar. It's chilly in here, and you detect a subtle scent of iron in the air. From a distant spot within the chamber, sputtering candles illuminate a multitude of keys dangling from taut strings that crisscross the walls. Hundreds of other keys lie strewn across the dirt floor.

As you take in the scene, you hear the sound of keys jingling as a goblin emerges from the dimness. She wears a coat lined with metal keys and carries a flail that has padlocks for heads. She manages a faint smile and says, "How might Jingle Jangle unlock a bit of happiness in your lives today?"

The oval-shaped den is 20 feet wide, 30 feet long, and 6 feet tall, with a smaller chamber at the back where Jingle Jangle sleeps.

Jingle Jangle is a **goblin** (chaotic good) who refers to herself in the third person. Replace her normal weapon attacks with the following action option:

Flail of Locks. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (3d4) bludgeoning damage.

One of the keys in Jingle Jangle's collection is the silver key that unlocks Sir Talavar's birdcage. If the characters want this key, Jingle Jangle offers it freely, saying, "Better you should have it than those long-eared brigands. First they stole Jingle Jangle's truffles. Next, they'll want Jingle Jangle's keys. Someone ought to give them a good shaking down so they know what it feels like!"

Jingle Jangle's obsession with keys serves as a cautionary tale for those who would enter into a bargain with Bavlorna Blightstraw. The goblin once sought the hag's help in a desperate attempt to undo what she thought was a terrible curse: wherever Jingle Jangle went, she felt a tormenting fear of be-

ing caught on the wrong side of a locked door. When she appealed to Bavlorna for aid, the hag removed the goblin's ability to perceive that fear and replaced it with an insatiable and overwhelming need to collect keys. So great is this obsession that Jingle Jangle has lost her own sense of self and now refers to herself only in the third person.

Appendix D has additional roleplaying notes for Jingle Jangle.

JINGLE JANGLE'S TALE OF WOE

If the characters seem interested in hearing more about her recent altercation, or if they want to offer reciprocation for her gift of the silver key, Jingle Jangle reveals the following information:

"Jingle Jangle was digging for truffles in the swamp when a bunch of harengons leapt out from behind the reeds and shrubbery. They took Jingle Jangle's truffles, threw Jingle Jangle down in the mud, and whacked Jingle Jangle with their wooden clubs."

Jingle Jangle knows that Telemy Hill is well defended, so she's not concerned about her own well-being at the moment. However, she happily accepts any or all of the following as payment for the key to Sir Talavar's cage:

- A bag of truffles or some other tasty snack
- A thirst-quenching beverage
- A solemn vow to avenge the abuse Jingle Jangle suffered at the hands of the haregon brigands

If the characters raise her spirits by offering her food, drink, or the promise of revenge, Jingle Jangle imparts the following useful information:

- Agdon Longscarf is the leader of the haregon brigands. He wears a bright blue scarf and moves as fast as lightning. Characters who head toward Brigands' Tollway might encounter him there.
- Brigands' Tollway is a series of old wooden catwalks that circle a giant tree stump. The brigands camp atop the stump because it gives them the advantage of high ground.
- The best guide in Hither is a pincer-clawed scarecrow named Clapperclaw. It hangs around Downfall and knows the way to the neighboring realm of Thither, which is ruled by a hag named Granny Nightshade.

LEAVING TELEMY HILL

The outcome of the characters' interaction with Jingle Jangle influences how Telemy Hill regards them.



JINGLE JANGLE

Helping Jingle Jangle. If the characters lift Jingle Jangle's spirits, Telemy Hill is delighted. The awakened trees dance around the characters in appreciation, and one of them gives the characters an iron key that Jingle Jangle dropped in the dirt. The tree mysteriously claims the key will be useful later on (see area B19 of Bavlorna's cottage).

Harming Jingle Jangle. If the characters harm Jingle Jangle, Telemy Hill commands 1d4 **awakened trees** to attack the characters as they emerge from the goblin's den. Whenever a tree is felled, another arrives to take its place until ten trees are killed, at which point Telemy Hill gives up the fight.

BRIGANDS' TOLLWAY

The Brigands' Tollway is the headquarters of Agdon Longscarf and his gang of haregon brigands. It is also where the brigands collect tolls from travelers trying to reach Downfall. The brigands' base is located on an enormous tree stump, 80 feet in diameter and 30 feet above the surface of the bog. Criss-crossing causeways of wooden planks converge on the stump, bringing travelers toward the brigands from all directions.



AGDON LONGSCARF, THE MOST NOTORIOUS BRIGAND IN PRISMEER

APPROACHING THE TOLLWAY

A foggy marsh stretches out before you. Rickety causeways made of wooden planks form a wide, web-like structure above the bog. Three hundred feet away, many of these causeways converge on an enormous, ivy-covered tree stump that rises a good ten feet above the twenty-foot-high fog bank that enshrouds it.

The wooden causeways are 5 feet wide and in poor shape. Characters who walk across the planks are assumed to be taking care to avoid unsafe areas. If a character runs across the planks, roll a d8 at the end of the character's turn. On a 7 or 8, part of the causeway falls away beneath the character, who must succeed on a DC 10 Dexterity saving throw to avoid falling off the plank and into the bog. While prone in the muck, the character is restrained. A character can use an action to try to free itself or another creature from the muck, doing so with a successful DC 10 Strength (Athletics) check.

MOST NOTORIOUS BRIGAND IN PRISMEER

As the characters make their way along one of the causeways, the character who has the highest passive Wisdom (Perception) score notices something:

An odd feeling suddenly comes over you as you become aware that somewhere along the way, a hunched, hooded figure has joined the group.

The figure is a notorious haregon brigand named **Agdon Longscarf** (see the accompanying stat block), who snuck in among the characters for a laugh. He casts off his cloak with a flourish, revealing his 15-foot-long, bright blue scarf. He holds a hot branding iron in one hand and a small round shield in the other.

As Agdon throws off his cloak, the sound of a bagpipe erupts from somewhere up ahead. After a few notes, the characters recognize it as the song sung by the haregon brigands they met earlier (see "Arrival in Hither"). Agdon sings the song as he takes off at a run, a wide grin on his rabbit face as he bounds from one plank to another in a circle around the party. He and his fellow haregons know the causeways well enough to avoid sections that are too weak to support their weight.

Agdon is backed up by two skiffs, each one containing three **harengon brigands** and a **harengon sniper** (see appendix C for their stat blocks). The skiffs come from the direction of the giant tree stump. They emerge from the fog and become visible when they are 20 feet away. Each skiff has two rowers, a lookout (the sniper), and a bagpiper. The brigands spring onto nearby causeways, advance to melee range, and try to knock out characters and rob them without killing anyone, while the snipers stay in the skiffs. Any character rendered unconscious by the brigands is stable at 0 hit points.

DEALING WITH AGDON

In days gone by, Agdon Longscarf made a name for himself as he and his band of miscreants menaced travelers throughout various Feywild domains. It was in Prismeer, however, that Agdon's antics came to an end by Zybnilna's hand. As punishment for his offenses, the archfey demanded that Agdon give up his beloved scarf. When he refused, Zybnilna cursed him so that he would never be able to remove it. She then pinned the scarf to a young sapling with a magic nail made of gold and iron, and she bade the tree grow until its branches raked the clouds. Agdon was thus carried into the sky, where he was stranded for a long time.

The arrival of the Hourglass Coven signaled a reversal of Agdon Longscarf's fortunes. With Zybnilna trapped in temporal stasis, Agdon's loyal gang was able to chop down his tree prison. But his scarf remained pinned to the felled trunk, and him with it, until Bavlorna struck a deal with him—she agreed to remove the nail and free the scarf in exchange for the best prize from each of his raids thereafter.

Agdon's scarf is a bright blue length of cloth that he claims was woven from lightning bolts he stole right out from under a dark cloud. The scarf can't be removed, even if Agdon dies. His branding iron functions for him alone, and it ceases to be hot when it leaves his hand. The brand it makes is shaped like three bounding rabbits connected nose to tail, forming a triangle.

The brigand leader is cocky and boastful. Appendix D has additional roleplaying notes for Agdon Longscarf.

Aided by the magic of his scarf, he darts among the characters, using Quick Fingers to steal things as he passes. His speed and agility make him difficult to hit; however, grabbing hold of his trailing scarf can dissuade him.

As an action, a character can try to grab Agdon's scarf. Doing so requires a successful DC 17 Strength (Athletics) check. While a character has him by the scarf, Agdon has a walking speed of 35 feet, and he can't move farther than 15 feet from the character. Agdon can use an action to try to pull his

scarf free; this attempt is resolved with a Strength (Athletics) contest. If he fails to free himself after one try, he surrenders immediately, blubbering and pleading for his life like a coward.

DEVELOPMENT

Either the characters defeat Agdon Longscarf, or he and his brigands subdue and capture them.

Agdon Is Defeated. If Agdon is killed, his followers wander away, crestfallen. If Agdon lives, his former followers shun him. They regard the characters as formidable, and they enthusiastically offer to show them the way to Downfall, providing a skiff for their use if they so desire.

AGDON LONGSCARF

Medium Fey (Harengon), Chaotic Evil

Armor Class 19 (studded leather, shield)

Hit Points 36 (8d8)

Speed 35 ft., or 70 ft. while wearing his scarf

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	11 (+0)	11 (+0)	14 (+2)	16 (+3)

Saving Throws Dex +7, Wis +4

Skills Acrobatics +7, Perception +6, Sleight of Hand +7, Stealth +7

Senses passive Perception 16

Languages Common, Sylvan

Challenge 2 (450 XP)

Proficiency Bonus +2

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

Standing Leap. Agdon's long jump is up to 20 feet and his high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiaction. Agdon makes two Branding Iron or Dagger attacks.

Branding Iron. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) fire damage, and the target is magically branded. Agdon is invisible to creatures branded in this way. The brand disappears after 24 hours, or it can be removed from a creature or object by any spell that ends a curse.

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

BONUS ACTIONS

Quick Fingers. Agdon targets one creature within 5 feet of him that he can see and makes a Dexterity (Sleight of Hand) check, with a DC equal to 1 + the target's passive Wisdom (Perception) score. On a successful check, Agdon pilfers one object weighing 1 pound or less that the target has in its possession but not in its grasp, without the target noticing the theft.

REACTIONS

Uncanny Dodge. Agdon halves the damage that he takes from an attack that hits him. He must be able to see the attacker.

If they are asked about Bavlorna Blightstraw or Downfall, the harengons share the following information:

- Agdon made a pact with Slack-jawed Lorna by which he is obligated to give her one item he steals from each victim.
- Though Agdon would never admit such a thing, the harengons suspect that their leader is terrified of Slack-jawed Lorna, who moves about on a crawling lily pad.
- Downfall is home to the Soggy Court, a society of bullywugs that clings to strange, noble customs and rules of etiquette.

The Characters Are Captured. If the characters are knocked unconscious, they are taken to Downfall and placed in the cages that hang outside Bavlorna's cottage (area B14).

BIG STUMP

The harengons have set up camp atop the 30-foot-high, 80-foot-wide tree stump. Wooden skiffs are moored among the cattails and grasses that poke up from the water surrounding the ancient stump, and rope ladders hanging off the edges of the trunk enable approaching creatures to climb to the surface of the stump without having to make an ability check.

The brigands' encampment is a circle of twelve patchwork tents surrounding a carved wooden throne where Agdon Longscarf holds court. Piled around Agdon's throne are scores of worthless trinkets stolen from travelers. If the characters want to examine the trinkets, describe a few of them, using the entries in the Feywild Trinkets table in the introduction for inspiration. Lying amid the trinkets is a small bag of truffles (the same ones the brigands stole from Jingle Jangle).

At any given time, 1d4 **haregon brigands** and 1d4 **haregon snipers** (see appendix C for their stat blocks) occupy the camp. These harengons defend their turf only if they outnumber intruders; otherwise, they scatter and hide.

DOWNFALL

Downfall is Bavlorna's home in the murky swamp of Hither. The settlement consists of a collection of outbuildings and ruins surrounding the hag's monstrous cottage. Courtly bullywugs, all beholden to Bavlorna, reside in Downfall. Bavlorna rarely leaves the confines of her cottage, which contains her preservation pond as well as her treasures and her chimeric taxidermy creations.

The water level in and around Downfall is always high (see "Fluctuating Swamp Waters" earlier in the chapter). Thick fog hangs over all outdoor areas, limiting visibility to 20 feet.

WHERE'S BAVLORNA?

The characters first encounter the hag in her study (area B10). After that, she is free to move around, though she won't leave her cottage without good reason.

THE SOGGY COURT

The Soggy Court is a community of neutral bullywugs who have an overdeveloped sense of grandeur. They are preoccupied with pomp and courtesies, and they possess an insatiable lust for courtly intrigue. A monarch presides over the group, though regime changes are frequent and often bloody. The current leader is Gullop XIX, who won the throne by boiling his predecessor, Molubb XVI, in oil.

The community is small, but plots abound. A violent coup is always just around the corner. Whenever there's a commotion anywhere in Downfall, bullywug courtiers clamor to find out what's happening. If a loud noise occurs, such as the clangor of combat or raised voices, 1d6 + 1 **bullywugs** converge on the source. These bullywugs crave gossip, not violence, and are indifferent toward strangers. They will defend themselves and Downfall if they deem it necessary or politically advantageous.

Bullywugs of the Soggy Court speak Bullywug, Common, and Sylvan.

Use the Bullywug Names table and the Soggy Court Honorifics table to make members of the court distinctive, as you see fit.

BULLYWUG NAMES

d8	Name
1	Augluth
2	Bloff
3	Bultis
4	Grumple
5	Mundlemud
6	Ribble
7	Slop
8	Ufgunk

SOGGY COURT HONORIFICS

d8	Name
1	Croaking Sage
2	Count of Bogbottom
3	Duke of the Three Rocks
4	Earl of Stinkwater
5	Green Baron
6	Knight of the Pickled Fly
7	Mosscrown Knight
8	Pondflower Knight

DOWNFALL



DOWNFALL LOCATIONS

The following locations are keyed to the map of Downfall.

D1. CHANNEL

The characters will likely arrive by skiff, rowboat, or raft, by way of this channel. This waterway flows into Murky Lake (area D7).

Thick fog hangs heavy in the air, obscuring the area around you so that the world appears to have shrunk to only twenty feet in all directions. Before you, the waterway widens and the current slows, giving the impression that you have entered a lake. Croaking voices penetrate the fog, through which dark shapes appear, resolving into two rowboats. Manning the oars of each rowboat are two **bullywugs**.

The four **bullywugs** (neutral) are enjoying a boat ride on the lake. All four are dressed in soiled garb typical of members of the Soggy Court. In croaking Sylvan, they say, "Welcome to Downfall, travelers."

If the characters don't attack immediately, the bullywugs explain that their king, Gullop XIX, would be honored to make the characters' acquaintance. They suggest that the characters head to the small dock nearby (next to area D2), then make their way across the stepping stones (area D3), through the balloon factory (area D4), and across the bridge

SWAMP GAS BALLOONS

A swamp gas balloon has two separate parts:

- The wicker basket, which can carry up to 750 pounds, is a Large object with AC 11, 27 hit points, and immunity to poison and psychic damage.
- The balloon, which contains the swamp gas that provides lift, is a Huge object with AC 11, 15 hit points, and immunity to poison and psychic damage. If the balloon drops to 0 hit points, it bursts, and the vehicle loses the ability to fly.

To rise into the air, the balloon must be filled with swamp gas. A flap at the bottom of the balloon lets the gas in, and the balloon takes 10 minutes to fill when empty. Once filled, the balloon rises into the air. One can force the balloon to land by using an action to open a flap at the top of the balloon, which allows the swamp gas to escape. To reach this flap, one must climb or fly to the top of the balloon, 20 feet above the basket. The balloon's rigging makes such a climb possible.

The vehicle has no form of propulsion, instead relying on the pilot's ability to navigate air currents.

As long as the balloon or basket has at least 1 hit point, it can be repaired. Repairing 1 hit point of damage to either part of the vehicle requires 1 day and the necessary supplies, which can be salvaged from area D4 or taken from area B3.

of chattering heads (area D5) to the gazebo where Gullop XIX holds court (area D6). If the characters ask about Bavlorna, the bullywugs insist that the characters see the king first, saying that he'll know how to help them.

If the characters attack the bullywugs, they croak loudly enough to alert the two guards atop the watchtower (area D19). These guards sound the alarm with loud croaks of their own. One minute later, six armed **bullywugs** (neutral) rally at the base of the watchtower before setting out to subdue the characters and bring them before Gullop XIX for questioning.

D2. DAMAGED BALLOON

Looming above a ramshackle wooden pier is a balloon anchored by four thick ropes tied around wooden posts driven deep into the mire. The balloon's bladder expands and sags at irregular intervals as swamp gas fills it briefly before leaking out through various tears in its patchwork fabric. A bullywug stands near the top of a ladders and is using a long silver needle and a spool of catgut to sew up one of the openings. A second bullywug stands at the foot of the ladder to steady it. Huddled nearby are three giant frogs whose long tongues snap up passing insects.

The two **bullywugs** (neutral) watch the characters warily but pose no threat. The three **giant frogs** are here to prevent anyone from stealing the balloon. (Another one of Bavlorna's balloons was stolen recently. Characters encountered what was left of it at Slanty Tower earlier in the chapter.)

If the characters strike up a conversation with the bullywugs, the one on the ground responds in Sylvan, "Hmmm. You should probably see the king," regardless of what the characters say.

Swamp Gas Balloon. This vehicle is operational, albeit damaged. The balloon itself has 10 hit points remaining (out of a maximum of 15), and the bullywugs are in the midst of repairing it. The basket and the ropes that attach it to the balloon are intact and undamaged. For more information on Downfall's balloons, see the "Swamp Gas Balloons" sidebar.

D3. STEPSTONE CROSSING

A row of boulders spaced two feet apart breach the surface of the lake to form a walking path across a forty-foot-wide waterway.

The water around the stepstones is only 4 feet deep, but the bottom is not visible through the murk.

Four of the five stepstones are boulders sunk deep in the mire. The middle stepstone is actually the top of a **galeb duhr**. If someone steps on it, the galeb duhr takes offense, grumbling about ingratitude. An apology accompanied by a successful DC 12 Charisma (Persuasion) check satisfies the galeb duhr. On a failed check, the galeb duhr gives the offending character one more chance, allowing the character to repeat the check provided the apology is sung with feeling. On a second failed check or if the character refuses to sing, the galeb duhr uses its Animate Boulders action to affect the two boulders closest to it, and the three of them move 15 feet to the west, leaving a 20-foot gap in the path formed by the stepstones. Any character who was standing atop one of the stones is dumped into the water.

Predators Below. Two **merrow** lurk in the water east of the crossing. They dislike the taste of bullywugs and ignore them, but they attack any non-bullywugs that enter the water. If the characters find themselves in battle with the merrow, 1d4 + 1 **bullywugs** (neutral) arrive immediately after each merrow has taken two turns. The bullywugs hurl spears at the merrow, frightening them away (at least for a while). These bullywugs are glad to be of help and happily point characters in the direction of their king, Gullop XIX (at area D6). If the characters offer the bullywugs nothing in return for their help, the bullywugs take no offense. They don't expect foreigners to honor the rule of reciprocity (see "Rules of Conduct" earlier in the chapter).

D4. BURNED-OUT BALLOON FACTORY

This wooden structure stands on stilts above the lake. It is topped by a steep, conical roof made of thatch. Smoke curls up from a hole at its apex. Its windows are blacked out, and the air carries the smell of burned wood. A clothesline attached to one corner of the building's exterior is hung with a variety of frayed, patchwork garments.

The garments on the clothesline aren't particularly well made or valuable. The line leads to Bavlorna's cottage (area D12), which is heavily obscured by the thick fog. The line can support up to 200 pounds of additional weight.

The building is accessible by ramps from areas D3 and D5, as well as stairs that rise from the lake. A rickety wooden deck clings to the outside of the structure 6 feet above the water. Use the following boxed text to describe the building's interior:

This room is a charred mess. Hazy smoke hangs over scattered piles of burned and broken shelves intermixed with whatever those shelves contained. Wisps of smoke snake into the air from several spots where smoldering wreckage threatens to ignite.

A distressed bullywug in a leather smock scurries around the room with a bucket of water whose contents spill out over the sides in his haste.

This is where Bavlorna's swamp gas balloons are manufactured. Two bullywugs recently set fire to the place, destroying most of the supplies as a consequence. One of the culprits was Wigglewig, Sir Talavar's pilot (now deceased). The other was Morgort, the former Knight of Warts, who was captured before she could make her escape and is now being held prisoner in area D9.

A **bullywug** (neutral) named Duke Ickrind is overseeing the repair of the factory, but new fires keep popping up thanks to the persistence of the animated coals that were used to start the fire originally. When the characters enter the place, Duke Ickrind yells in Sylvan, "Grab a bucket! We have to make sure the fires are out!"

A low workbench—the only piece of undamaged furniture in the room—has three wooden buckets on it. Two of them are filled with water.

If the characters help Duke Ickrind extinguish the coals, he gives them a brass brooch shaped like a fly, with wings that flutter. He tells them to wear the brooch when they present themselves to Gullop XIX, saying it will help win the king's trust.

Animated Coals. Typically used to heat Bavlorna's cauldron in area D18, six of these coals were brought to the balloon factory by saboteurs who wanted to burn it down. The coals are Tiny animated objects that skip and bounce around. Each one has AC 18; 6 hit points; a speed of 30 feet; and immunity to fire, poison, and psychic damage. A coal's Dexterity is 20, its Constitution is 10, and its other ability scores are 1. Throwing a bucket of water on a coal requires a successful ranged attack, and the bucket is treated as an improvised weapon. A bucket of water deals 1d6 damage to a coal. An animated coal that is submerged in water takes the damage at the start of each of its turns until it is no longer submerged. A coal reduced to 0 hit points is inanimate and harmless.

Each coal can take the following action on its turn:

Kindle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) fire damage, and the target catches fire if it is flammable. Until a creature takes an action to douse the fire, the target takes 2 (1d4) fire damage at the start of each of its turns.



CLAPPERCLAW THE SCARECROW

Small Construct, Lawful Neutral

Armor Class 12 (natural armor)

Hit Points 14 (4d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	11 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3, Survival +2

Damage Vulnerabilities fire

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Unusual Nature. Clapperclaw doesn't require air, food, drink, or sleep.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Stuffing. Clapperclaw stuffs straw or other dead plant matter into itself and regains 2d4 + 4 hit points. Roll a d6; on a 1 or 2, Clapperclaw runs out of stuffing and must spend 8 hours foraging for more before it can use this action again.

BONUS ACTIONS

Unsettling Presence (Recharge 6). Clapperclaw targets one creature it can see within 15 feet of it. The target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of Clapperclaw's next turn.

D5. CHATTERING HEADS

This flat wood-plank bridge, which spans an arm of the lake, is lined on one side by rows of bullywug heads on wooden spikes.

At the center of the bridge, a small figure sits with its feet dangling over one side. The figure appears to be talking to itself in bemoaned tones. But then the severed bullywug heads nearby erupt in a cacophony of voices—some indignant, others sympathetic. A few in a more distant row yell, “What? I couldn’t hear what they said!”

The bridge is in decent condition and safe to cross.

Beheaded Bullywugs. Deposed bullywug monarchs of the Soggy Court often lose their heads during violent changes in leadership. The severed heads are impaled on rows of spikes north of the bridge, and they verbally accost anyone who steps onto the bridge, each one speaking of its own glorious rule and how the Soggy Court has become a mockery since its reign came to an end. In conversation, a head might share one or more of the following pieces of information:

- All the heads belong to former monarchs who were deposed and killed by usurpers. Many of the former monarchs were betrayed by others whose rotting heads now also sit on spikes.
- The current monarch is King Gullop XIX. All the heads agree he is a weak ruler. They've heard rumors of yet another coup in the works.
- Sir Talavar, Bavlorna's escaped prisoner, had help from bullywugs of the Soggy Court. One of his accomplices languishes in prison, awaiting trial.
- Bavlorna is a distrustful shut-in who loathes her sisters, especially Skabatha Nightshade.
- Bavlorna has a pool in her cottage that's very important to her. She spends a lot of time bathing in it.

In Search of a Skull. The figure chatting with the severed heads is **Clapperclaw the scarecrow** (see the accompanying stat block), who is 3 feet tall. Created by Granny Nightshade using a tormented child's soul she found in Gehenna, it ran away from home so that it wouldn't have to perform evil tasks for her. After fleeing Thither, Clapperclaw was waylaid by Agdon Longscarf and his harencon brigands, who stole its head, which the scarecrow describes as a most glorious stag skull. It desperately wants its head back, and it's a bit self-conscious about its replacement head: a hollow gourd that now sits askew on its shoulders. Eight copper coins are sealed inside the gourd, causing the head to rattle whenever Clapperclaw nods, turns, or shakes its head.

Clapperclaw knows the way to Thither from Hither and will guide the characters there if they help it recover its head. If the characters accept its offer, the scarecrow does its best to stay out of harm's way while the characters continue to explore Hither. It fears Bavlorna Blightstraw too much to enter her cottage, but it will patiently wait for the characters outside the cottage if they choose to enter it. The scarecrow has a similar aversion to the other hags of the Hourglass Coven.

When the characters arrive, Clapperclaw is telling the severed bullywug heads the story of how Agdon Longscarf stole its original head and how its current head is a poor substitute. Unknown to Clapperclaw, Agdon gave the skull to Bavlorna, who now keeps it in her cottage's treasure room (area B19).

Clapperclaw carries a sailcloth sack filled with moldy straw. If the scarecrow gets hurt, it heals itself by stuffing itself with replacement straw or similar plant matter.

Appendix D has additional roleplaying notes for Clapperclaw.

D6. HIS ROYAL MAJESTY GULLOP XIX

A grand marble gazebo stands atop a mound of soggy earth, its white stone streaked green with algae. The support pillars have sunk into the muck unevenly so that the domed canopy now sits askew.

Short steps ring the gazebo, leading to a raised floor where bullywugs dressed in shabby clothing lounge on pillows. Among them, a harpist sends forth delicate notes that mingle with the murmured croaking of the gathered nobles. On a dais, a flabby bullywug wearing a crown of woven lily flowers sits on an ornate throne with his legs folded under him. He has a large leather-bound book open across his lap and is mouthing the words he reads on the pages. Without looking up, he says, "Have you no herald to announce your presence before King Gullop the Nineteenth?" He slams the book closed as if to punctuate his question, regarding you for the first time.

Sleepy bullywug guards standing around their monarch snap to attention and ready their weapons.

King Gullop XIX, a **bullywug royal** (neutral) is accompanied by a baby crocodile (a Small non-combatant) named Snoodle and protected by five **bullywug knights** (neutral; see appendix C for their stat blocks). The knights are stationed around the edge of the gazebo's interior. Eight unarmed bullywugs (noncombatants) lounge at the king's feet, eating insects from platters as they gossip among themselves. The king treats visitors as honored

guests in accordance with the rule of hospitality (see "Rules of Conduct" earlier in the chapter), but he expects a measure of kindness in return. If a fight breaks out, Gullop XIX flees to area D11 and makes his final stand there, counting on the bullywug knights to cover his escape. As the king flees, Snoodle and the unarmed bullywugs jump into the lake and swim to safety.

Scheming King. The king has only recently come into his position, but already his reign is a troubled one. Sir Talavar's recent escape through the theft of one of Bavlorna's prized balloons has left many of the king's subjects questioning his ability to manage a crisis. He has grown paranoid over the prospect of incurring the hag's wrath, a suspicion confirmed in the pages of the book in his lap—Bavlorna's *Big Book of Bad Blood*—in which the hag's displeasure with her enemies is spelled out in detail. He procured the book from a darkling merchant (see area B10), who stole it from Bavlorna a few hours ago.

King Gullop is looking for a way to avoid Bavlorna's ire, and the characters might be his way out. He wants them to return the book to Bavlorna and assure her that Gullop didn't steal it, but merely ensured its safekeeping.

If the characters portray themselves as allies (perhaps by presenting the brooch they received from Duke Ickrind in area D4), Gullop explains that only members of the Soggy Court are allowed to speak with Bavlorna (a falsehood he knows to be untrue), and he invites the characters to join the group. If they accept, he instructs them to proceed to the palace in area D11 to be fitted with the proper attire. Once they are appropriately garbed, Gullop gives the characters the *Big Book of Bad Blood* and encourages them, as duly appointed emissaries of the Soggy Court, to return it to the hag with great haste.

If the characters show hostility or refuse to join the Soggy Court, Gullop commands his guards to seize them. Captured characters are taken to the holding cell in area D8.

Secret Note. As the king addresses the characters, one of the bullywug noncombatants passes a wine goblet to one randomly determined character. Inside the cup is a scrap of parchment with words written on it in Sylvan. The message reads, "Find Illig, the Baron of Muckstump, at once. The revolution lives!" Illig is an ambitious noble looking to take Gullop's crown by force, and conspirators are gathering at his home in area D16. Whenever a character asks a friendly bullywug of the Soggy Court about Illig's whereabouts, roll a d8. On a roll of 1–3, the bullywug doesn't know where Illig is. On a roll of 4–6, the bullywug assumes (incorrectly) that Illig is somewhere in the Sinking Palace (area D11). On a roll of 7 or 8, the bullywug knows and shares Illig's actual location.



KING GULLOP XIX AND FRIENDS

D7. MURKY LAKE

Downfall is built around a 20-foot-deep body of standing water called Murky Lake. A blanket of thick fog and a layer of pond scum cover the lake's surface. Heavily obscured by the fog are 2d6 bullywugs (noncombatants) spread out across several large lily pads and relaxing in rowboats. Some read to each other, and others nap or play music. When they see the characters, they wave in a friendly manner. If the characters ask for directions, one of the bullywugs tries to be helpful while the others gaze about listlessly. If the characters require any further assistance or information, the helpful bullywug suggests that they speak to King Gullop XIX and points the way to his Royal Majesty (area D6). Each lily pad can hold up to 250 pounds without sinking.

Bavlorna's Cottage. The hag's cottage (area D12) looms over the middle of the lake on thick wooden stilts. The cottage is heavily obscured by thick fog, though characters within 20 feet of it can discern its shape.

D8. HOLDING CELLS

Rising from the soggy earth is a sturdy wooden hut with an open doorway on one side of it. At the back of the hut are two holding cells. Thick mangrove roots serve as bars, with a small round door closing off each cell. The floor of one cell is covered with several inches of stinking water. The other cell holds a figure in rags slumped against the back wall.

This hut is round, 12 feet in diameter, with a conical thatched roof that rises 18 feet from the floor at its apex. Prisoners of the Soggy Court are held here while they await trial by combat in area D9. Characters brought here as prisoners are thrown into the north cell. The guards depart after locking up the characters.

A character can use an action to try to break into or out of a cell, tearing through its root walls with a successful DC 17 Strength (Athletics) check. A cell door's lock can be picked in 1 minute with a successful DC 12 Dexterity check, provided the character making the check has thieves' tools.

Prisoner. The prisoner in the south cell is an unarmed **bullywug knight** (see appendix C) named Morgort, the Knight of Warts. She was one of Sir Talavar's accomplices along with Wigglewog, and she now awaits justice. She has no regrets about helping the faerie dragon, and she regards Bavlorna as a bitter enemy. Appendix D has additional role-playing notes for Morgort.

Morgort introduces herself to the characters with a knightly bow once the guards are gone. She is dressed in the ragged and stained remnants of an orange surcoat that bears the sigil of a great helm fashioned to resemble a frog's head.

In conversation, she asks the characters why they were apprehended and reveals the following information:

- Morgort is an accomplished balloon pilot. She and her friend, Wigglewog, helped the honorable Sir Talavar escape. To delay their pursuers long enough for Wigglewog and Sir Talavar to steal a balloon, she was forced to stay behind and got captured as a result.
- It's likely that she will be battling one of the characters in trial by combat (see area D9 for details).
- Bavlorna is a recluse who rarely leaves her cottage. She enjoys making foul bargains with visitors.

If the characters share the news that Wigglewog died helping Sir Talavar, Morgort grows sullen. If the characters need to get out of Downfall in a hurry, Morgort suggests that they steal the balloon in area D2 and use it to fly to safety. (The balloon can also deliver the characters safely to Thither if that's where they want to go, as discussed at the end of this chapter.) She follows the party's lead otherwise and tries her best to be helpful. Once she realizes the characters have important things to do, she tries not to embroil them in bullywug politics. In any situation, she tries to act with honor and civility.

D9. PROVING GROUNDS

A mangrove tree stands in the middle of a patch of heavily churned mud, where rusting and rotting bits of armor and weapons are scattered. Two lengths of chain are anchored to opposite sides of the tree trunk, each with an iron shackle on the end.

Justice in the Soggy Court is carried out using trials by combat. Prisoners fight for their freedom here, as do those who want to challenge the monarch for the right to rule.

The grounds are 20 feet in diameter. Combatants are shackled by one wrist or ankle to a 10-foot length of chain attached to the tree. Each chain has

AC 19, 11 hit points, and immunity to poison and psychic damage. Using an action, a creature can pull a chain free of the tree with a successful DC 17 Strength (Athletics) check.

Combat Rules. A trial by combat is a procedure by which wrongs can be redressed in the Soggy Court. It can also be invoked as a vote of no confidence in the current monarch. A trial always has two combatants: the accused and the accuser, or surrogates representing them. Once they are shackled, the combatants fight until one is dead, and justice is thereby served.

Development. One hour after the characters are imprisoned in area D9, four armed **bullywugs** (neutral) come to get them and Morgort. The guards instruct the characters to choose a champion from among them to represent the group in the trial. The guards nominate someone if the characters don't choose a champion. The champion and Morgort are each chained to the tree and given a club. The rest of the characters are kept at the edge of the proving grounds, held at spearpoint to prevent them from interfering.

King Gullop XIX presides over the trial, instructing the combatants to fight for their innocence. Morgort pretends to be slain after any successful attack made against her, putting on quite a performance as she drops to the mud. The characters' champion is declared victorious, and the characters are decreed to be innocent.

The characters might try to fight their way out of the situation or make a break for it. If they succeed, bullywugs who oppose the king advise the characters to take refuge with Illig, Baron of Muckstump, who lives across the lake (see area D16). Illig is Gullop's greatest political rival.

If the characters are proclaimed innocent, they earn their freedom. Each is given the worthless honorific of "True Friend of Gullop XIX" and permission to use the king's palace (area D11) as a place to rest. Morgort's seemingly lifeless body is dumped into Murky Lake, whereupon she swims to area D2 and steals the swamp gas balloon there.

D10. TRINKET, BAUBLE, AND CHARM'S

A big black balloon floats over the lake, tugging at its moorings. Beneath it hangs a basket made of black wicker and wood, which serves as a merchant's stall. A large pane of gray glass is drawn closed across an opening above the counter. A sign mounted above the window reads, "Wondrous Wares & Fair Fares!"

The balloon is not made of fabric, but rather appears to be a roiling, dark rain cloud that has been contained somehow with lines and netting.

Two **darklings** (see appendix C) named Trinket and Bauble look after the balloon and lurk inside the cramped merchant's stall, which is open for business. Their boss, Charm, is a darkling elder (see appendix C) who is presently visiting Bavlorna Blightstraw in her cottage.

Charm travels around Prismeer in her "rain cloud balloon" while posing as a merchant. She is actually a burglar working for Bavlorna's sister, Endelyn Moongrave. Charm has come to Downfall to steal treasure from under Bavlorna's nose. Trinket and Bauble guard the stall while Charm sees to the real business of carrying out her heist (described later in the chapter).

Trinket and Bauble greet their customers with plenty of sass. Since their business is a front, they don't care whether they sell anything or not.

Wondrous Wares. A sign hanging below the counter lists the following items for sale:

AVAILABLE FOR A LIMITED TIME ONLY:

- Very good thimble (fingertip not included)
- Mug of Bumble Beer (has a nice sting to it)
- Duskmallow pie (with decorative bite marks)
- Bundle of dry wood (great for starting fires)
- Ink portraits (if we have to look at you, so should you)
- Moonlight monocle (no more fumbling in the dark)

Most of the items for sale are nonmagical goods of little or no value, the exception being the moonlight monocle, which is a magic eyepiece that Charm acquired some time ago. It has the same properties as *goggles of night*.

Unicorn Horn. If the Story Tracker indicates that the unicorn horn is here, it is among the items available for purchase. If the characters seem interested in conducting a transaction, Trinket produces the unicorn horn and says, "Very hard to come by, unicorn horns, and one never knows when one might come in handy. This one recently found its way into my possession."

Payment. The darklings make one of the following demands as compensation for any single item the characters desire:

- Trinket demands the color from the buyer's eyes. If the buyer agrees to the trade, Trinket produces a small marble that drains the color from the buyer's eyes when she utters the phrase, "Hue be mine." Robbed of their color, the buyer's irises turn transparent. Destroying the marble restores the buyer's eye color to normal.
- Bauble demands the rhythm in the buyer's step. If the buyer agrees to the trade, Bauble produces an articulated wooden marionette and makes it dance on the countertop while repeatedly uttering,

"One, two, three. One, two, three." Deprived of this rhythm, the buyer loses all talent for dancing. Destroying the marionette restores the buyer's dancing ability, but Bauble won't give up the marionette without a fight.

Rain Cloud Balloon. If the characters steal this balloon, it delivers them to area M16 of Motherhorn (see chapter 4) unless they have a trained pilot who can fly it elsewhere. The balloon harnesses the energy of a rain cloud to stay aloft. To use the balloon, the harnessed cloud must be charged with electrical energy. This can be accomplished by dealing more than 20 lightning damage to the cloud from a single source, or by surrounding it with electrically charged storm clouds for at least 10 minutes. Once charged, the balloon can stay airborne for 8 hours, moving at up to 8 miles per hour. If the balloon loses its charge while aloft, it plummets to the ground.

The vessel has two separate parts: the wooden basket that doubles as the merchant's stall, and the balloon, which includes the rain cloud plus the net and lines that hold it in place and attach it to the basket. Each part has its own statistics:

Basket. The basket, which can hold up to 750 pounds, has AC 13, 27 hit points, and immunity to poison and psychic damage.

Balloon. The balloon has AC 11, 50 hit points, and immunity to lightning, poison, psychic, and thunder damage. If the balloon drops to 0 hit points, the cloud dissipates, and the vehicle loses the ability to fly.

Repairing 1 hit point of damage to the basket requires 1 day and appropriate supplies, which can be salvaged from area D4 or taken from area B3. The balloon can't be repaired, but as long as it has at least 1 hit point, it regains all lost hit points when it is fully recharged.

D11. SINKING PALACE

The palace has two entrances: one on high ground to the northwest, the other overlooking the docks. Each entrance has two **bullywugs** (neutral) and a **crocodile** guarding it. These sentries deny entry to anyone who doesn't have an invitation from the bullywug king.

This ramshackle hall is built around a big tree. Two of the tree's limbs reach out through the walls like enormous welcoming arms. The interior of the hall is roomy, with an open floor plan that allows occupants of the upper story to look out over the lower one. Bullywug courtiers crowd into the space, filling it with their guttural croaks. Their clothing is faded and stained with mud.



The palace has two levels:

Upper Level. The upper level is built around the trunk of a tree. Gathered here at any given time are 2d4 unarmed and unarmored bullywug courtiers, some of them reclining on pillows. Among these noncombatants are three **bullywugs** (neutral) who would defend their honor if they thought it besmirched by hostile interlopers.

Lower Level. The lower level is submerged in 3 inches of swamp water. More bullywug courtiers fill this space as a trio of bullywug musicians play an upbeat tune on stringed instruments. These bullywugs are also noncombatants.

Clothesline. A clothesline attached to the southwest corner of the building's exterior has a variety of frayed, patchwork garments draped over it. The line leads to Bavlorna's cottage, which is heavily obscured by the fog over the lake. The line can support up to 200 pounds of additional weight.

D12. BAVLORNA'S COTTAGE

Four flights of wooden steps rise out of the swamp, ending at a trapdoor in the underside of Bavlorna's cottage, which is perched atop tall, thick wooden stilts and surrounded by dense fog. See "Bavlorna's Cottage" later in the chapter for details.

D13. BIG BARKLESS

Several holes dot the trunk of a gnarled old tree that grows on the shore of the lake. The tree has lost all its bark, and a few withered leaves cling to the ends of its twisted, knotted branches. One end of a clothesline is tied to a high branch on the northwest side of the tree. Several old garments hang from the clothesline, the other end of which disappears into the fog hovering over the lake.

Big Barkless is a **tree blight**, a carnivorous, ambulatory Plant of menacing disposition (see the accompanying stat block). While it remains motionless, it easily passes for a dead tree. Four **sprites** live in hollow cavities in its trunk. Their names are Bitzi, Dandy, Mintleaf, and Timpella. The sprites are a bitter bunch, taunting those who come close by spewing forth insulting words and tiny arrows. They hope to provoke the characters into damaging Big Barkless, thus prompting the blight to fight back. While ridiculing the characters from their hollows, the sprites have three-quarters cover.

Big Barkless remains rooted to the spot until it's required to act in its own defense, whereupon it up-

roots itself and attacks all creatures it perceives as threatening. That doesn't include the sprites, even if the sprites instigated the conflict. The blight will not chase prey into the lake but can move on land as far as it wants.

If the sprites take any damage, they withdraw deep into the tree blight, gaining total cover. The sprites evacuate and disperse into the swamp if the tree blight is reduced to 0 hit points.

Clothesline. A clothesline attached to Big Barkless is hung with frayed, patchwork garments. The line leads to Bavlorna's cottage. If the tree blight moves more than 5 feet farther away from the cottage, the clothesline snaps in the middle, and the garments fall into the lake. The line can support up to 200 pounds of additional weight.

TREE BLIGHT

Huge Plant, Typically Neutral Evil

Armor Class 15 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	6 (-2)	10 (+0)	3 (-4)

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages understands Common and Druidic but doesn't speak

Challenge 7 (2,900 XP)

Proficiency Bonus +3

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

Siege Monster. The blight deals double damage to objects and structures.

ACTIONS

Multiattack. The blight makes one Branch attack and one Grasping Root attack.

Branch. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Grasping Root. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature not grappled by the blight. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target takes 9 (1d6 + 6) bludgeoning damage at the start of each of its turns. The root has AC 15 and can be severed by dealing 6 or more slashing damage to it on one attack. Cutting the root doesn't hurt the blight but ends the grapple.

BONUS ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature grappled by the blight. *Hit:* 19 (3d8 + 6) piercing damage.

D14. TOADSTOOL PATCH

Your heart suddenly feels cold, filling you with a sense of loneliness that borders on despair. A haunting, melancholy tune played on a flute reaches out to you from somewhere within a field of oversized toadstools.

If the characters follow the music to its source, read:

A slender elf with pale blue skin and black hair sits curled in the shadow of a gray, six-foot-tall toadstool, playing a somber tune on a double flute.

The flutist is a wood elf named Octavian Meliamne, who came to Bavlorna seeking magic that would make him forget his lost loves. A deal was struck, but when it came time for him to pay up, Octavian refused to give Bavlorna what she wanted in return: Octavian's still-beating heart. As punishment, Bavlorna took what she wanted by force, switching out Octavian's heart for a goat's heart so that he would not die. The process left the elf unable to feel or exhibit emotion.

Octavian is truthful with the characters about what happened to him. He knows what Bavlorna did was wrong, but he can't seem to get worked up about it. He suspects the hag is keeping his heart as a trophy. Unbeknownst to Octavian, Bavlorna is using his heart to keep her meat locker cold (see area B12).

Use the **scout** stat block to represent Octavian, with the following changes:

- Octavian is a wood elf (chaotic good) who speaks Common and Elvish. He has darkvision out to a range of 60 feet.
- He has advantage on saving throws against being charmed, and magic can't put him to sleep.

Treasure. If the characters return his original heart to him, Octavian reciprocates by giving them his *pipes of haunting*.

While Octavian and his true heart are within 5 feet of one another, any spell that ends a curse can swap the goat's heart in Octavian's chest with his still-beating true heart. When Octavian regains his true heart, the goat's heart appears at his feet as a dead, desiccated lump of tissue. A *detect magic* spell reveals an aura of abjuration magic around the goat's heart after it is removed from Octavian's body, and an *identify* spell or similar magic reveals what it does. A creature that eats more than half of the goat's heart gains the benefit of a *potion of invulnerability*.

Development. Once Octavian has his true heart and his capacity for feeling emotion restored, he skips merrily into the swamp, eventually crossing paths with the Inn at the End of the Road (see “Random Encounters in Hither”), where he stays for the foreseeable future. His joyful presence cheers up the inn’s glum innkeeper, Tsu Harabax.

D15. BULLYWUG HUT

The wooden door to this dwelling is closed but not locked.

This hut has a steep thatch roof. A small wooden chest rests in the middle of the floor, and scattered around it are six fraying silk cushions.

The air in here carries the stench of decaying fish. A lit brazier hangs from a rafter, providing the dwelling’s only light.

No bullywugs are present.

Treasure. The small wooden chest contains cookware, spices, old fishbones, and a mummified toad. A *detect magic* spell reveals an aura of evocation magic around the toad, and an *identify* spell or similar magic reveals what it does.

If the mummified toad is tossed into a pot or kettle of water, it disappears and produces a *darkness* spell that emanates from the container and lasts for 10 minutes.

D16. BULLYWUG HUT

The wooden door to this dwelling is barred shut from the inside. If the characters knock on the door or otherwise announce their arrival, a bullywug inside the dwelling croaks (first in Bullywug and then in Common), “Push the note under the door.” The bullywug is referring to the secret message the characters received in area D6. If the characters comply, the bullywug lifts the bar, opens the door, and allows them inside. If the characters don’t comply or don’t have the note, a successful DC 15 Charisma (Persuasion) check convinces the bullywug to open the door and let them in. Otherwise, a character can use an action to try to force open the door, doing so with a successful DC 13 Strength (Athletics) check.

When the characters peer inside, read:

Standing just inside the door is a jittery bullywug with a spear, and behind this guard is a wooden crate with hunting gear piled atop it. Huddled in the back of the hut are four more bullywugs. Tension hangs heavy in the air as one of the huddled bullywugs signals you to enter and join their conversation.

This dwelling provides shelter to a group of bullywugs that is plotting to overthrow King Gullop XIX. Their leader is a **bullywug knight** (neutral evil; see appendix C) named Illig, Baron of Muckstump. The other four **bullywugs** (neutral evil) are Illig loyalists named Glorig, Grundelkrantz, Gullibek, and Voolp.

Illig regards Gullop XIX as a witless buffoon unworthy of the crown and plans to declare himself the rightful king. He proudly shows off a drawing on the mud floor that depicts a crude image of Gullop XIX with a dagger in his eye. Illig’s plot is straightforward: he intends to approach Gullop XIX while the king sits on his throne, pretend to trip into him, and “accidentally” stick him in the eye with the dagger. If Illig views the characters as coconspirators, he’s eager to hear what they think of his cunning plan. If they have a better one, he wants to hear it.

If the characters try to leave before Illig is ready to pull off his attempted coup, Illig and his allies become suspicious of them unless the party succeeds on a DC 13 Charisma (Deception or Persuasion) group check. On a failed check, the bullywugs attack the characters to prevent them from betraying Illig to Gullop XIX.

If one or more characters force their way inside, Illig’s allies try to hold the intruders back long enough for Illig to use an action to hurriedly wipe away the plans drawn on the floor. If he succeeds in doing so, Illig feigns innocence while demanding that the characters leave the hut at once.

Crate. The wooden crate has Bavlorna’s name scrawled on it in Sylvan. The hunting gear piled on top of it includes a heavy crossbow, six crossbow bolts, a hunting trap, and a rolled-up cape of moss. Inside the crate are seven woodland animal carcasses, which the bullywugs intend to deliver to Bavlorna (an amateur taxidermist) once Illig is installed as the new king of the Soggy Court.

Development. If the bullywug conspirators are not stopped or the king is not warned, the coup succeeds and Illig becomes King Illig I. If the characters warn Gullop XIX or thwart the conspirators, the coup fails.

If the coup is thwarted because of the characters’ actions, Gullop XIX rewards them with Illig’s former title, dubbing each of them “Duke of Muckstump.” These titles come with no lands or holdings, but other members of the Soggy Court are envious and eager to befriend the new nobility.

D17. KING'S MOUNT

The wooden door to this dwelling is closed but not locked.

A frayed rope tethers a giant toad to a wooden post in the middle of this hut. The toad looks uncomfortable as a pair of sticky, webbed hands push their way out of its mouth. The toad's jaws open wide as it regurgitates a bullywug, who falls prone on the floor.

The **giant toad** is Gullop XIX's mount. The regurgitated **bullywug** (neutral) is the toad's handler, Vlonk. "Swallow the guard" is a game the toad likes to play, and Gullop has ordered Vlonk to let himself get swallowed whenever the toad wants to "play."

Vlonk and the toad are indifferent toward the characters. If the characters seem friendly, Vlonk asks them to mind the toad while he goes for a swim to wash the toad's saliva off his skin. If the characters agree to toad-sit, Vlonk returns 10 minutes later to resume his duties. During Vlonk's absence, the toad tries to swallow at least one of the characters. However, it can't reach anyone more than 5 feet away from the wooden post to which it is tethered.

D18. BAVLORNA'S CAULDRON

A bulbous, green-black cauldron with a thick lid sits above a bed of hot coals on six sturdy iron legs that protrude from its curved bottom like the extremities of a crab. A wooden ladle hangs from a lanyard looped around the lid's knob.

Bavlorna's cauldron is 4 feet in diameter and 3 feet tall. The cauldron is hot to the touch, because it is being heated by the coals. The cauldron's lid is held shut by an *arcane lock* spell, the password for which is "spittlespew." If anyone tries to remove the lid without first speaking the password, the cauldron scuttles away; it has a walking speed of 30 feet and returns to its spot over the coals after 10 minutes.

If the cauldron scuttles away, a **magmin** emerges from within the pile of hot coals. It introduces itself as the coal tender and asks the characters, in Ignan, "You want in that cauldron?" He offers to give them the password in exchange for some dry wood (he loves the sound that dry wood makes when it burns). If the characters give him a bundle of dry wood (which can be obtained from the darklings in area D10), the magmin shares the password. The magmin lingers until the cauldron returns, at which point the magmin dives under the coals and disappears.

Animated Coals. If the characters attack the magmin, eight of the coals from the bed spring to life and come to the magmin's defense. See the "Animated Coals" section in the description of area D4.

What's Cooking? Inside the cauldron is a bubbling, frothy, gray-black liquid that radiates an aura of transmutation magic under the scrutiny of a detect magic spell. Any creature that drinks a pint or more of the liquid is targeted by a *polymorph* spell (save DC 14) that lasts for 1 hour. The creature is transformed into either a **giant frog** (75 percent chance) or a **giant dragonfly** (25 percent chance; see appendix C).

Unicorn Horn. If the Story Tracker indicates that the missing unicorn's horn is here, the characters can find it amid the coals. (Bavlorna kicked it into the coals accidentally after one of her clumsy lornlings dropped it.) The soot-stained horn is easy to spot once the cauldron scuttles out of the way, because it tumbles into view when the magmin appears.

D19. WATCH TOWER

A wood plank path leads up to this location from the nearby dwellings (areas D16 and D17).

A ten-foot-high, raised wooden platform stands atop a mound of mossy earth and mud. Two bullywugs laze at their guard post atop the platform, occasionally peering through a long spyglass mounted on a swivel.

A frayed clothesline attached to one corner of the watch tower is festooned with patchwork garments. The line stretches out toward the nearby lake before disappearing in the fog.

The mound on which the platform is built is 10 feet above water level at its highest point. The slippery slope around the platform is difficult terrain. No ladder or rope leads to the platform, since the bullywugs can simply leap to the top of the mound. The two **bullywugs** (neutral) stationed on the platform use the swiveling spyglass to keep an eye out for danger, though the device does not help them see through the thick fog.

Clothesline. The clothesline attached to the watch tower leads to Bavlorna's cottage (area D12) and has a variety of frayed, patchwork garments draped over it. The line can support an additional 200 pounds before snapping.

BAVLORNA'S COTTAGE

Bavlorna's cottage is heavily obscured by thick fog to anyone 20 or more feet away from it. Clotheslines hang from the cottage's four corners and stretch across Murky Lake to their anchor points at areas D4, D11, D13, and D19. Each line can support 200 pounds of added weight before snapping.

The cottage is a massive wooden edifice built on stilts, its floor 35 feet above the lake. It sits atop an well that extends up through the floor into area B1. A rickety wooden staircase with no railing rises from the lake, wrapping around the well as it climbs to a wooden trapdoor in the floor of area B1.

The cottage's physical features are as follows:

Ceilings and Rooftops. Unless otherwise noted, ceilings are 10 feet high on the lower levels and 20 feet high on the uppermost floor. The shingled rooftop is high-pitched, covered with moss, and too slippery to climb without magic or climbing gear.

Doors and Trapdoors. All doors in the cottage are closed but unlocked, except for the door to area B19. The cottage's doors and trapdoors are made of moldy wooden planks, many of which are swollen and warped; consequently, they often get stuck in their frames or refuse to close properly, though this has no effect on game play.

Floors and Stairs. Floors and staircases are made of mossy wooden planks that creak, groan, and bend underfoot. Crossing a floor or using a staircase without making noise requires a successful DC 15 Dexterity (Stealth) check.

Light. If a location has light sources, the text says so. Otherwise, the area is unlit.

Walls and Windows. The cottage's walls are made of soft, mossy wood and don't burn easily due to the moisture trapped in them. Windows are hinged to be openable but are latched shut from the inside and covered with enough grime to render them opaque. A character can use an action to try to force open a latched window, doing so with a successful DC 8 Strength check. A character can use an action and thieves' tools to try to unlock a latched window from the outside, doing so with a successful DC 13 Dexterity check.

BAVLORNA'S LORNLINGS

Bavlorna's paranoia leads her to rely primarily on servants that she creates herself. The most common among them are her lornlings (use the quickling stat block in appendix C). These tiny creatures look like miniature versions of Bavlorna. They are quick and flit about the cottage at her bidding.

COTTAGE LOCATIONS

The following locations are keyed to the map of Bavlorna's cottage.

B1. PRESERVATION POOL

This location is accessible through the cottage's trapdoor entrance that leads up from Murky Lake.

A recessed pool lined with moldy clay tiles takes up most of this large square room. Stagnant water fills the depression to a depth of one foot. Rising from the pool's center is the head of a stone well that gives off an unpleasant, pungent odor. In one corner of the pool stands a tall, dirty, freestanding mirror in an oval frame, and floating on the water is a large lily pad.

Creaky wooden floorboards are arranged in a ten-foot-wide raised walkway around the pool. This walkway is crowded with shelves, tables, and stools in all shapes and styles. Almost every available surface is littered with stacks of dirty plates, scraps of food, and old junk. Dressing dummies are pushed together in one corner, and a wooden staircase spirals up from another corner. Five closed doors lead from the room.

Dress Dummies. Seven humanoid-shaped dressing dummies stand in the corner—four of Medium size and three of Small size. Six of them are adorned with Bavlorna's shoddy, home-stitched garments. The other one is bare except for an ugly, black pointed hat that is, in fact, a **darkmantle**. It attacks anyone other than Bavlorna who touches it. If it makes a successful melee attack against a creature that happens to be wearing a helm, a hat, or some other kind of headwear, the darkmantle grabs and removes the headwear and flees with it rather than dealing damage to the target or enveloping its head.

Magic Mirror. A *detect magic* spell reveals an aura of conjuration magic around the freestanding mirror, which acts as a portal. Touching the reflective surface of the mirror while speaking the command word, "bandersnatch," causes the surface to become a swirling vortex of mist. A creature that steps into this vortex is instantly transported to the Hall of Illusions in the Witchlight Carnival (see chapter 1). In the Hall of Illusions, the portal resembles an oval doorway of swirling mist that remains active for 1 minute. While the portal is active, a creature in the Hall of Illusions can pass through it and reappear in front of the mirror or in the nearest unoccupied space. Once the portal closes, it can't be reopened except by touching the mirror's surface and speaking the password again.

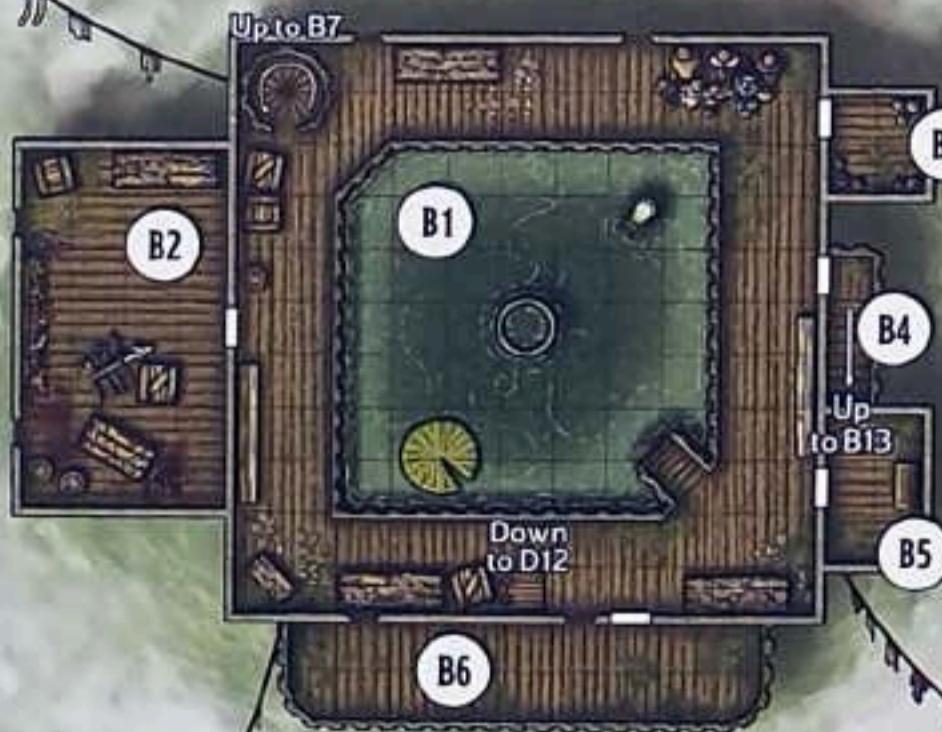
BAVLORNA'S COTTAGE



THIRD FLOOR



SECOND FLOOR



FIRST FLOOR

1 SQUARE = 5 FEET

Breaking the mirror renders it nonmagical and closes the portal instantly. The mirror is a Medium object with AC 13, 4 hit points, and immunity to poison and psychic damage.

Pool. Stairs lead down into the pool from one corner of the surrounding walkway. Bavlorna tries to bathe in the pool once a day to keep her skin from drying out and cracking, but the well that supplies the water has stopped working. Characters who peer into the well can see that it is filled with calm water almost to the brim. Bavlorna doesn't know it, but the cause of the faulty well is a 10-foot-high gelatinous cylinder (use the **gelatinous cube** stat block) that's blocking the normal flow of water. The creature's presence has also contaminated the water above it, rendering it mildly acidic—not enough to cause damage, but enough to make one's skin tingle uncomfortably. A character who experiences this tingling can, with a successful DC 15 Intelligence (Nature) check, ascertain that something akin to a gelatinous cube has lodged itself in the well.

The gelatinous cylinder lurks 10 feet down inside the well and is invisible in the water. It attacks any creature and dissolves any organic material that comes in contact with it. If a creature lowers itself into the water, attacks the ooze from above, and then exits the well, the gelatinous cylinder squirms up the shaft in pursuit, emerging from the well and thus unplugging it. The cylinder is 10 feet high and 10 feet in diameter. When it is lured out of the well or killed, the flow of water resumes in a torrent, filling the pool to a depth of 3 feet in 1 minute.

Treasure. The lily pad floating on the water is a magic item called a *bobbing lily pad* (see appendix A). Bavlorna is attuned to it currently.

B2. TAXIDERMY WORKSHOP

A horse's head leers at you with glossy eyes, its lips drawn back from pointed yellow teeth. The head is affixed to a large, eight-limbed armature made of wicker and wire, situated so that it faces the doorway where you entered. Near it is a wooden crate.

Flies buzz about this disordered room, landing occasionally on animal carcasses that lie strewn in small piles. On a low table rests an assortment of tools—saws, knives, scrapers, a hand-cranked drill, sewing thread and needles, and awls—around several taxidermic subjects in various stages of completion. A shelf that looks on the verge of collapse leans against the wall between two windows and bears the weight of dozens of stuffed horrors. Each one is an artless combination of two or more animals.

This area is where Bavlorna stuffs dead creatures and stitches them together to create chimeric horrors.

Crate. Bavlorna's name is scrawled on one side of the crate. Lifting the lid releases a harmless swarm of flies. The crate contains the carcass of a curled-up, eight-legged reptile with spikes running down its back. With a successful DC 15 Intelligence (Nature) check, a character can determine that it's the carcass of a basilisk.

Worktable. Along with the tools and specimens, the table has a small box with drawers that contain glass eyes. One of the eyes is made of wood, and it belongs to Bavlorna's sister, Skabatha Nightshade (see chapter 4).

B3. FABRIC STORAGE ROOM

Scraps of cloth and bundles of yarn are piled throughout this small room.

This is Bavlorna's fabric storage closet, where she takes lost and forgotten garments and cuts them into lengths of cloth from which she creates her own clothes. Characters who search the room find two 1-foot-tall pincushions sewn into humanoid shapes. One of the pincushions is mounted on a tiny wooden rocking horse; the other has a pair of wooden wings. The pincushions represent Bavlorna's sisters, Skabatha and Endelyn.

B4. RICKETY STAIRS

A flight of stairs runs along the outside wall of the cottage, with wooden doors at the top and bottom of it. A rickety railing hugs the edge of the staircase, which looms above the foggy lake. A steady droning sound comes from a shadowed corner above the door at the top of the stairs.

This outdoor stairway connects area B1 on the first floor with area B13 on the second floor, but the steps are in bad shape. A character who examines the stairs and succeeds on a DC 10 Wisdom (Perception) check discovers that the second and third steps from the bottom are rotted and incapable of supporting much weight. If more than 40 pounds of weight is applied to either one, both steps give way. When that happens, any creature standing on them must make a DC 15 Dexterity saving throw. On a successful save, the creature stops short of falling through the gap. On a failed save, the creature plunges 35 feet into the 20-foot-deep lake surrounding the cottage, taking no damage. A character who falls into the lake while wearing heavy armor sinks

to the bottom but can, on their turn, swim to the surface with a successful DC 10 Strength (Athletics) check.

Wasp Nest. A 7-foot-long, 5-foot-wide wasp nest clings to a shadowy corner above the door at the top of the stairs, outside area B13. The nest is a Medium object with AC 11, 12 hit points, and immunity to poison and psychic damage. It holds a **swarm of insects** (wasps) that is incapacitated and remains so until the nest is disturbed or damaged. Part of the nest overlaps the door, and opening the door disturbs the nest.

While the wasps are in the nest, any damage dealt to the nest applies to the swarm as well. Once it emerges from the nest, the swarm is hostile toward all other creatures on the stairs. The swarm pursues creatures that flee into the cottage, but not creatures that jump or fall into the lake.

B5. TROVE OF LESSER GOODIES

The door to this room creaks loudly when opened.

A large cupboard stands alone in this dark room. Fine scrollwork frames the cupboard's two doors, which are bridged by a circular panel of dark wood. The panel is inlaid with a silver hourglass sigil.

If Sir Talavar the faerie dragon was recaptured and brought here, he remains trapped in his cage, which hangs from a hook protruding from a wall next to the cupboard.

The cupboard is locked but can be unlocked by rotating the circular panel so that the hourglass sigil is turned upside down. Characters who examine the sigil can ascertain, with a successful DC 10 Intelligence (Investigation) check, that it can be manipulated safely.

The inside of the cupboard is divided into rows of small compartments, each one stuffed with pouches or other tiny containers. One of the containers is a teacup-sized ceramic cauldron, inside which is a scrap of paper with the word "spittlespew" written on it in Common. (This is the password to open the cauldron in area D18.)

Bavlorna keeps various mementos and trinkets in the cupboard, including:

- Loose buttons of various shapes, colors, and materials
- Stray cutlery (all from different sets)

- Unopened love letters (not written or addressed to Bavlorna, but to long-dead people with whom Bavlorna has had dealings)
- Old, frayed, coiled-up belts
- Pressed flowers and loose dried petals
- A horseshoe
- Feathers from various birds
- A chipped teacup

B6. BALCONY

This ten-foot-wide balcony runs almost the length of the cottage and is covered from end to end with living frogs. At each end of the balcony, attached to one corner of the cottage just beyond easy reach, is a clothesline draped with patchwork garments. The two lines stretch out over the lake and disappear into the thick fog.

If anyone steps onto the balcony, the hundreds of harmless **frogs** on the balcony croak in unison, alerting Bavlorna wherever she happens to be in the cottage. If one or more of the frogs are killed, the rest leap into the lake below.

If she hears the croaking frogs, Bavlorna sends three of her lornlings (use the **quickling** stat block in appendix C) to investigate and report back to her. They avoid combat.

B7. HALLWAY

The spiral staircase in area B1 leads up to this hallway on the second floor.

The walls of this dark hallway are covered with scores of portraits depicting grumpy, sad, frightened, and angry people. The figures include humans, elves, halflings, bullywugs, and goblins, among others. The portraits are rendered in a variety of mediums, including paintings, etchings, and sketches. All are displayed in gaudy, gilded frames.

A framed oval mirror two feet wide and five feet tall hangs in the middle of one wall.

The hall has closed doors leading to areas B8, B10, and B16.

Oval Mirror and Secret Door. A *detect magic* spell reveals an aura of transmutation magic around this mirror. The mirror's frame is stuck to the wall with *sovereign glue*, and the mirror can't be removed without destroying it. The mirror alters the reflection of any creature that gazes into it, rendering the reflection bereft of expression or emotion, except if a creature smiles into the mirror. In that

case, the creature's reflection also smiles, and a secret door in the wall holding the mirror swings inward, revealing a hidden passage (area B9).

Any character who examines the wall behind the mirror and succeeds on a DC 10 Wisdom (Perception) check sees the edges of the secret door, which can also be forced open with a *knock* spell or similar magic. Bavlorna can open the secret door without having to smile or use magic.

B8. GUEST ROOM

This is a dusty, uncluttered room. Several shadow boxes hang on the wall to either side of a modest bed with moldering linens. Most of the shadow boxes contain mummified pixies pinned to boards like a collection of butterflies. The glass on one of the shadow boxes has been broken, and its contents are missing.

B9. SECRET PASSAGE

Bavlorna has forgotten about this secret passage, which connects areas B7 and B10.

A moldy scent hangs in the air in this dark, L-shaped hallway.

The secret door leading to area B7 is easily spotted from this side but requires a *knock* spell or similar magic to open. Only Bavlorna can open the secret door without using magic.

Shrinking Effect. Creatures and objects in the hallway magically shrink in size as they get closer to area B10. They are normal size at the end of the hall closest to area B7, one-half their normal size at the bend in the hallway, and one-twentieth their normal size at the end of the hall closest to area B10. Shrunken creatures have disadvantage on Strength checks and Strength saving throws, and their weapons deal 1d4 less damage at one-half to one-tenth size, or 2d6 less damage at smaller than one-tenth size (minimum damage of 1 in either case).

One minute after a creature or an object leaves the tunnel, the shrinking effect on it ends, whereupon it returns to its normal size.

Tiny Door. A solid wall seems to block access to area B10, but closer inspection reveals a 2-inch-wide, 4-inch-tall mouse hole at the base of the wall. This mouse hole is blocked by a tiny wooden door that is barred on this side by a steel needle. Lifting the needle allows the tiny door to be pulled open easily, revealing a moldy stretch of floor underneath the potion cabinet that stands against the wall in area B10.

Development. Shrunken creatures that pass through the tiny door have 1 minute to move out from under the cabinet into area B10 before they

return to their normal size. If a creature is under the cabinet when it enlarges to Small or Medium size, it is pinned underneath the cabinet. While pinned in this way, the creature is prone and restrained. On each of its turns, it can use an action to try to free itself, doing so with a successful DC 16 Strength (Athletics) check.

B10. STUDY

Two creatures are having a conversation over tea in the middle of this room. The first figure is seated in a timeworn armchair. She is a tall, lean woman of gray complexion, dressed in black with a wide-brimmed hat obscuring her eyes. The other figure is a toad-like creature with bulging eyes and cracked skin. It is clad in a shapeless garment and sits on one end of a love seat with its legs pulled up beneath it. Flies flit into and out of its mouth, which hangs agape when it isn't speaking. Two tiny versions of the creature cling to it like pets.

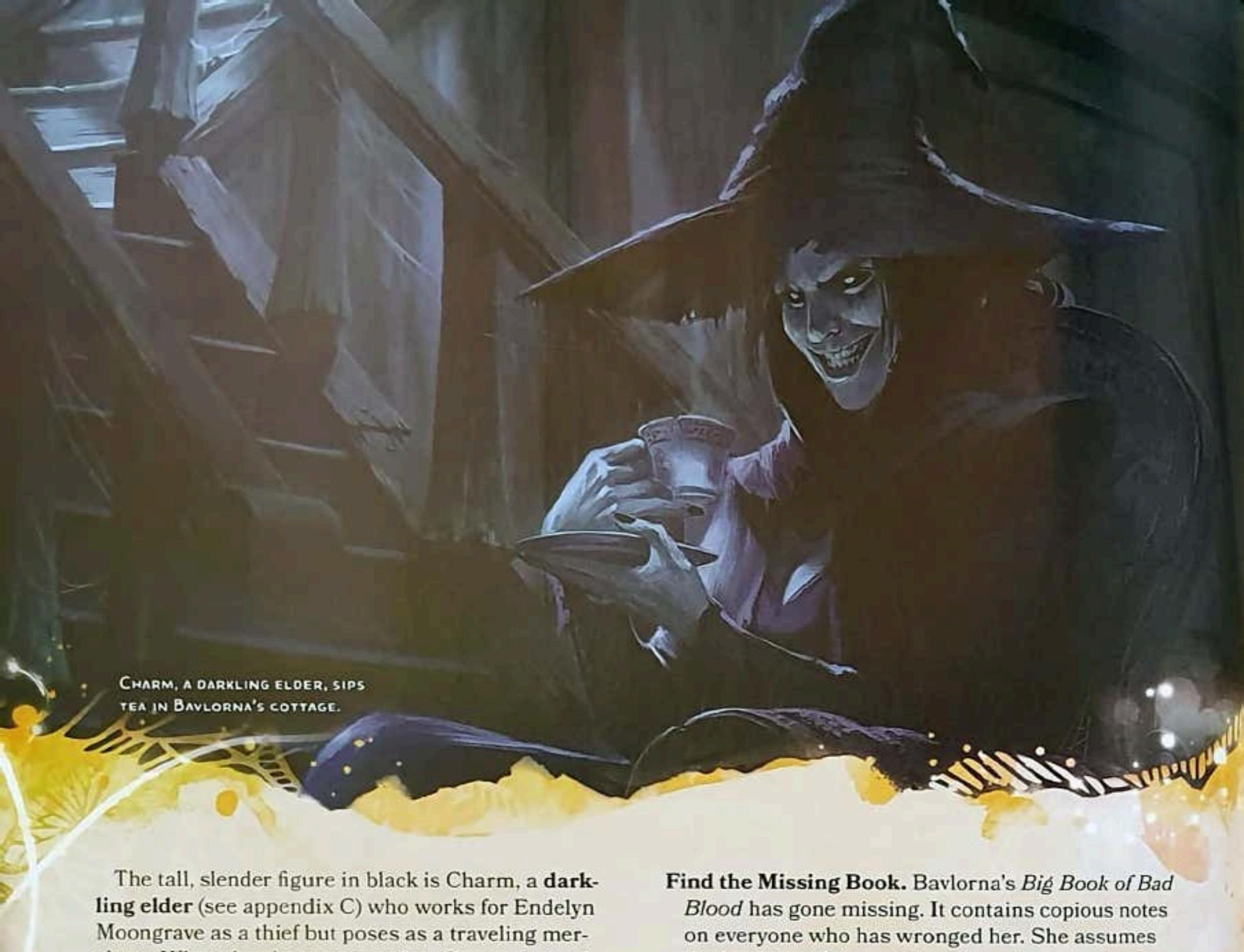
The room is filthy. Dirty dishes and bits of discarded food lie everywhere. The furniture was perhaps once of fine quality, but now stains of mysterious origin mottle every surface, and the upholstery has been patched numerous times. Set with its back to the wall in one corner is a hulking wooden cabinet. Sturdy legs support the bottom of the cabinet six inches above the floor. A decrepit wooden staircase climbs up the wall in another corner.

The toad-like creature is **Bavlorna Blightstraw** (see appendix B), and she is joined by two of her lornlings (use the **quickling** stat block in appendix C). Bavlorna has not submerged herself in her preservation pool in some time, and her skin is brittle and cracked. If she has been warned about intruders, Bavlorna fixes her bulging eyes on the characters as they come into view:

The toad-like creature speaks to you in a low croaking voice. "What act of desperation compels you to enter my home, little darlings?"

See "Dealing with Bavlorna" below for advice on how to run an encounter with the hag, keeping in mind the rules of hospitality, ownership, and reciprocity to which she adheres (see "Rules of Conduct" earlier in the chapter).

Bavlorna has an iron key tucked in one of the pockets of her garment; this key unlocks the door to area B19.



CHARM, A DARKLING ELDER, SIPs
TEA IN BAVLORNA'S COTTAGE.

The tall, slender figure in black is Charm, a **darkling elder** (see appendix C) who works for Endelyn Moongrave as a thief but poses as a traveling merchant. When the characters arrive, Charm is gossiping with Bavlorna about the hag's sisters, Endelyn and Skabatha. The conversation is a distraction, buying time for Charm's shadow to perpetrate a heist in area B19. Characters who have a passive Wisdom (Perception) score of 13 or higher notice that the black-clad figure doesn't cast a shadow. This is not a trait that darklings possess, but rather the result of Endelyn's using her *scissors of shadow snipping* (see appendix A) to cut loose Charm's shadow and transform it into a separate creature. See chapter 4 for more information on Endelyn and her magic scissors.

Dealing with Bavlorna. Before she'll agree to help the characters in any way, Bavlorna demands that they complete the following three chores:

Fix the Preservation Pool. Bavlorna's preservation pool (see area B1) won't fill with water. It seems the well that supplies it is plugged. Bavlorna wants the characters to fix the problem. (If the characters have already defeated the creature that was plugging the well, she considers this chore complete.)

Find the Missing Book. Bavlorna's *Big Book of Bad Blood* has gone missing. It contains copious notes on everyone who has wronged her. She assumes the book hasn't been taken far and wants the characters to search Downfall for it. (The book is currently in the hands of Gullop XIX, the bullywug king in area D6. If the characters have already dealt with Gullop and are returning the book to Bavlorna, she considers this chore complete.)

Pick Up a Package. Bavlorna fancies herself an expert in taxidermy, and a bullywug hunter has filled a crate with animal carcasses for Bavlorna to stuff. The crate can be found in one of the bullywug dwellings (area D16), and Bavlorna wants it brought to her.

When all three chores are complete, Bavlorna insists on taking a short rest in her preservation pool to moisten her skin. Only then will she consider bargaining with the characters.

While the characters are busy performing one or more of Bavlorna's unfinished chores, the darkling elder and her elusive shadow find what they were after and return to their balloon (area D10). The darklings then unmoor their balloon and drift away toward Yon. If the darklings escape, the characters might encounter them again in chapter 4.

If you used the “Lost Things” adventure hook and the Story Tracker indicates that Bavlorna has one or more things in her possession that the characters desire, she agrees to give up these items on one condition: she wants the characters to steal a portrait of her older sister, Skabatha, and deliver it to Bavlorna’s cottage within eight days. Bavlorna provides three pieces of information before spitting into her hand and requiring the characters to shake it, thus sealing the bargain:

- Loomlurch is a giant, hollowed-out tree located deep in the forest of Thither. Skabatha uses it as a lair.
- Skabatha’s portrait is displayed in a circular room in the heart of Loomlurch, alongside portraits of her three sisters: Bavlorna, Endelyn, and Tasha. (Bavlorna won’t add anything about Tasha if the characters press for more information about her.)
- To reach Thither, the characters need a guide. There’s a scarecrow in Downfall who knows the way (she can’t remember the scarecrow’s name).

If Skabatha’s portrait is brought to Bavlorna on time, the hag fulfills her end of the bargain. If the characters fail to deliver Skabatha’s portrait within the agreed-upon time, each character who agreed to the bargain must succeed on a DC 19 Charisma saving throw or be cursed. While cursed in this way, the character loses one cherished possession (chosen by you). This possession disappears and is not regained until the curse ends. Bavlorna can end the curse on a character (no action required), as can any spell that ends a curse.

If the characters were drawn to Prismeer by the “Warlock’s Quest” adventure hook, they can strike a different bargain with Bavlorna, but she won’t deal with anyone who claims to be searching for a way to help Zybilna and thereby weaken the Hourglass Coven. First and foremost, Bavlorna wants Skabatha’s portrait (with the same time restrictions as the “Lost Things” bargain above) and is willing to trade for it. Once she has the portrait, her greed might focus on something else in Skabatha’s possession, at your discretion.

If Bavlorna feels threatened, or if a fight turns against her, she flees to Thither on her *bobbing lily pad* (in area B1) and reluctantly takes refuge with her older sister, Skabatha (see chapter 3 for details).

If she has no option but to fight, Bavlorna doesn’t hesitate to swallow one of the characters. If she is later forced to regurgitate the character, she also expels a small iron key. The key unlocks the potion cabinet in this room.

Potion Cabinet. The cabinet in the corner is made of wood that is still covered with bark and patches of moss. There’s a lock in the middle of the right panel, but it’s obscured beneath hanging moss.

(Bavlorna swallowed the key for safekeeping but can regurgitate it as needed.) A character can use an action and thieves’ tools to try to pick the lock, doing so with a successful DC 15 Dexterity check.

The cabinet contains two shelves:

- The bottom shelf holds three magic potions with labels in Elvish: a *potion of diminution* labeled “Shrink,” a *potion of growth* labeled “Grow,” and a *potion of invisibility* labeled “Vanish.”
- The top shelf holds a stuffed cat that shambles to life when the cabinet is opened. The cat formerly belonged to Bavlorna’s sister, Endelyn. (She suspects Bavlorna stole the cat, but she has no proof.) The cat, Gloam, is hostile toward all creatures except Bavlorna. It uses the **cat** stat block, except it is an Undead, has immunity to poison damage, and is immune to exhaustion and the poisoned condition. On its first turn in combat or when it is reduced to 0 hit points, the cat expels a cloud of dust that acts as *dust of sneezing and choking*.

Tiny Door. Characters who look underneath the potion cabinet see a tiny door built into a 2-inch-wide, 4-inch-tall mouse hole at the base of the wall. The door is barred on the other side, but a character can use an action to try to force open the door, doing so with a successful DC 10 Strength check. The door opens into a secret passage (area B9).

B11. AVIARY

Slivers of light enter through cracks in the shutters that cover three tall windows. The light reveals the shapes of several pedestals. On each one rests an object with a patchwork cloth draped over it. Wilting ferns in crumbling clay pots give the room its earthy smell. The floor is covered in a layer of straw.

This is Bavlorna’s aviary, where she uses taxidermy birds to send and receive messages from her coven sisters. Outside two of the room’s windows are small wooden balconies, each one corresponding to a sister. The word “Thither” is scrawled above the window to the east balcony, while the word “Yon” is scrawled above the window to the north balcony. Messages meant for a particular sister are sent from the corresponding balcony.

On the pedestals are cages that hold seven birds, each of which has the head of one avian species and the body of another. They squawk and flutter about anxiously if the drapes covering their cages are removed. Each bird uses the **hawk** stat block, except it is an Undead, has immunity to poison damage, and is immune to exhaustion and the poisoned condition.

B12. MEAT LOCKER

The door to this room is closed and cold to the touch.

This room is freezing. Chunks of frozen meat dangle from the ceiling on hooks and chains. Along the walls, more meat is stacked in piles on metal racks.

A small, frost-covered wooden coffer sits in the middle of the floor. The cold seems to be radiating from it.

The cold isn't likely to harm the characters unless they spend an hour or more in the room, in which case the rules for extreme cold apply (see the *Dungeon Master's Guide*).

The wooden coffer is frozen shut but can be pried open with a successful DC 10 Strength (Athletics) check. This check is made with advantage if a crowbar or similar tool is used. The coffer contains the still-beating heart of an elf named Octavian Meliamne (see area D14). If the heart is removed from the coffer or the room, the spell that cools the room is broken, and everything in the room begins to thaw as the room slowly warms up.

B13. KITCHEN

Any character who listens at one of the doors hears a loud ruckus coming from inside.

In this gore-spattered kitchen, a stout figure with a stained apron, iron boots, a crimson cap, and a bloody meat cleaver chases a pair of vultures around a butcher's block while the squawking birds fight over a scrap of meat.

The butcher's block is a slab of blood-encrusted wood that occupies the middle of the kitchen. Dirty cutlery and mismatched plates and pots balance in precarious piles in and around a wooden wash basin.

The small figure is a female **redcap** (see appendix C) named Bloody Toes. She was carving up some meat when two **vultures** flew in through the door to the balcony (area B14). The characters' presence doesn't alarm or bother her. In fact, she asks the characters for help in getting rid of the vultures.

Bloody Toes serves Bavlorna as a chef and butcher. The hag has forbidden the redcap from attacking or murdering guests, so Bloody Toes fights only in self-defense. The redcap despises everyone and everything, but she hates Bavlorna most of all. If the characters claim to be at odds with Bavlorna,

the redcap reveals that Bavlorna has a weakness: she is allergic to seeing anyone run widdershins (in tight counterclockwise circles) near her. Such a sight causes the hag to sneeze uncontrollably.

B14. CAGES

If the characters are offered to Bavlorna as prisoners, they are locked up here.

Three large iron cages hang from wooden beams that extend out from this balcony over the lake below. Trapped inside one of the cages is a smiling satyr. "Hello there!" he says.

These iron cages are used to store soon-to-be-butchered meat. Each cage can hold up to two Medium creatures, and each beam can be hoisted up over the balcony using a crank that is attached to the railing. A character can use an action to try to bend the bars of a cage, doing so with a successful DC 25 Strength (Athletics) check, or use thieves' tools to try to pick a cage's lock, doing so with a successful DC 15 Dexterity check.

The **satyr**, Vansel, is not wearing any clothes. Harengon brigands stole his clothes while he was bathing. When he chased them, he ended up trapped in a net and was brought to Bavlorna. He's in good spirits despite his current situation, believing everything will work out and he'll have quite a story to tell afterward. If the characters release him, he searches the kitchen (area B13) for something to wear and finds a grease-stained tablecloth he can use as a robe. He also finds a bottle of wine and guzzles it down. Appendix D has additional roleplaying notes for Vansel.

Treasure. Vansel stays close to his rescuers until he's clear of Bavlorna's cottage, at which point he thanks the characters and bids them adieu. Then, suddenly remembering the rule of reciprocity (see "Rules of Conduct" earlier in the chapter), he picks up a stick, whispers to it, and hands it to one of the characters. If a character accepts the gift, a tiny flower blooms at one end of the stick. Until this flower wilts and falls off 24 hours later, the stick has the properties of a *stone of good luck* that doesn't require attunement.

B15. PANTRY

This room contains dozens of pickling jars on wooden racks. Most of the jars are filled with pig snouts, toads, small birds, onions, mushrooms, and other cooking ingredients. One of the jars contains a **campestri** (see appendix C) that bursts into song if released.

B16. DINING ROOM

This room has two exits. Above each door, mounted on a wooden plaque, is a severed goblin head with its mouth agape. Other furnishings include a sideboard, two cupboards with doors made of wood-framed glass, and a large banquet table covered with plates of half-eaten food and a swarm of feasting flies. A chandelier hangs above the table, its tallow candles filling the room with dim, flickering light. Six mismatched chairs flank the table—three chairs per side.

Two of Bavlorna's lornlings (use the **quickling** stat block in appendix C) hide in the mouths of the severed goblin heads mounted above the doors. Any character who peers into one of these gaping mouths spots the lornling hidden in it. The lornling stares back at the character but doesn't attack.

These lornlings know that Bavlorna has a magic mirror (in area B1) that can transport creatures to the Witchlight Carnival, and they trade this information in exchange for their lives. Each of them has overheard Bavlorna speak the mirror's command word ("bandersnatch"), but they can't remember or pronounce the word accurately. Instead, they say phrases such as, "blunder scratch," "bangle stash," "banter catch," "bandy crasher," "bumble snatch," and "babble scrabble."

B17. HOOCH DISTILLERY

A contraption made of entangled copper tubes connects to a pot-bellied boiler and a dozen cylindrical containers, which in turn sprout even more tubes that feed into buckets. Barrels are clustered in the southeast corner, and a worktable in one corner of the room has bits of copper and metalworking tools strewn across it. Light filters in through the green, diamond-shaped panes of glass set into the window.

Bavlorna distills her supply of mushroom-based alcohol here. The complex network of copper tubes takes up much of the room. Six buckets collect the stinking alcohol. The barrels are filled with this homemade brew, and each one weighs 250 pounds.

The still's structural integrity is on the brink of failure. Any creature that disturbs the distillery must succeed on a DC 12 Dexterity saving throw or knock something loose or out of alignment. On a failed save, roll a d8. On a 1, the still explodes, blowing out the glass window but leaving the barrels intact. When the explosion occurs, each creature in the room must make a DC 15 Dexterity saving

throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

B18. BAVLORNA'S BEDROOM

The stairs in area B10 lead up into this room.

A ball of light bobs above the rafters, casting shadows over this room, in which the owner's messy habits are on full display. Rumpled and moldering rugs share floor space with food scraps, stacks of dirty dishes, and tipped-over clay pots whose plants have long since died.

A bed that occupies one corner of the room has a pile of straw in place of a mattress. In the opposite corner stands a squat chest of drawers with a watering can resting atop it. The only other furnishing of note is a stocky wooden chest with a sturdy iron padlock. It sits in another corner between two closed doors.

The ball of light floating near the 20-foot-high ceiling is a **will-o'-wisp**, which drifts down toward the characters if they move into the room. It attacks only if they try to remove the chest or any of its contents from the room without first opening the chest using the proper key (see "Thirsty Plants" and "Treasure" below). If reduced to 10 hit points or fewer, the will-o'-wisp turns invisible and tries to flee; if it escapes, it flies to Bavlorna and warns her about the intruders in her bedchamber.

Chest of Drawers. This chest contains folded dresses and other garments that Bavlorna wears occasionally. None of them were made for her, but she has adjusted them to fit her toadish form. All of the garments are discolored from age and neglect.

The watering can on the chest is rusty and contains a gallon of water.

East Door. This door leads to Bavlorna's trove of greater goodies (area B19), where she keeps her most prized items.

South Door. This door leads to a small, empty balcony that looks out over Murky Lake (area D7).

Thirsty Plants. There are four dead plants in tipped-over pots. Each one is a **twig blight** with a speed of 0 feet because it is rooted to its pot. The twig blights are thirsty but unable to reach the watering can resting on the chest of drawers. If the characters help the twig blights by standing them upright and watering them, one of them pulls a black-enamelled iron key out of the dirt in its pot and gives it to the characters. This key unlocks the wooden chest in this room (see "Treasure" below).

Treasure. The padlocked chest has clawed iron feet and the initials B.B. crudely carved into its lid. It takes 1 minute and a successful DC 15 Dexterity check using thieves' tools to pick the padlock.

On a check that fails by 5 or more, or if the lock is smashed off, the chest transforms into a Small animated object and attacks whoever tried to open it (see the *animate objects* spell for its statistics).

The chest contains the following items:

- A 12-inch-tall marionette that Bavlorna stole from her sister, Endelyn. It has faces on opposite sides of its head. One face is a moon, and the other is a sun. As an art object, the marionette is worth 25 gp.
- An unpunched ticket from the Witchlight Carnival. The ticket is signed by Isolde, the carnival's original owner.
- Three *spell scrolls* of *identify* tied together with a lute string.

B19. BAVLORNA'S HOARD

The door to this room is locked, and Bavlorna has the key on her person. The characters might have a key as well, if they acquired one from the awakened tree on Telemy Hill or Bavlorna. As an action, a character using thieves' tools can try to pick the door's lock, doing so with a successful DC 20 Dexterity check. Alternatively, a character can use an action to try to break down the door, doing so with a successful DC 17 Strength (Athletics) check.

This musty room looks like a miser's attic. Lying in tall heaps are discarded blankets, quilts, cushions, and clothing of all shapes and sizes, not to mention musical instruments, toys, dolls, jewelry boxes, flower vases, child-sized caskets, and broken furniture.

Among the heaps of junk are a few oddities, including a stag's skull hanging on one wall, a white porcelain jar with chicken legs standing on a table, a fancy helmet placed on the faceless head of a wooden mannequin, and a five-foot-long bronze statue of a giant frog squatting in a corner, its mouth agape and filled with impenetrable darkness. A weak croaking sound calls your attention to a tiny, shriveled figure lying on the floor. It lets out one final gasp before dying.

The tiny figure is one of Bavlorna's lornlings. It was killed by the **shadow** of the darkling elder in area B10. The shadow has detached from the darkling and roams freely. If the characters arrive here while Bavlorna is entertaining the darkling elder, they interrupt a heist being carried out by the shadow:

A shape moves in the gloom—a dark humanoid figure lurking among the junk. It clutches a large spool of thread in one hand as it heads for the door.

The shadow is a Fey, not an Undead. It tries to slip past the characters into area B18, using its Amorphous trait to slip underneath the door if a character closes it. It then moves onto the balcony in that area and jumps in the lake, where it waits to rejoin the darkling elder. The shadow doesn't attack, and it drops the spool of thread if it can't escape with it. The spool, unlike the shadow, is too wide to fit under the door.

Bavlorna's sister, Endelyn Moongrave, covets the spool of thread and has sent Charm to steal it. The thread is the color of frustration and self-doubt, as perceived by the beholder (meaning that each creature sees the thread's color as the hue it associates most with such emotions), and it confers these feelings on anyone who wears garments sewn with it. Even touching the thread evokes these negative emotions.

Junk. Bavlorna's "treasure hoard" consists of worthless junk and the following special objects:

- A stag's skull hangs on a wall hook 5 feet above the floor. This skull is Clapperclaw's missing head (see area D5 for details).
- A porcelain jar made of varnished white clay rests on a wooden table. The jar has legs that have been painted to look like the legs of a chicken. Inside the jar are two broken pieces of a wishbone. If the characters touch the two pieces together, they hear Bavlorna's voice in their heads say, "Skabatha forgets the first creature she sees when she wakes up, although her memory of it returns each night when she sleeps. A creature forgotten by Skabatha in this manner is invisible to her."
- A wooden mannequin wears a *helm of telepathy*. If the helm is removed from the mannequin, the mannequin animates and tries to get the helm back by attacking whoever has it. The mannequin uses the **animated armor** stat block but has AC 15. If it reacquires the helm, the mannequin dons the helm and reverts to its inanimate state until the helm is removed again. Placing a different piece of headgear on its bare head has the effect of rendering the mannequin inanimate permanently.

Bronze Frog Statue. Magical darkness fills the inside of this statue's gaping mouth, allowing no light to enter. The mouth leads to an extradimensional space. If a character reaches into the statue's mouth, read the following boxed text, addressing that character's player:

Your limb disappears into the darkness, and it feels as though your fingers were pushing through cool mud with eels swimming through it.



To grab hold of something and pull it from the statue's mouth, a character must say the name of what they desire. If the desired thing is in the extradimensional space, it materializes in the character's hand. If you're using the "Lost Things" adventure hook and Bavlorna has turned one or more of the characters' long-lost possessions into magic items, these items can be retrieved from the statue's extradimensional space.

The bronze frog statue weighs 750 pounds and is a Medium object with AC 19, 32 hit points, and immunity to poison and psychic damage. If the statue is destroyed, the extradimensional space collapses, and everything once contained there becomes lost in the Astral Plane.

Development. If the characters follow Charm's shadow on its escape attempt, it leads them to the stairs under Bavlorna's cottage, where it waits briefly. When Charm leaves Bavlorna's cottage, the darkling elder and her shadow make a beeline to their balloon (area D10) and depart Downfall with all haste, whether the shadow's heist succeeded or not.

If Charm escapes with the spool of thread, the characters can use it as an enticement in their negotiations with Bavlorna, offering to retrieve it and trade it to her for something in return.

If the characters thwart Charm's shadow and prevent the darkling elder's escape, Bavlorna attacks the darkling elder and tries to swallow her. Then, adhering to the rule of reciprocity (see "Rules of Conduct" earlier in the chapter), Bavlorna agrees to negotiate with the characters even if they have not yet performed any chores for her.

FROM HITHER TO THITHER

The characters might travel to Thither to fulfill the terms of a bargain they struck with Bavlorna, in which case the hag grants them permission to use the balloon in area D2. (If that balloon was destroyed, an undamaged one just like it arrives in Downfall, piloted by a **bullywug knight** named Dumphrey Frogart.) Either Dumphrey or Morgort is happy to serve as a balloon pilot, though the bullywug parts company with the characters once they are safely delivered to Thither.

To reach Thither, the characters need Clapperclaw the scarecrow (see area D5) to guide them. If Clapperclaw is unable or unwilling to help the characters, substitute another helpful creature, such as Morgort the bullywug knight or Vansel the satyr.



THE GETAWAY GANG'S FOREST STRONGHOLD IS A TREEHOUSE
NESTLED IN THE BOUGHS OF A TREANT NAMED LITTLE OAK.

THITHER

THITHER IS A SPRAWLING FEY WOODLAND with a decaying core. With each passing day, Granny Nightshade's presence eats away at the forest's trees and taints its denizens. The rot worsens the closer one gets to Loomlurch, Granny Nightshade's lair.

RUNNING THIS CHAPTER

In this chapter, the characters explore the forests of Thither. They could be searching for their lost things or questing for a means to overthrow the Hourglass Coven. Deep in the forest, they can confront Granny Nightshade in her lair.

Before your first game session in Thither, follow these steps to help make the players' experience as entertaining as possible:

- Thither is ruled by Skabatha Nightshade, also known as Granny Nightshade. Read her description and skim her stat block in appendix B.
- Read this chapter in its entirety, and reacquaint yourself with the “Prismeer Overview” in chapter 2.
- Look over the map of Thither. Locations marked on the map are described later in this chapter.

LOST THINGS IN THITHER

If you used the “Lost Things” adventure hook, check the Story Tracker to see if Skabatha Nightshade has anything the characters want to reclaim. When the characters enter Thither, anyone who had something stolen by Skabatha gets the nagging sensation that it is somewhere in this realm, though the character doesn't know where. The feeling fades when the character either regains what was lost or leaves Thither without recovering it. To find what they've lost, the characters must travel to Loomlurch. Objects that Granny Nightshade created using things she stole from the characters can be found in her dollhouse (see area L16).

NAVIGATING THITHER

Using the map of Thither as a reference, describe what the characters see as they forge their own path through the splinter-realm. Named locations on the map are described later in the chapter.

Shortly after arriving in Thither, the characters come upon a cave that is the home of a miser who spins gold into magic items. The miser, Nib, can

provide directions to other locations in Thither. As the characters make their way through Thither's ancient forest, they might find a fairy ring or a wanted poster (see “Features of Thither”) or have a random encounter (see “Arrival in Thither”).

At Little Oak, the characters meet the Getaway Gang, a gaggle of lost children led by a rapscallion named Will of the Feywild. The Getaway Gang can teach the characters how to reach Wayward Pool, an idyllic lake protected by a unicorn named Lamorna, who knows important information about Zybnilna's fall and explains the importance of finding the horn that belongs to her lost mate, Elidon.

Characters who have business or grievances with the perfidious Granny Nightshade can venture to Loomlurch (an enormous, hollowed-out tree that houses the hag's workshop) and seek her out. A bargain they struck with Bavlorna Blightstraw in chapter 2 might also require the characters to pay Loomlurch a visit.

GUIDE FROM THITHER TO YON

Squirt, an animated oilcan, can guide characters from Thither to Yon and back to Thither. Squirt resides at Little Oak (see “Locations in Thither”). If you choose not to run the Little Oak encounter, you can place Squirt in another location that the characters are likely to visit.

FEATURES OF THITHER

The following physical features can be found across the realm of Thither.

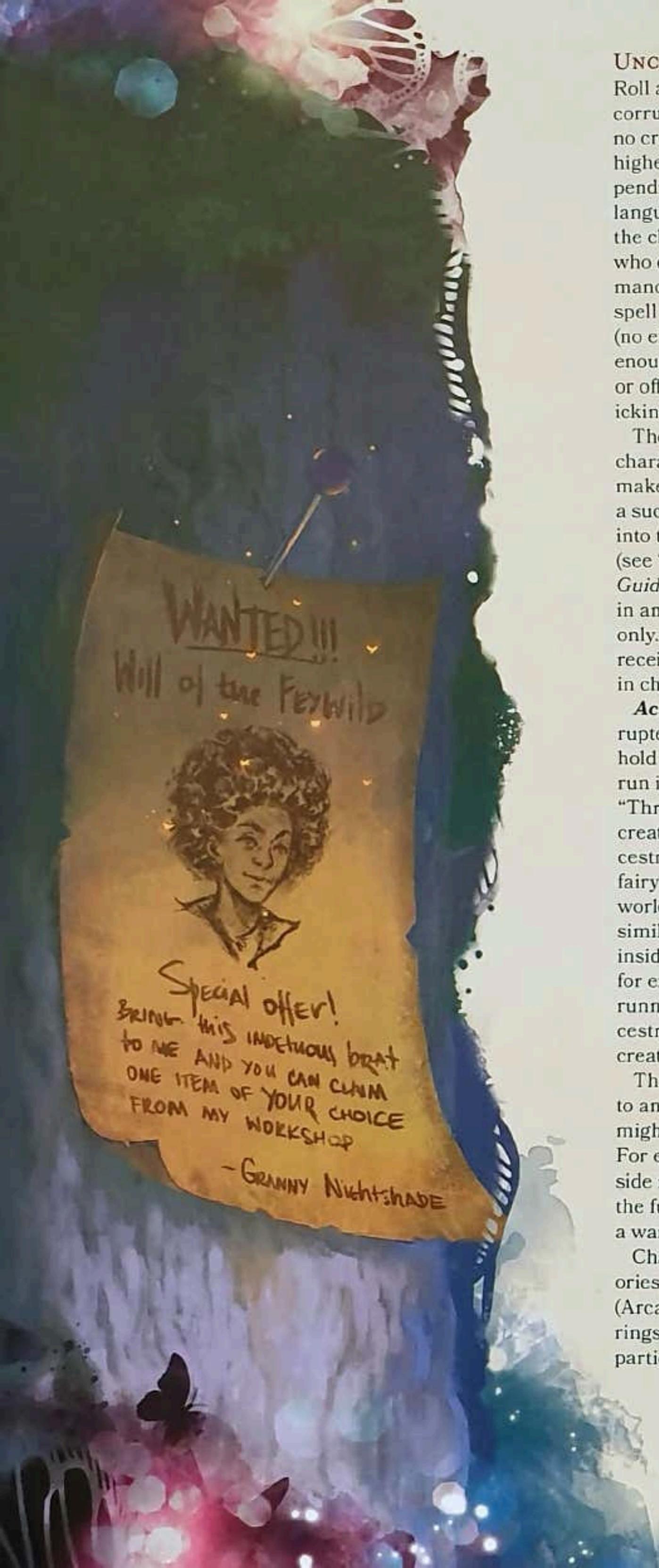
FAIRY RINGS

When Zybnilna ruled Prismeer, the forests of Thither were home to a host of fairy rings that functioned as fey crossings to different worlds in the Material Plane. Granny Nightshade has corrupted as many of the rings as she could find, making them dangerous to visitors.

Fairy rings are depicted on the map of Thither. Each ring is a 20-foot-diameter circle of colorful, 6-inch-tall toadstools located in a small clearing protected by the thick forest canopy. It radiates an aura of conjuration magic when scrutinized with a *detect magic* spell.

To determine whether a fairy ring is uncorrupted or corrupted, roll a d8. On a roll of 3 or higher, the fairy ring is uncorrupted; otherwise, it is corrupted.

UNCORRUPTED FAIRY RINGS



Roll a d8 when the characters come across an uncorrupted fairy ring. On a roll of 1 or 2, there are no creatures in the ring's vicinity. On a roll of 3 or higher, the ring has a **swarm of campestris** (see appendix C) singing and dancing inside it. Using body language, these cute, mushroom-like creatures urge the characters to join in their reverie. Any character who does so can make a DC 12 Charisma (Performance) check, gaining the benefit of a *true seeing* spell that lasts for 24 hours on a successful check (no effect on a failure). The campestris aren't clever enough to answer complex questions about Thither or offer reliable directions, and they speak by mimicking words they can hear.

The campestris' love for singing is obvious. Any character who tries to teach them a new song can make a DC 13 Charisma (Performance) check. On a successful check, the campestris adopt the song into their routine and bestow a *charm of heroism* (see "Supernatural Gifts" in the *Dungeon Master's Guide*) on the character responsible. The campestris in any given fairy ring can bestow this charm once only. Check the Story Tracker: any character who received singing lessons from Palasha the mermaid in chapter 1 has advantage on this check.

Activating the Fey Crossing. To use an uncorrupted fairy ring as a fey crossing, a creature must hold a wand or a stick of wood above its head and run in a circle counterclockwise while saying, "Three turns widdershins, and off we go!" If the creature performing this act is a Fey or has Fey ancestry, its effort transports all creatures inside the fairy ring to a remote location on a Material Plane world of your choice. They might arrive inside a similar fairy ring that is hidden in an elven tomb or inside the tumbled-down ruin of an ancient tower, for example. If the creature holding the wand and running widdershins is neither a Fey nor of Fey ancestry, the fey crossing activates only if exactly eight creatures are inside the ring.

The fey crossing works both ways, allowing travel to and from Thither. Returning to Thither, however, might require fulfilling a different set of conditions. For example, the fey crossing on the Material Plane side might operate only at twilight or on nights of the full moon, and it might require an orb instead of a wand or a stick.

Characters can plumb the depths of their memories and, with a successful DC 20 Intelligence (Arcana) check, recall enough folklore about fairy rings to know what must be done to activate these particular fey crossings.

CORRUPTED FAIRY RINGS

A corrupted fairy ring has no campestris singing and dancing inside it. Instead, Granny Nightshade has cast *awaken* spells on the $3d8 + 60$ toadstools that form the ring, giving each of them the ability to speak Common. These awakened toadstools are mocking and rude toward visitors not accompanied by Granny Nightshade, and they move away from one another, breaking the ring, whenever someone other than the hag tries to use it as a fey crossing, rendering it unusable. Each awakened toadstool has AC 7, 1 hit point, no effective attacks, an Intelligence score of 10, and other ability scores of 1. Killing more than half of a ring's toadstools renders the ring unusable.

WANTED POSTERS

d8 Offer

- 1 "This sorry wretch has stolen from me! Deliver him to me alive and unharmed, and I'll give you back ten years of your youth."
- 2 "This little troublemaker belongs to me. Bring him home alive and unharmed, and you'll win the heart of one you love."
- 3 "Bring me this imp alive and unharmed, and I'll bury you up to your neck in silver."
- 4 "Bring this wisp of a thief to me alive and unharmed, and I'll ensure that no sword can ever break your skin."
- 5 "Deliver this rascal alive and unharmed. As payment, I offer you the power to bring the dead back to life."
- 6 "This rascallion vexes me. Deliver him to me alive and unharmed, and I'll curse one creature whom you name."
- 7 "How dare this ragamuffin defy me? Bring him to me alive and unharmed, and I'll grant you a loyal servant."
- 8 "Special offer! Bring this impetuous brat to me, and you can claim one item of your choice from my workshop."

Reward

- Granny Nightshade gives the character a yellow rose. As long as this rose remains unwilted and in the character's possession, the character relives the first ten years of their life as a vivid dream whenever they finish a long rest. After 8 days, the rose wilts and loses this magical property.
- Granny Nightshade gives the character a box containing the eviscerated heart of someone they love. This special someone can't be another party member, but it could be a family member or an old flame. The identity of this individual is known to Granny Nightshade, but she prefers not to divulge it.
- Granny Nightshade gives the character a silver ring, which disappears when the character touches it. The instant the ring disappears, the character becomes encased in a silver ingot (no saving throw allowed), with only the character's head visible. The character is unable to move from the neck down while encased in the ingot. With 12 hours of work, a creature using mason's tools can free the character from the ingot. The character can also use a *misty step* spell (or some other magic that doesn't require material or somatic components) to teleport out of the ingot. The silver disappears when the character is no longer trapped in it.
- Granny Nightshade gives the character a stone ring, which disappears when the character touches it. The instant the ring disappears, the character is petrified (no saving throw allowed).
- Granny Nightshade gives the character an 11-inch-long bone wand. When the character touches the wand to the corpse of a dead Humanoid, the wand turns to dust as the corpse transforms into a zombie with vague recollections of its past life.
- The instant the character identifies the target of the curse, a *bestow curse* spell affects that creature (no saving throw allowed). Granny Nightshade does not have to see or touch the target for the spell to take effect, and the target can be any creature, including Granny Nightshade herself.
- Granny Nightshade gives the character a friendly frog companion that has an Intelligence of 10 and the ability to speak and understand Common.
- Granny Nightshade is true to her word: the character can claim any one object from her workshop they can see or identify by name. The hag either fetches the item herself or commands a servant to do so.

WANTED POSTERS

Granny Nightshade has attached wanted posters to trees throughout Thither, offering rewards for the capture of her nemesis, Will of the Feywild (see "Locations in Thither"). Each poster consists of a portrait of the boy drawn in ink, above which are the following words in the Elvish script:

Wanted: Will of the Feywild!

Each poster promises a different reward for Will's capture. Whenever you want the characters to find such a poster, or when the text calls for it, roll on the Wanted Posters table to determine which poster the characters have just discovered and what it offers

as a reward. If you get the same result as a previous discovery, either roll again or choose an unused entry from the table.

After delivering Will to Granny Nightshade, a character can choose to redeem one of these posters, whereupon the hag must give that character the poster's promised reward. A character need not collect the reward immediately; a poster can be redeemed at any time as long as Will remains in the hag's custody. Trading a poster for its promised reward constitutes a fey pact, the terms of which are enforced by the magic of the Feywild. A character can collect multiple posters, but only one poster per character can be redeemed. Granny Nightshade is not obligated to give a reward to any character who doesn't hand her a poster. She must accept a poster that is handed to her; when she does, the poster vanishes in a puff of smoke, and the hag must offer the promised reward to the character immediately. In most cases, the reward is a creature or object that is magically delivered into Granny Nightshade's custody when the poster vanishes. (Exceptions are noted in the Rewards column of the Wanted Posters table.) Whether the character chooses to accept the reward at that point is up to them, but offering the reward is enough to free Granny Nightshade from her obligation.

Granny Nightshade has no sympathy for characters who don't like the rewards she bestows, and she offers no way of undoing the rewards' magical effects.

ARRIVAL IN THITHER

When the adventurers first arrive in Thither, read:

The mists part to reveal a primeval forest. A fragrant breeze wafts between the enormous trees, sending motes of pollen dancing into the air. Patches of sunlight kiss the forest floor, and the sweet melody of birdsong echoes all around.

Their guide leads the characters to Nib's Cave, the location of which is shown on the map of Thither. Along the way, the characters might have a random encounter, at your discretion (see "Random Encounters in Thither" below).

RANDOM ENCOUNTERS IN THITHER

Roll for a random encounter whenever you feel it is appropriate; for example, you might decide to stage a random encounter while the characters are traveling toward a location marked on the map of Thither or when they first arrive at a particular landmark.

To determine what the characters encounter, roll a d8 and consult the Random Encounters in Thither

table. Several of the random encounters described below are with specific named creatures and therefore aren't likely to happen more than once unless the characters revisit familiar ground. If you roll on the table, get the same result as on a previous roll, and don't like the repetition, choose a different encounter that you think would be fun.

RANDOM ENCOUNTERS IN THITHER

d8	Encounter
1	Blink dogs
2	Buttered campestri
3	Centaur
4	Doomed dryad
5	Grandfather tree
6	Jabberwock's trail
7	Owlbear and chariot
8	Pixies

BLINK DOGS

The characters spot $1d6 + 2$ **blink dogs** 60 feet ahead of them. Characters who have a passive Wisdom (Perception) score of 13 or higher can see that the dogs are surrounding a crudely dug hole in the ground. The characters must get within 5 feet of the hole to see that it's a shallow grave containing the body of a dead blink dog laid out on a reed litter. The dogs howl sadly while solemnly placing gifts for their deceased companion to enjoy in its afterlife. If the ceremony is not disturbed, the howling and gift-giving ends 1 minute later, after which the blink dogs fill in the hole with loose dirt, burying the dead dog. The mournful dogs then lope away.

The blink dogs don't take kindly to interruptions, but characters who approach respectfully can talk to them after the ceremony, assuming they are able to speak the dogs' language. The blink dogs reveal that their companion was slain while scouting out Loomlurch and the surrounding area. They urge any characters heading for the hag's lair to be cautious. The blink dogs can reveal the following information about the hag and her lair:

- Next to Loomlurch is a goblin market that sells all sorts of candy treats.
- The scarecrows planted in Granny Nightshade's garden scream loudly if they spot intruders.
- Granny Nightshade uses clockwork sparrows to communicate with her wicked sisters.

BUTTERED CAMPESTRI

The characters come across a campfire in the forest. A cauldron of water bubbles over the flames, and a frying pan that holds melted butter rests on a nearby rock. A lone **campestri** (see appendix C) sings merrily as it dips its cap into the butter. If questioned,

THITHER



the campestri says its friend, Kro'ah, asked it to rub melted butter into its flesh and has promised it a hot bath before dinner. Kro'ah is gathering firewood but should be back soon! Persuading the campestri to leave the campsite requires a successful DC 15 Charisma (Persuasion) check. After 1d4 + 2 minutes, Kro'ah the **goblin** (chaotic neutral) returns for his dinner. In addition to an armful of firewood, the goblin has an explorer's pack.

Although Kro'ah has no regard for the life of campestris and finds them quite delicious, he won't pick a fight with a group of well-armed adventurers. If the characters leave him alone, he gives them some useful information:

- There's a market at Loomlurch that sells all kinds of candy. (Kro'ah offers each character a stick of candy as proof.) The market is supervised by a goblin with a toffee apple head.
- Granny Nightshade puts children to work in her toy shop. The hag has a large key protruding from her back, almost like she's a big wind-up toy herself.

CENTAUR

An aged **centaur** named Winterbow approaches the characters and warns them that this realm is fading; they should return to their own world before Prismeer disappears entirely. Winterbow reveals that the other members of his clan galloped away to safety before the mists enveloped Prismeer, but he was too old to keep up with them. The centaur doesn't know the cause of the realm's impending destruction. If the characters seem kind, he tells them to seek out the unicorn at Wayward Pool for answers.

Winterbow's walking speed is 25 feet, and his vision is limited to a range of 60 feet. He knows the woods of Thither well enough to point characters in the direction of Loomlurch if that's where they aim to go.

DOOMED DRYAD

A hostile **dryad** and seven **awakened shrubs** emerge from the undergrowth and surround the characters. Any character who has a passive Wisdom (Perception) score of 13 or higher spots the dryad and the shrubs before they arrive, and all other characters are surprised.

The dryad, Meadowleaf, was bound to an enchanted tree that Granny Nightshade felled and used to make wooden toys. Believing the characters to be mercenaries hired by Granny Nightshade to capture Will of the Feywild and the Getaway Gang, the dryad points an accusing finger toward them and orders the awakened shrubs, "Show these villains the true meaning of revenge!"

A character can use an action to make a DC 13 Charisma (Persuasion) check in the hope of ending hostilities. On a successful check, the character convinces Meadowleaf (and, by extension, the shrubs) not to attack on their next turn, giving the characters a brief time in which to counter any false notions the dryad might have about the party's intentions and allegiances. If the characters make a sound argument in their defense, or if four or more shrubs are killed in the ensuing battle, Meadowleaf calls off the attack.

The dryad is too bitter and angry to apologize for any errors in judgment on her part. Reminding her of the rule of hospitality (see "Rules of Conduct" in chapter 2) is enough to convince her that she should be nicer to travelers passing through the forest, which is the closest thing she has to a home now that her beloved tree is gone.

Deprived of her tree, Meadowleaf is doomed to sink ever deeper into despair. If her encounter with the characters ends peacefully, she urges them to restore Zybilna to power so that other dryads won't suffer a similar fate. She also gives the characters three sycamore seeds. A creature that eats one of these seeds gains the benefit of a *pass without trace* spell, which lasts for 1 hour.

GRANDFATHER TREE

The characters happen upon the following scene:

A gigantic, gnarled oak comes into view. Unlike other oaks in the forest, this tree looks unhealthy and has golden brown leaves. A thick carpet of dead leaves surrounds it, and three rusty sickles lie among the leaves. Standing next to each of these weapons is a bleating goat.

Eight tiny houses made of woven twigs are nestled among the boughs of the tree. Squirrels dart nervously around these wee domiciles.

The tree is dying due to the presence of the evil hag: it has simply given up the will to live. The tree is home to twenty-four **pixies**, all of which are invisible when the characters first arrive. The pixies share their twig houses with three families of squirrels. Less than an hour ago, three **redcaps** emerged from the woods and started throwing rocks at the pixie houses, trying to destroy them out of spite. The pixies retaliated by polymorphing the redcaps into goats. When the *polymorph* spells wear off in about 10 minutes, the pixies plan to polymorph the redcaps again unless they leave immediately. The pixies are unaccustomed to dealing with redcaps and don't know what else to do.

If the characters approach the tree and do not appear threatening, three pixies named Amaryllis, Calluna, and Zinnia become visible and warn the characters not to slay the goats, lest they transform back into redcaps. The pixies are nonviolent and would appreciate the characters' help. One thing the characters can do is gather up the redcaps' sickles (which they dropped when they started throwing rocks at the tree). The seizure of these weapons causes the goats to attack.

If they are deprived of their weapons and returned to their normal forms, the redcaps stomp their iron boots and demand that their sickles be returned to them. If the characters refuse to do so, the redcaps scream in fury and swear profusely before stomping away. Without their sickles, these redcaps are all bluster. If their weapons are returned to them, the redcaps attack the characters, hoping to soak their hats in the characters' blood. If the characters seem unable to deal with the redcaps on their own, the pixies use their magic to assist.

Once the redcaps are no longer a threat, the pixies share the following information with the characters:

- The redcaps started appearing when Granny Nightshade took over the forest. Like their creator, the redcaps appear to have no redeeming qualities.

- The hag grows the redcaps in a garden near her lair, which is inside a fallen tree that spans a ravine. (The pixies can't agree on the distance or direction to the hag's lair.)
- The grandfather oak upon which the pixies built their village is sickened by the hag's presence. Ridding Thither of Granny Nightshade might be the only way to return the tree to good health.

Development. If the characters pass this way again after defeating the hag, they find the old tree's branches covered in fresh green buds—a sign that the grandfather oak is healing.

JABBERWOCK'S TRAIL

The characters come across a trail of monstrous claw prints on the forest floor. Whatever creature left the trail was clearly enormous, as each print spans three feet from heel to toe. A character who examines the prints and succeeds on a DC 20 Intelligence (Nature) check identifies them as belonging to some kind of dragon-like creature. After a few miles, the trail disappears abruptly. A character who examines the prints at the end of the trail can tell that they're unusually deep and can, with a successful DC 15 Wisdom (Survival) check, conclude that the creature launched itself into the air at this point, suggesting that it can fly.

SOMEONE FORGOT WHERE THEY PARKED THEIR OWLBEAR AND CHARIOT.



OWLBEAR AND CHARIOT

The characters encounter a domesticated **owlbear** yoked to a dilapidated elven chariot. It ran off into the woods after its rider, an elf, was snatched from the chariot by the jabberwock that frequents Zybilstna's palace (see chapter 5). The owlbear's harness boss is engraved with a branch of the tree for which she is named: Juniper. The chariot is big enough to hold two Medium characters and their gear.

Any character who succeeds on a DC 15 Wisdom (Animal Handling) check can calm Juniper and use her as a steed. The owlbear must be fed at least 8 pounds of meat every day to keep her docile. If she goes just one day without a proper meal, Juniper turns on her new owners and tries to eat them.

PIXIES

Three **pixies** sit around a tiny table, sipping tea and nibbling cakes. A 6-inch-long wedge made of wood lies on the ground nearby. The pixies found this piece of wood (a doorstop) on one of their recent forays into the Material Plane and are arguing about what it could be. Spiderlily thinks it's a slice of cake made for a treant, Cowslip thinks it's an exercise bench for mice, and Maypole is convinced it's a troll's toothpick.

The pixies entreat the characters to settle their dispute. They are profoundly disappointed to learn of the doorstop's mundane purpose and giggle with delight if they are treated to a convincing lie. Either way, they give a reed whistle to the character who impressed them the most. Once before the end of this adventure, that character can blow the whistle to summon the three pixies. This effect functions as a *conjure woodland beings* spell that summons only the three pixies and doesn't require concentration. The pixies fly away when the spell ends after 1 hour.

LOCATIONS IN THITHER

The following encounters are tied to locations marked on the map of Thither. As the characters explore Thither, you can move these locations as needed, putting them in the characters' path. Ideally, you should run all three encounters in the following order before the characters arrive at Loomlurch or travel to Yon:

Nib's Cave. The characters meet an old man who offers them gifts made from spun gold and who knows where the characters might find Will of the Feywild, a troublesome boy with a penchant for causing Granny Nightshade grief.

Little Oak. Will of the Feywild leads the Getaway Gang from a treehouse nestled in the boughs of a friendly treant. Will knows the secret to the Hourglass Coven's undoing and suggests that the

characters talk to Lamorna, a unicorn who lives by the Wayward Pool.

Wayward Pool. Lamorna the unicorn has lost her mate, and she believes that the magic that traps Zybilstna in the palace was accomplished using her mate's horn. Finding that unicorn horn might be the only way to free Zybilstna and rid Prismeer of the Hourglass Coven.

NIB'S CAVE

A miser toils inside a cave, spinning his gold into gifts for those who visit him. When the characters happen upon Nib's cave, read:

Cozy torchlight radiates from a cave in the wooded hillside. Twenty feet from the cave is a tree with a weathered sheet of parchment nailed to its trunk.

The parchment nailed to the tree is one of Granny Nightshade's wanted posters (see "Wanted Posters" earlier in the chapter). Roll on the Wanted Posters table to determine which poster it is, and record this information on the Story Tracker.

Characters who announce their arrival hear an old man invite them inside the cave. If they enter, read:

Inside the cave, a wizened old man wearing a blindfold sits at a spinning wheel, surrounded by piles of gold. As he spins, he reaches down and grasps handfuls of coins, which transform at his touch into gleaming gold fibers.

Nib is an unarmed human **commoner** (neutral) from a city called Waterdeep on a world called Toril. He is blinded, but only while wearing his blindfold. His cave contains a total of 27,213 gp, heaped in piles on the floor—what's left of Nib's acquired wealth. The gold radiates an aura of conjuration magic if inspected with a *detect magic* spell. Appendix D has additional roleplaying notes for Nib.

If the characters inquire about Nib's predicament, he recounts his sorry tale:

"I've led a cruel and heartless existence. I earned these riches by exploiting my tenants' misery, buying up condemned property and renting it out for an exorbitant fee. Granny Nightshade is helping me to make amends. I told her I wanted to put my bad deeds behind me and my ill-gotten gains to good use. She cursed me to dwell forever in this cave, spinning my gold into useful items for anyone who comes my way."

In accordance with the rule of hospitality (see “Rules of Conduct” in chapter 2), Nib offers to craft a gift for each character. Taking up a pair of knitting needles, he swiftly knits his gold yarn into an object that retains a golden luster or some amount of golden color in its design. Roll a d8 and refer to the Gold-spun Gifts table to determine each item. (All the items listed in the table are uncommon magic items.) If a character asks Nib to make something specific, Nib honors that request, provided the desired item is a nonmagical item worth no more than 1,000 gp, or a magic item of common or uncommon rarity. Nib can make only one gift for each character, and his spinning wheel can’t work its magic under any other hand. Nib’s supply of gold coins decreases by an amount equal to the value of the item he creates (minimum 1 gp). A common magic item reduces his supply by 100 gp, while an uncommon magic item reduces it by 500 gp.

A character might feel obliged to honor the rule of reciprocity (see “Rules of Conduct” in chapter 2) and offer Nib something in return for his gifts. Nib kindly accepts whatever the character offers but isn’t looking for help to end his curse, because as long as Granny Nightshade remains in control of Thither, he sees no hope of escape.

GOLD-SPUN GIFTS

d8 Gift

1	<i>Amulet of proof against detection and location</i>
2	<i>Bag of holding</i>
3	<i>Boots of elvenkind</i>
4	<i>Bracers of archery</i>
5	<i>Cloak of protection</i>
6	<i>Gloves of thievery</i>
7	<i>Wand of secrets</i>
8	Tiny hourglass that functions like an <i>elemental gem</i> of the blue sapphire (air elemental) variety

NIB’S HAUNTS

As Nib works, characters who have a passive Wisdom (Perception) score of 11 or higher glimpse one or more apparitions lurking behind him. These apparitions take various forms, from a grubby child peering over Nib’s shoulder to a gaunt coachman looming in the shadows at the back of the cave. Other possible apparitions include a long-faced woman dabbing at her tears with a handkerchief and a rail-thin waif wearing an eye patch. Quick as a candle’s flicker, one apparition vanishes, and another appears. If the characters ask Nib about the apparitions, he explains the nature of his curse:

“I am haunted by my own words: as long as my ill-gotten gains were put to good use, my bad deeds would remain behind me. You are beholding the restless apparitions of those I hurt. They lurk behind my back, tormenting me with pokes at my ribs and whisperings in my ear. I can’t bear to look them in the eye, not after what I did to them!”

Nib wears his blindfold to avoid inadvertently glancing over his shoulder or catching glimpses of the apparitions reflected in his piles of gold.

Nib warns the characters not to take any of his gold, lest they be cursed like him. Any character who steals gold from Nib’s cave is haunted by 1d4 apparitions similar to those that haunt Nib. As a consequence of these hauntings, the character gains 1 level of exhaustion after finishing a long rest. Levels of exhaustion gained from this effect cannot be removed until the character ends the haunting by returning the gold. A *wish* spell ends the hauntings and automatically returns the stolen gold to the cave. A *remove curse* or *greater restoration* spell cast on the culprit suppresses the effect for 24 hours.

Nib has been to Loomlurch, and has visited the goblin candy market (area L2), Granny Nightshade’s parlor (area L3), and the workshop (area L4). If the characters ask Nib for more information about Granny Nightshade and Loomlurch, he imparts the following details:

- Granny Nightshade has a key protruding from her back that indicates her mood by how fast it turns. When she’s happy, the key turns quickly. When she’s upset, the key turns slowly. If she loses her temper, the key stops completely.
- Many children toil away in Granny Nightshade’s workshop, crafting toys. Granny Nightshade delivers the creepiest toys to children on other worlds—to fill their heads with nightmares, one assumes. The hag makes her deliveries on the back of a flying rocking horse.
- Granny Nightshade is obsessed with capturing Will of the Feywild, a boy who helped a handful of younger children escape from Loomlurch. Will of the Feywild’s motley group of rascals is known as the Getaway Gang. The gang is protected by a treant named Little Oak. (Nib’s curse prevents him from leaving his cave, but he can point characters in the direction of Little Oak’s favorite glade.)

LITTLE OAK

This encounter features a raggedy group of children called the Getaway Gang. Nib can provide directions to the treant that looks after the kids, or the characters can stumble across the treant's glade in their travels.

Up ahead, a small group of children frolics around a leafy oak tree, their gleeful yelps carrying through the forest. Painted swings dangle from the tree's branches. Nestled in its crown is a ramshackle treehouse.

The tree is a **treant** named Little Oak. If they see strangers, the children scamper up ladders and take cover in their treehouse. Their leader, Will of the Feywild, barks at the adventurers, "Stand down or face merry hell!" Little Oak provides a home for this gang of rascals, all of whom escaped captivity in Loomlurch with Will's help.

Adventurers who threaten the children incur the wrath of Little Oak, which uproots itself and thunders to their defense. If the treant or one of its animated trees reduces a character to 0 hit points with a melee attack, it knocks the character unconscious instead of dealing a mortal wound. Unconscious characters are either tied up and questioned by Will or dragged to another part of the forest away from Little Oak.

If Little Oak is reduced to 0 hit points, the treant topples, destroying the Getaway Gang's treehouse and dealing 10 (3d6) bludgeoning damage to each creature inside it.

WILL OF THE FEYWILD

Will of the Feywild is not the spindly, 11-year-old boy he appears to be. He's an **oni** that has taken human form. His true name is Mugan, and he used to work for Skabatha Nightshade as a kidnapper of children until the hag's sisters placed a curse on him that warmed his heart, changing his alignment from lawful evil to chaotic good. He now strives to help children escape from Skabatha's clutches. Skabatha assumes that Mugan simply left her employment; she is unaware of the curse her sisters placed on the oni and doesn't know that Will of the Feywild is not a human boy. Appendix D has additional role-playing notes for Will of the Feywild.

If the oni is affected by a spell that ends a curse, it regains its evil alignment and attacks whoever is responsible for lifting the curse, shouting, "How could you?" as it fights to the death.

The oni has a pet **displacer beast kitten** (see the accompanying stat block) named Star, which it abandons if its curse is ended. Characters who



DISPLACER BEAST KITTEN

Small Monstrous, Unaligned

Armor Class 12 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

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

ACTIONS

Tentacles. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 bludgeoning damage plus 2 piercing damage.

aided Dirlagraun in the Witchlight Carnival (see chapter 1) might guess that Star is the older displacer beast's offspring. If they show Star the mirrored ball, it leaps about excitedly. If he is told about Dirlagraun, Will of the Feywild reluctantly agrees to return Star to his parent, but only if the characters help him free the remaining children that are trapped in Loomlurch.

THE GETAWAY GANG

The Getaway Gang has four members:

- Will of the Feywild, the gang's leader (described above)
- Bobi, a boisterous male dwarf growing his first whiskers
- Sloane, a sarcastic, ginger-haired female wood elf
- Zennor, a tenacious female orc

Bobi, Sloane, and Zennor are noncombatants (treat them as unarmed, chaotic good **commoners**) who appear to be eight years old, but they are several years older and wiser than they look. The magic of the Feywild has kept them young.

Speaking to the Getaway Gang about Loomlurch yields the following information:

- A squad of tin soldiers defends Loomlurch, but they're easily lured away by distractions.
- The children being held captive in the workshop are haunted by boggles—oily creatures that sprout from the children's misery.
- Granny Nightshade imprisons her most hated enemies in a cell inside her kitchen.

Secret of Wayward Pool. Bobi, Sloane, and Zennor agree that the characters should pay a visit to Wayward Pool and seek out the unicorn Lamorna before heading to Loomlurch. Will is skeptical, because he thinks the unicorn is a "no-good goody-goody" who is too scared to challenge Granny Nightshade.

The Getaway Gang shares the following information about Wayward Pool if the characters express interest in going there:

- Only unicorns can reach the shore of Wayward Pool, but the magic protecting the pool can't tell the difference between a real unicorn and a make-believe one. To reach the lake themselves, the kids created a crude unicorn costume under which they can hide. (They keep the costume in their treehouse and can lend it to the characters, although it's big enough to hold only two adults.)
- Tying a wooden horn to one's head also bypasses the pool's magical ward.
- On a small island in the middle of the lake, the characters can find an iron bowl filled with fresh coals. Summoning the unicorn can be accomplished by lighting a fire in that bowl.

Guide to Yon. If the characters are searching for a guide to Yon, Will asks one of the other children to fetch Squirt, who is currently tucked away in Little Oak's treehouse.

LITTLE OAK'S TREEHOUSE

The Getaway Gang's treehouse is big enough to accommodate up to twelve children comfortably. Rope ladders climb from the ground to a pair of trapdoors in the floor. When the characters can see inside the treehouse, read:

The floor of the treehouse is covered with blankets, cushions, and piles of straw. Hanging from the six-foot-high ceiling by a rope is a basket that holds apples, berries, sugarcane, and a few crumpled-up sheets of parchment. In one corner, lying on a cushion, is a rusty oilcan that looks out of place. Heaped in another corner is a crude unicorn costume made of polka-dot quilts and a wooden horse's head that has a wooden horn attached to it.

The crumpled-up sheets of parchment in the basket are three of Granny Nightshade's wanted posters (see "Wanted Posters" earlier in the chapter). Roll on the Wanted Posters table to determine each poster, allowing for duplicates.

Oilcan. The oilcan is an animated Construct named **Squirt** (see the accompanying stat block). Squirt's excesses and self-indulgences have left it feeling literally empty inside, and it doesn't have enough oil right now to use its Boggle Oil action. If the characters fill Squirt with more boggle oil, it offers to guide them from Thither to Yon. Squirt knows that Granny Nightshade's workshop employs boggles and can lead the group there. Appendix D has additional roleplaying notes for Squirt.

Unicorn Costume. The Getaway Gang fashioned the unicorn costume so that they could reach the water at Wayward Pool and bathe in it. This costume is big enough to be worn by two adults or four children walking in single file. The wooden horse's head is mounted on a stick that the person in the lead holds up, and the children have glued a wooden horn to the horse's brow. Small holes in the fabric allow the costume's wearers to see where they're going under the covering.

Unicorn Horn. If the Story Tracker indicates that the unicorn horn is here, it replaces the wooden horn on the kids' unicorn costume. The children don't know that the horn is from a real unicorn.

DEVELOPMENT

Will of the Feywild has conceived a daring plan to free the children still being held prisoner in



SQUIRT THE OILCAN

Tiny Construct, Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 17 (7d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	11 (+0)	8 (-1)	15 (+2)

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poisoned, unconscious

Senses passive Perception 9

Languages Common, Dwarvish, Sylvan

Challenge 1/4 (50 XP)

Proficiency Bonus +2

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

Unusual Nature. Squirt doesn't require air, food, drink, or sleep.

ACTIONS

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

Boggle Oil (3 Applications). Squirt expends 1 application of boggle oil to create a 10-foot-square puddle of slippery, non-flammable oil on the ground within 5 feet of it. The puddle is difficult terrain and lasts for 1 hour. Each creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone. Boggles are unaffected by the oil. After it expends all 3 applications, Squirt can't use this action again until its supply of boggle oil is replenished.

Loomlurch, which he shares with the characters if they decide to aid him. Using a stick, Will sketches a rough map of the lair in the dirt and outlines the plan as follows:

The Approach. Bobi, Sloane, Zennor, and Star will creep through the woods to the west of the tree and hide just out of sight of the screaming scarecrows (area L5). Meanwhile, Will will sneak around to the entrance to the kitchen (area L13) on the east side of the tree.

The Distraction. The characters will enter the goblin market (area L2) posing as travelers, purchase some sweets, and arrange for a meeting with the hag. During the meeting, the children will alert the screaming scarecrows and thereby lure the tin soldiers into the garden.

The Escape. While everyone is distracted, the characters will free the captives from the workshop (area L4) while Will climbs into the textile mill (area L12) to free the captives there. Once the children are set free, everyone will run back to Little Oak.

Will's plan is sketchy, but he likes to live by the seat of his pants. Regardless of how events unfold, he never reveals his true form, fearing it would terrify the children he's trying to rescue or frighten away the other members of the Getaway Gang. Consequently, he refrains from using his oni abilities in the presence of the children or the characters.

WAYWARD POOL

Characters on their way to Loomlurch or Little Oak are likely to pass by Wayward Pool. When the characters first catch sight of this small lake, read:

Mist drifts over the surface of a small lake. Forested crags line the shore on one side of the lake, and mossy rocks protrude from the shallows. Near the center of the lake is a rocky islet.

Those who try to come within 1,000 feet of the pool's shoreline find that any path they take through the forest leads them back to where they started, and flying creatures find themselves unintentionally veering off course. This glamor is the work of a unicorn named Lamorna, who has claimed Wayward Pool as her domain. To reach the shore, one must be a unicorn or adopt the guise of one. The Getaway Gang has a unicorn costume that can accommodate two characters; other characters can satisfy the pool's protective ward by attaching fake unicorn horns to their heads. False horns can easily be hewn from wood or created using a *silent image* spell or similar magic.



LAMORNA THE UNICORN CONJURES A WATERY EFFIGY OF HER LOST MATE, ELIDON.

The wizard Kelek, founder of the League of Malevolence (see appendix B), has ordered the assassin Zarak to hunt down Lamorna and chop off her horn. Zarak lurks in the forested outskirts of the pool, trying to find a way to the shore. (He doesn't know about the "look like a unicorn" requirement.) Characters who have a passive Wisdom (Perception) score of 15 higher get the feeling they are being watched. See "Zarak Attacks!" below for more information.

REGIONAL EFFECTS

As long as Lamorna is alive, the following regional effects apply within 1,000 feet of the lake:

- All nonmagical flames in the region are extinguished. (A fire that's ignited in the bowl of coals on the lake's central island is an exception to this rule.)
- Beasts and Fey have advantage on all Dexterity (Stealth) checks made in the region.
- Any creature that bathes in the lake for at least 1 minute can choose to end 1 level of exhaustion affecting it or one curse affecting it. Alternatively, the creature can end its attunement to one cursed magic item.

SUMMONING THE UNICORN

Getting to the islet in the middle of the lake requires crossing 250 feet of fresh, still water. The lake is 30 feet deep, and the islet is 30 feet wide and 40 feet long.

Perched atop the islet's highest point, 30 feet above the surface of the water, is an iron bowl filled with coals. If a creature lights a fire in the bowl using the coals, Lamorna the **unicorn** appears on the lakeshore 1 minute later and waits for the characters there; otherwise, she remains hidden.

If Lamorna appears, read:

The lakeshore mists part to reveal a white horse with a single gleaming horn on her brow. She stands perfectly still, silently observing you.

Lamorna bolts into the forest if the adventurers make any threatening moves. Otherwise, she waits for one or more characters to approach within 60 feet of her, and then makes contact telepathically. Lamorna is curious to know why the group has come to Thither and is sympathetic toward anyone who has a grievance with the Hourglass Coven.

Lamorna can reveal the following information. As she speaks, the waters of the lake animate to form liquid sculptures of the things she describes:

- The domain of Prismeer once belonged to the archfey Zybnilna, but was usurped by her cruel hag stepsisters: Skabatha Nightshade, Bavlorna Blightstraw, and Endelyn Moongrave.
- Zybnilna was vainglorious and deceitful at times, but her magic kept Prismeer safe and isolated. That situation ended when the hags of the Hourglass Coven captured Lamorna's mate, Elidon; stole his horn; and used its magic to imprison Zybnilna in her stronghold, the Palace of Heart's Desire.
- Elidon's horn might be needed to free Zybnilna, but Lamorna doesn't know the whereabouts of Elidon or his horn. She tells the characters that she believes Elidon is the hags' prisoner. (If Elidon had died, Lamorna believes she would've sensed it.)

Lamorna exhorts the characters to free Zybnilna and save Prismeer from the evil hags. She tells them that one of Yon's denizens, Amidor the dandelion, can lead the group safely to the Palace of Heart's Desire. She offers Wayward Pool as a safe place to rest, if the characters need it. She can also describe the lake's magical properties (see "Regional Effects" above).

If the characters question Lamorna about the Palace of Heart's Desire, she reveals the following information:

- When Zybnilna ruled Prismeer, no one could enter her palace without an invitation. It's unlikely that the Hourglass Coven is capable of enforcing similar restrictions on the palace.
- A library on the second floor of the palace contains Zybnilna's most treasured tomes.
- A dragon-like creature called a jabberwock lives in Zybnilna's palace and frequently prowls the forest. The jabberwock tries to reach Wayward Pool but is always turned away by the lake's protective magic. Lamorna emphasizes that the characters would be wise to avoid the jabberwock, for once it sets its fiery eyes on prey, it rarely gives up the hunt.

ZARAK ATTACKS!

Zarak (see appendix B) follows the characters to the lakeshore, avoiding detection all the while. After seeing the characters adopt one or more unicorn disguises to reach the shore, he crafts a wooden fake unicorn horn, which he ties to his head with a leather belt strap and removes upon arriving at the lakeshore. He makes his assault as the characters' conversation with Lamorna winds down, taking advantage of the distraction provided by the characters to surprise the unicorn:

A cloaked figure springs from the forest and, with blades flashing, attacks the unicorn. Under the assassin's cowl, you see a wide, toothy smile.

Characters who have a passive Wisdom (Perception) score of 17 or higher are not surprised by Zarak. All other creatures in the area, including Lamorna, are surprised.

On Lamorna's first turn after the surprise round, she teleports away, denying Zarak his prize and leaving him to face the characters alone. At this point, Zarak is disgusted with himself for not selling the unicorn immediately ("I didn't know unicorns could do that," he mutters as Lamorna teleports away), but he's smart enough not to antagonize the characters any more than he already has. If the characters aren't spoiling for a fight, Zarak is satisfied to stand down and retreat back into the forest.

Zarak is willing to give up his hunt in exchange for gold or if the characters seem likely to kill him. Characters who tell Zarak about the riches in Nib's cave (see "Nib's Cave" earlier in the chapter) pique his greed; if he is led there, he takes all the gold he can carry and falls prey to Nib's curse.

The characters can try to capture Zarak, but he'd rather die than surrender his weapons and his freedom. He's not much use as a hostage, since no other member of the League of Malevolence cares what happens to him, and he refuses to divulge the secret ways to and from the Palace of Heart's Desire. But if a *charm person* spell or similar magic is used to make him friendly toward one or more of the characters, he can be coaxed into sharing the following information with them:

- Most of the creatures in Zybnilna's palace, including Zybnilna, are frozen in time. The hags of the Hourglass Coven used an artifact called *Iggwilv's Cauldron* to accomplish this effect. Zarak doesn't know exactly how the cauldron or its magic works.
- The self-proclaimed leader of the League of Malevolence is a human sorcerer named Kelek. He wants to take custody of a magic staff belonging to his hated rival, the wizard Ringlerun, who is among those frozen in Zybnilna's palace. Apparently, a unicorn's horn is needed to free Ringlerun from temporal stasis, which would then enable Kelek to seize Ringlerun's staff.
- Zargash, a human priest of Orcus, is another member of the League of Malevolence. Although he hopes to challenge Kelek's leadership one day, Zargash won't do anything about it as long as Kelek is protected by Warduke, a mercenary who has a *flame tongue* longsword.
- A fifth member of the League of Malevolence, a human warlock named Skylla, gets her magic

from an archfey named Baba Yaga. Skylla knows more about Iggywilv's Cauldron and the hags of the Hourglass Coven than anyone else (as far as Zarak knows). But she has gone missing, and none of the other members of the league know where to find her.

DEVELOPMENT

Lamorna's mate, Elidon, has been transformed into a flying rocking horse that Granny Nightshade rides as a mount. If the spell on Elidon is broken and he is reunited with Lamorna, she rewards each character with a *charm of heroism* (see "Supernatural Gifts" in the *Dungeon Master's Guide*).

LOOMLURCH

Granny Nightshade's lair is built around a twisted workshop carved out of the interior of a gigantic oak that has fallen over.

The workshop is operated by kidnapped children who are allowed a small measure of freedom to carry out their labors, under the watchful eyes of the hag's minions.

Loomlurch has the following physical features:

Ceilings. Unless otherwise noted, ceilings throughout Loomlurch are 8 feet high.

Doors. Loomlurch's doors are made of sturdy wood with iron handles and fittings. All doors are unlocked unless the text says otherwise. As an action, a character using thieves' tools can make a successful DC 14 Dexterity check to pick the lock on a locked door, or a character can try to force a door open, doing so with a successful DC 15 Strength (Athletics) check.

Floors, Walls, and Stairs. Floors, walls, and staircases are hewn out of the wood of the giant tree.

Windows. Loomlurch's windows are openable but are latched shut from the inside.

APPROACHING LOOMLURCH

Describe Loomlurch to the players as their characters come within view of the site:

The forest is at its darkest here. Up ahead, a colossal dead oak lies on its side. Three living trees grow naturally out of its fallen remains. Their shapes resemble towers, with candlelit windows twinkling in the gloom and wooden balconies encircling gnarled branches. On one side of the fallen tree, firelight spills from a pair of quaint storefront windows, illuminating a clearing filled with merchant stalls.

Characters arrive near the root bridges (area L1). Anyone who observes the workshop (area L4) can

DOUBLE, DOUBLE, TOIL AND TROUBLE

If the characters drive Bavlorna Blightstraw from her home in chapter 2, the hag takes refuge with her sister, Skabatha Nightshade, and spends all her time in the study (area L14), poring through Skabatha's ritual books for a clever spell to overcome the characters or feeling sorry for herself. The two hags avoid each other as much as possible. Whenever they squabble, which is often, Skabatha ridicules her sister for Bavlorna's failure at the hands of the characters.

see diminutive figures prowling around inside: kidnapped children and boggles.

Before the party enters Loomlurch, Will of the Feywild—if he is present—outlines his plan for rescuing Granny Nightshade's child captives (see "Getaway Gang Raid"). Characters who have not earned Will's assistance must devise their own plan for getting inside.

WHERE'S SKABATHA?

All of Loomlurch's denizens are aware of Granny Nightshade's daily routine, which is as follows:

- After waking from a long rest, she putters about in her garden (area L5) for 1d3 hours.
- Most of her day is spent in the kitchen (area L13), with occasional visits to the study (area L14).
- Before going to bed, the hag spends 1 hour conducting an inspection of the sewing room (area L9), the textile mill (area L12), and the workshop (area L4). After the inspection, Granny Nightshade moves to her bedroom (area L16), miniaturizes herself, and takes a long rest inside the dollhouse there.

Visitors can arrange a meeting with Skabatha by speaking to Chucklehead the goblin boss (in area L2) or Pincushion the living doll (in area L9). Any such meeting with the hag takes place in the parlor (area L3).

See appendix B for a description of Skabatha Nightshade and a summary of her rivalries with her sisters.

BARGAINING WITH SKABATHA

If you used the "Lost Things" adventure hook and the Story Tracker indicates that Skabatha has one or more things in her possession that the characters desire, Skabatha claims undisputable ownership of these lost things, asserting that she acquired them "fair and square." Even so, she is willing to negotiate with characters who want to procure them. She is also inclined to strike bargains with characters who have other needs.

In exchange for one thing in her possession that a character has lost, Skabatha demands the characters complete one of the following quests:

Capture Will. Capture the brigand Will of the Fey-wild and bring him to Granny Nightshade alive.

He's sure to be hiding somewhere in the forest.

Find the Lost Horn. Bring her the unicorn horn that she says her sister Bavlorna recently lost. Maybe Prismeer's native denizens can help the characters find it.

Spoil a Play. Sabotage a theatrical performance in Motherhorn, Endelyn Moongrave's castle in Yon (see chapter 4). Skabatha would like nothing more than to see her sister brought down a peg or two. (To get to Yon, the characters will need a guide. Granny Nightshade expects them to know this fact and offers no help in finding a guide or seeing them safely to Yon.)

Skabatha is true to her word, returning one lost thing for each task completed while offering no assistance toward accomplishing the tasks. Skabatha used the lost things to fashion minor magic items, all of which she keeps in her dollhouse (area L16).

SKABATHA'S CLOCKWORK KEY

The clockwork key embedded in Skabatha's back 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. When the key stops turning, Skabatha attacks objects or creatures indiscriminately until something lifts her spirits and

quells her rage, such as the defeat of an enemy or some other triumph, whereupon her key starts turning again. Whenever Skabatha loses her temper and turns violent, 1d3 redcaps sprout in her garden (see area L15 and "Skabatha's Minions" below).

The key can't be removed from Skabatha's back while she lives, and it serves no function in the adventure other than to reflect her current mood.

DEFEATING SKABATHA

In dire circumstances, Skabatha flees Loomlurch on her flying rocking horse mount (see area L6) and retreats to Motherhorn, the lair of her youngest sister, Endelyn (see chapter 4). If Bavlorna Blightstraw is in Loomlurch, she flees to Motherhorn as well.

If Skabatha is slain, a beetle emerges from her rotten flesh and whispers Endelyn Moongrave's weakness to Skabatha's killer: "Endelyn fears eclipses, not just real ones but symbolic ones as well. If you want to kill her, best do it during an eclipse, or her body will re-form."

SKABATHA'S RING OF KEYS

If the characters defeat Skabatha or successfully pick her pocket, they can obtain a ring of three iron keys that she keeps on her person:

- The first key locks and unlocks the doors leading from the garden (area L5) to the workshop (area L4) and the sewing room (area L9), and the door between areas L6 and L11.
- The second key locks and unlocks the doors to the kitchen (area L13) and Mishka's chains there.
- The third key locks and unlocks the door to the cell in the kitchen (area L13).

SKABATHA'S MINIONS

Granny Nightshade entrusts Loomlurch's defense to various creatures, as described below. The hag's minions, except for the redcaps, have orders to capture intruders alive and bring them before her.

BOGGLES

The despair of Loomlurch's children has given rise to six **boggles** (see appendix C), three in area L4 and three in area L12. These cowardly creatures aren't loyal to the hag, yet she tolerates them for the distress they cause the children.

CRADLEFALL

This **green dragon wyrmling** likes to hide in painted wooden boxes, of which there are three: one each in areas L3, L6, and L7. Each box is 3 feet on a side and has a hinged lid. A *detect magic* spell reveals an aura of conjuration magic around a box. A crank protruding from one side of the box attaches to a tiny metal music box mounted to the wooden



CRADLEFALL'S DRAGON-IN-THE-BOX

LOST CHILDREN

Child	Location	Notes
Naal (11-year-old male drow)	L4	Stole the key to the kitchen door
Sung (9-year-old female human)	L4	—
Philomena (8-year-old female lightfoot halfling)	L4	Won't leave Loomlurch without Oink the pig
Brottor (10-year-old male hill dwarf)	L8	Gravely ill after eating nightshade
Pud (12-year-old male human)	L8	Secretly loyal to Granny Nightshade
Wendel (11-year-old male strongheart halfling)	L9	—
Roff (10-year-old female bugbear)	L9	Stole a pouch of <i>dust of corrosion</i>
Yevelda (8-year-old female goblin)	L12	Knows a secret route into Granny Nightshade's bedroom
Callybon (11-year-old female forest gnome)	L12	—
Pogo (9-year-old male forest gnome)	L12	—
Mishka (9-year-old female human)	L13	Chained to a worktable

box's inside wall. Winding the crank causes the music box to play a 10-second tune reminiscent of a child's lullaby. As the final note sounds, roll a d8. If the roll is 3 or lower and Cradlefall has not yet been defeated, the wyrmling bursts out like a jack-in-the-box, attacking creatures he considers his enemies. If the wyrmling has been dealt with, the lid springs open, but the box is empty.

While curled up in a box with the lid closed, Cradlefall can use an action to teleport himself and anything he is holding to another closed box in Loomlurch. When he is not hiding in a box, Cradlefall curls up in front of the oven in Granny Nightshade's kitchen (area L13). Appendix D has additional roleplaying notes for Cradlefall.

REDCAPS

Whenever Skabatha's windup key runs down, her anger boils over, causing 1d3 murderous **redcaps** (see appendix C) to sprout in area L15. These redcaps are too hateful to serve as guards, so Skabatha sends them scuttling off into Thither to wreak havoc. Until she does so, the redcaps remain in area L15 and attack other creatures on sight.

TIN SOLDIERS

These ten automatons are fashioned to look like stout infantry soldiers, and they obey Skabatha without question. Six of them remain in the barracks (area L7), and the remaining four patrol the balconies outside areas L8 and L12. They charge forth to investigate any suspicious activity they see or hear, meaning that they are easily distracted. Each one is a Small (3-foot-tall) suit of **animated armor** with 27 (6d6 + 6) hit points.

LOST CHILDREN

Over the years, Skabatha's minions have lured children from the Witchlight Carnival to Thither, allowing the hag to trap them in her workshop. Locked in

an eternal battle with hardship, these unfortunates never grow old and have no hope of escape. The hag keeps the children safe and healthy, since to do otherwise would cause them to vanish (see "Children of Prismeer" in chapter 2). The hag's minions likewise have strict orders not to physically harm the children.

The Lost Children table identifies the children currently held captive inside Loomlurch and their locations when the characters arrive. As time passes, the children can move about the lair, at your discretion. They stay clear of danger and play no role in combat. All of them are chaotic good.

Children free of Granny Nightshade's tyranny have no easy way to return home, but they can take refuge at Little Oak's treehouse or be left in the care of the unicorn Lamorna at Wayward Pool. The dwarf Elkhorn (see area L13) insists on remaining in Thither to care for the children if no one else will. If Zybilna is freed from her stasis, she returns the children to their proper homes.

LOOMLURCH LOCATIONS

The following descriptions are keyed to the map of Loomlurch.

L1. ROOT BRIDGES

These two bridges have the same features. When the characters first approach one of them, read:

A gnarled bridge formed by tangled tree roots spans a rocky, dried-up riverbed.

The bridges sway and creak when crossed. To avoid making a racket, each creature traveling along a bridge must make a DC 12 Dexterity (Stealth) check. On a failed check, the creatures stationed in the goblin market (area L2) are alerted; they take no action immediately but can't be surprised.



CHUCKLEHEAD

L2. GOBLIN MARKET

The characters can enter this area from the eastern root bridge or by traversing the adjoining woodland.

Three stalls selling candy are situated in this clearing, lit by windows carved into the giant fallen tree to one side of it. Two goblins are working in each stall, and the whole enterprise is watched closely by a goblin with a toffee apple head who appears to be muttering quietly to himself.

This market sells goblin-made candies of all sorts. Six **goblins** (lawful neutral) work here, two per stall, under the watchful gaze of their **goblin boss**, Chucklehead (neutral), whose head has been reshaped by fey magic to look like a toffee apple. The stallholders greet patrons warmly and invite them to sample and buy their delicious wares. Meanwhile, Chucklehead watches out for thieves.

Chucklehead. The goblin boss can escort characters to the parlor (area L3) if they request a meeting with Granny Nightshade. When left alone, he mutters to himself as though he's having a constant but mild crisis of conscience. If the characters ask Chucklehead whom he's muttering to, he says that a maggot crawled into his head and is slowly eating it from the inside out. He's not sad about this turn of

events because it has changed his outlook and disposition, making him kinder and more sympathetic to the plight of others. He claims he can speak to the maggot and it speaks to him, even though it actually doesn't. The maggot in the goblin's head will kill him in 30 days unless he receives the benefit of magic that cures a disease. That magic slays the maggot but also reverts Chucklehead's alignment to neutral evil.

Chucklehead is protective of Mishka (see area L13) and wants to help her get away from Loomlurch, but he's too scared of Granny Nightshade to free Mishka from the hag's clutches. Appendix D has additional roleplaying notes for Chucklehead.

Merchant Stalls. The goods sold here are delicious but made with disgusting ingredients. Examples include beetles encased in hard candy, lollipops made from compacted ants, and jellied worms. The stallholders charge one trinket per treat. Roll a d8 and consult the Candy Treats table to determine what magical effect befalls a creature that eats one of these treats. Each effect lasts for 1 hour.

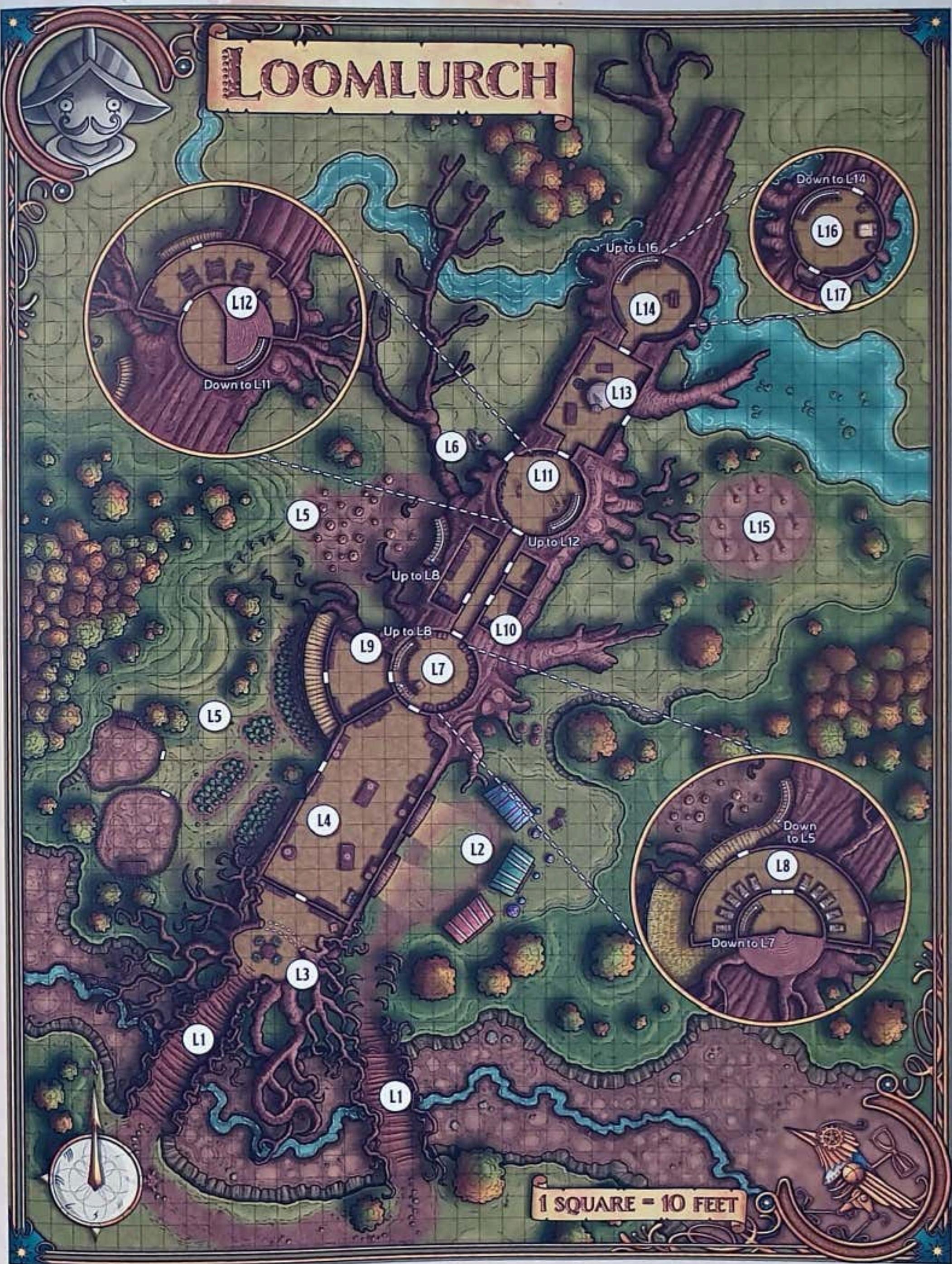
If a creature eats multiple treats and gets the same effect twice, extend the duration of the effect by 1 hour. A creature can have up to three different magical effects on it at any given time. If a creature eats a candy treat while it is already affected by three others, don't roll on the table. Instead, the creature must make a DC 11 Constitution saving throw; on a failed save, the creature is poisoned for 8 hours.

CANDY TREATS

d8 Effect

- | | |
|---|--|
| 1 | Your footfalls emit musical notes that can be heard out to a range of 30 feet. |
| 2 | Eating the candy causes you to foam at the mouth, making it difficult (but not impossible) for you to speak. |
| 3 | Your fingers leave indelible stains on anything you touch. |
| 4 | Your head swells to twice its normal size. |
| 5 | You shrink, as though affected by the reduce effect of an <i>enlarge/reduce</i> spell. |
| 6 | Fireflies are drawn to you and form a persistent cloud around you, shedding bright light in a 5-foot radius and dim light for an additional 5 feet. |
| 7 | You grow, as though affected by the enlarge effect of an <i>enlarge/reduce</i> spell. |
| 8 | You are targeted by a <i>polymorph</i> spell and automatically fail the saving throw against it. The new form is a butterfly (use the bat stat block, but omit its darkvision, Echolocation trait, and Bite attack). |

LOOMLURCH



L3. PARLOR

The door to area L4 is closed but not locked.

This chamber is nestled between walls of twisted roots, through gaps in which you can see the eerily beautiful woodland surrounding you. A closed wooden door stands opposite the root bridge that leads into this room, in the center of which are four armchairs encircling a small table laid out for a tea service. A painted wooden box three feet on a side rests in a corner. A crank protrudes from one side of it, causing it to resemble an oversized jack-in-the-box.

If Bavlorna Blightstraw retreated to Loomlurch after fleeing her home in chapter 2, her *bobbing lily pad* (see appendix A) lies on the floor next to the box, vaguely resembling a leaf-shaped carpet. Bavlorna herself can be found in area L14.

Three of the armchairs are trained **mimics** in disguise. They are magically compelled to remain in this room and adhere to creatures only when Granny Nightshade orders them to do so. The mimics are trained in nonlethal combat; characters reduced to 0 hit points by the mimics are stable rather than dying, giving the hag a chance to decide what to do with the unconscious victims.

Dragon-in-the-Box. The wooden box with the crank is one of the boxes where Cradlefall might be found (see "Skabatha's Minions" earlier in the chapter).

Tea with Granny Nightshade. Characters who arrange a meeting with Granny Nightshade through Chucklehead (area L2) or Pincushion (area L9) are left here for a while before the hag shows up. When Granny Nightshade arrives, read:

The door creaks open, and a little old woman totters forward. She wears a grimy, old-fashioned shawl, and her skin looks like gnarled bark. A large iron key extends from her back, ticking rhythmically as it rotates.

"Sit down, children," she says in a voice reminiscent of crunching leaves. "Let's have some tea."

Skabatha Nightshade (see appendix B) obeys the rule of hospitality (see "Rules of Conduct" in chapter 2) and presents herself as a kind host who is keen to know why the characters have paid her a visit. See "Bargaining with Skabatha" for guidance on running this conversation, during which she pours tea into filthy cups and stirs the liquid with a chicken bone, insisting that the characters drink up. On occasion, she reaches around with one of her arms and winds up her key. If the characters belittle or

threaten her, Granny Nightshade orders her mimics to adhere to her guests and beat them unconscious while she watches with amusement.

Treasure. Characters who scour the parlor for treasure find the following items:

- A *spell scroll* of *speak with plants* tucked in a side table drawer
- A set of four silver teaspoons engraved with painted facial expressions (5 gp per spoon)
- A bronze candlestick shaped like a bird's leg (10 gp)

L4. WORKSHOP

The doors to areas L3 and L7 are closed but not locked. The door to area L5 is locked, and Granny Nightshade has the only key (see "Skabatha's Ring of Keys" earlier in the chapter).

Flickering lanterns illuminate a cluttered workshop filled with soft, ambient music produced by bells and chimes. Parts of toys are heaped on the tables—leering doll's heads, half-built rocking horses, unpainted wooden balls, and the stuffed limbs of soft toys. A stove at the back of the room holds a saucepan of smelting metal. Three doors exit the workshop, and two storefront windows overlook the market outside.

The ambient music is a permanent magical effect that can't be heard outside the workshop. If the characters enter quietly, add:

Three young children are gathered around a wooden worktable. The eldest, a drow boy, prances on the tabletop with a bar of soap in one hand, while a halfling girl and a human girl giggle at his audacity.

Granny Nightshade makes captured children craft nightmarish toys in this workshop. Three children are present when the characters arrive: Naal (an 11-year-old male drow), Sung (a 9-year-old female human), and Philomena (an 8-year-old female lightfoot halfling). They've been the hag's prisoners for longer than any of them can remember and are wary of grown-ups. If the characters barge into the room, Philomena panics and runs to get help from the tin soldiers in area L7. All three children want to escape the hag's clutches, although Philomena weeps if she's forced to leave without her beloved piglet, Oink, who is kept in the pigpen (area L5).

Naal recently stole the kitchen key from Pincushion (see area L9) and took an impression of it using a bar of soap before fastening the key back onto Pincushion's belt. When the characters arrive, Naal is

recounting his heroic tale to the two girls. He wants to create a copy of the key and then sneak into the kitchen to steal milk. Naal gives characters the bar of soap if they give him something in return, such as fresh milk or some other tasty treat. ("It's the rule of recip— ... recip— ... give-and-get," he says.)

Boggles. Three **boggles** (see appendix C) lurk in the shadows, intending to play pranks on the visitors. Characters who spend a minute or so inside the workshop notice unsettling changes; dolls' heads turn to face them when they're not looking, balls bounce suddenly out of dark corners, or molten tin from the smelting pot splashes on the floor nearby. A character can use an action to try to detect hidden creatures, spotting all three boggles with a successful DC 16 Wisdom (Perception) check. If they are spotted, the boggles flee to the box in area L7 and turn its crank, hoping Cradlefall will pop out of the box and defend them. The boggles avoid combat themselves.

If Squirt is with the party, it encourages the characters to acquire as much boggle oil as they can. Only slippery boggle oil will do (see the "Boggle Oil" sidebar). Captured boggles provide the oil freely, hoping to earn their freedom.

Treasure. Characters who ransack the workshop uncover the following valuables:

- A jar of iridescent glass eyes (10 gp)
- A silver hammer and chisel in a green leather tool belt (15 gp for the set)
- Iron metalworking tongs shaped like the jaws of a snapping dragon (15 gp)

Window Displays. The following creepy toys are displayed in the workshop windows:

- A set of nesting dolls in which each doll looks more frightened than the next larger one
- A stuffed lion with needles for teeth and real bloodstains around its jaws
- A toy windmill with a crank on one side that turns the vanes and the millstone
- A set of playing cards depicting weeping children
- A wind-up drunkard doll that totters a few paces and then falls over
- Four finger puppets depicting an arguing family
- A 1-foot-tall wooden guillotine
- A tiny wooden box containing eight sticks of black chalk

L5. GRANNY NIGHTSHADE'S GARDEN

This outdoor garden extends almost the entire length of Loomlurch. The doors to areas L4 and L9 are locked, and Granny Nightshade has the only key that unlocks them (see "Skabatha's Ring of Keys" earlier in the chapter). Three balconies overlooking the garden connect to areas L8, L9, and L12.

BOGGLE OIL

A boggle excretes oil from its pores and can make the oil slippery or sticky. Squirt the oilcan needs slippery boggle oil to use its Boggle Oil action, and it can hold up to three applications of the oil. Boggle oil normally evaporates after 1 hour, but the oil is preserved indefinitely inside Squirt.

When a boggle creates a puddle of slippery oil on the ground, a character can scoop up 1d3 applications of the oil from the puddle (a process that takes 1 minute) before the oil disappears.

A friendly boggle will create three applications of boggle oil in exchange for a gift of equal perceived value, such as a trinket. An indifferent boggle expects a better gift for the same amount of oil, such as a bag of candy, a gemstone, or a magnifying glass. An unfriendly or hostile boggle won't cooperate unless it is captured and forced to create oil to avoid punishment.

respectively. The balcony outside area L9 is only 5 feet above the ground; the others are 20 feet high.

A woodland basin filled with plants and fungi stretches out along one side of the fallen tree. A pumpkin patch is at one end of the garden, next to a steaming compost heap, with ramshackle pens for pigs and goats at the opposite end. Bedraggled scarecrows hang from tall wooden stakes in the basin's wooded slope. Two ground-level doors and three balconies provide entry to the hag's lair.

Skabatha Nightshade (see appendix B) uses the garden to cultivate ingredients for her potions and candies. The hag spends a few hours here each day tending to her plants (see "Where's Skabatha?" earlier in the chapter). Characters who won the game of hide-and-seek in the Witchlight Carnival's Pixie Kingdom have advantage on any Dexterity (Stealth) checks made to hide in the garden.

Animal Pens. The pens contain seven **goats**, five adult pigs (use the **boar** stat block), and a Small piglet (noncombatant) named Oink, who is beloved by Philomena (see area L4).

Compost Heap. The compost heap is a **shambling mound** that remains motionless until it is disturbed or until it rises to attack. If the mound is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the mound moving or acting, that creature must succeed on a DC 15 Wisdom (Perception) check to discern that the mound is animate.

Granny Nightshade earlier took a cutting from the shambling mound's root stem, binding it to her service. If a character uses a *speak with plants* spell to communicate with the shambling mound, it tells the character that the creature must obey the hag until

its stolen root is returned to it. If a character promises to return the root to it, the shambling mound stops attacking and waits here for the characters to come back. If the root is brought back and given to it, the shambling mound goes on a rampage through the garden, destroying and devouring everything it can while leaving the characters and their allies unmolested, then shambles into the forest, never to return. The cutting can be found inside one of the cookbooks in area L13.

Mushrooms and Toadstools. Granny Nightshade grows many kinds of Feywild fungi, five of which have useful (and in some cases magical) properties. Roll 3d8 to determine how many of each mushroom can be harvested from this location. A character who examines a certain kind of mushroom can, with a successful DC 15 Intelligence (Nature) check, ascertain its properties:

Butterfly Saddle. Each of these bright yellow toadstools has a ruffled, saddle-shaped cap properly sized for a pixie or sprite to sit on. They taste like butter and can be used as a substitute for that ingredient in recipes.

Eldercap. Eating one of these white and gray mushrooms causes the eater to look much older for 1 hour. This magical effect is an illusion that can be ended with a *dispel magic* spell.

Executioner's Hood. Each of these mushrooms has a black, hood-shaped cap. Any creature that

consumes an executioner's hood must succeed on a DC 12 Constitution saving throw or fall into a cataleptic state that is indistinguishable from death. This magical effect is identical to that of the *feign death* spell (including its duration).

Hummingbrella. A hummingbrella is a colorful mushroom with a frilly, parasol-shaped cap that drips sweet nectar and attracts hummingbirds. Eating one has the same effect as drinking antitoxin.

Pricklenoggins. Each of these mushrooms has short, prickly spines growing out of its red cap. Hats made from pricklenoggins caps are popular in the fey courts and considered very fashionable. Most tiny Fey would be grateful to receive one as a gift.

Plant Beds. Many plants grow in Granny Nightshade's garden—licorice, sugarcane, marshmallow, and more. Characters who examine the plant beds discover a dark secret: each bed is nourished by the buried remains of a Humanoid. Mud-encrusted skulls protrude from the soil, with vegetation sprouting from their open jaws and eye sockets. As an action once per day, Granny Nightshade can raise eight **skeletons** from the earth, but she must be within 30 feet of the plant beds to use this power.

Pumpkin Patch and Staircase. Several large pumpkins grow in one spot amid thick, leafy vines. A wooden staircase on the edge of the pumpkin

FEYWILD MUSHROOMS, FROM LEFT TO RIGHT:
BUTTERFLY SADDLE, ELDERCAP, EXECUTIONER'S HOOD,
HUMMINGBRELLA, AND PRICKLENOGGIN



patch ascends to a 20-foot-high wooden balcony outside area L8.

If a creature other than Granny Nightshade or a Small Humanoid (such as a human child or a halfling) enters the pumpkin patch, three fat pumpkins burst open, and a **giant poisonous snake** slithers out of each of them. Granny Nightshade has cast an *awaken* spell on each of these snakes, giving it an Intelligence score of 10 and the ability to speak Common. Their names are Essaveth, Jahassi, and Sinius. They act as watchdogs, but they won't climb stairs. If one of these snakes is wounded, it slithers into the pumpkin patch on its next turn, gaining total cover. On subsequent turns, it tries to hide and has advantage on Dexterity (Stealth) checks as long as the pumpkin patch provides cover.

Screaming Scarecrows. Five scarecrows are staked in a line near the pumpkin patch, and a *detect magic* spell reveals an aura of abjuration magic around each one. If an intruder moves within 50 feet of any of them, all five scarecrows scream loudly enough to alert everyone inside Loomlurch. Each scarecrow is a Medium object with AC 11, 5 hit points, vulnerability to fire damage, and immunity to poison and psychic damage.

L6. ROCKING HORSE

The door to area L11 is locked, and Granny Nightshade has the only key (see "Skabatha's Ring of Keys" earlier in the chapter). If Skabatha has been forced to flee Loomlurch on her flying rocking horse, modify the following boxed text to remove all mention of the horse:

Creaking softly, a rocking horse moves back and forth near the door. Peeling paint covers its limbs, and its rocker is thick with moss. A rictus grin is painted on its face. Near a protruding root is a painted wooden box three feet on a side. A crank protrudes from one side of it, causing it to resemble an oversized jack-in-the-box.

The rocking horse is actually a **flying rocking horse** (see the accompanying stat block) that Granny Nightshade uses to soar across Prismeer. The horse is positioned so that it can attack trespassers who approach the door. Any character who gets within 5 feet of the rocking horse notices a depression on its forehead. Any character who succeeds on a DC 10 Intelligence check correctly intuits that a horn once protruded from this depression.

The rocking horse used to be a unicorn named Elidon until the hags of the Hourglass Coven turned it into an obedient Construct. If a character finds Elidon's lost unicorn horn and places it on the



FLYING ROCKING HORSE

Medium Construct, Unaligned

Armor Class 15 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 0 ft., fly 40 ft. (only while mounted; hover)

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

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

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

Flying Mount. The rocking horse can serve as a mount for a Medium or smaller creature and can fly only while mounted.

Unusual Nature. The rocking horse doesn't require air, food, drink, or sleep, and it regains no hit points or Hit Dice at the end of a long rest.

ACTIONS

Head Butt. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

rocking horse's brow while the horse has at least 1 hit point remaining, the curse is broken and the rocking horse magically transforms into the **unicorn** Elidon, who appears at full health. Elidon is happy to repay the characters for their heroism but is equally eager to return to his mate, Lamorna (see "Wayward Pool" earlier in the chapter). Convincing him to join the party requires a successful DC 17 Charisma (Persuasion) check.

Whether he stays with the party or not, Elidon intends to honor the rule of reciprocity (see "Rules of Conduct" in chapter 2) and offers to use his magic to aid the characters in the following ways before parting company with them:

- He can use his Healing Touch action to treat a character's wounds and remove any poisons or diseases afflicting that character.
- Once a day, he can teleport himself and up to three willing party members to any location in Thither up to 1 mile away.
- He can cast *pass without trace* on himself and the entire party at will. This spell requires Elidon's concentration and lasts for up to 1 hour.

Dragon-in-the-Box. The wooden box with the crank is one of the boxes where Cradlefall might be found (see "Skabatha's Minions" earlier in the chapter).

L7. TIN SOLDIER BARRACKS

Ten brightly painted structures resembling little wooden houses line the walls of this room. Each small house has a three-foot-high hinged door. Four of the doors are open, and the other six are closed.

A narrow staircase ascends the circular wall. Near the foot of the stairs is a painted wooden box three feet on a side. A crank protrudes from one side of it, causing it to resemble an oversized jack-in-the-box.

The staircase ends after 20 feet at a landing outside area L8.

Each small house is designed to hold one of Granny Nightshade's tin soldiers. When the characters arrive, four soldiers are on patrol in areas L8 and L12, and the remaining six tin soldiers are inside their domiciles, behind closed doors. Each of these six Constructs is a Small (3-foot-tall) suit of **animated armor** with 27 (6d6 + 6) hit points.

The tin soldiers burst from their small houses and march forth if they hear combat in this room or an adjoining area, or if Skabatha or Pincushion calls for them. If the characters witness the soldiers emerge, read:

The beat of a drum erupts from out of the woodwork as all six small doors spring open at once. A troop of cask-shaped tin soldiers marches into view. A drum waddles behind one of them on stocky legs, striking itself with a pair of tiny drumstick arms.

The six tin soldiers operate as a unit and march to the beat of the drum, which is a Small animated object with AC 16, 25 hit points, a walking speed of 30 feet, blindsight out to a range of 30 feet, and no effective attacks. Its ability scores are Strength 6, Dexterity 14, Constitution 10, Intelligence 3, Wisdom 3, and Charisma 1. The drum can't be blinded, charmed, deafened, frightened, paralyzed, petrified, or poisoned, and it's immune to poison and psychic damage. Its drumbeat can be heard out to a range of 60 feet. All tin soldiers that can hear the beating drum gain a +2 bonus to their damage rolls. If the drum is destroyed, every tin soldier within 60 feet of it is stunned until the end of its next turn.

Dragon-in-the-Box. The wooden box with the crank is one of the boxes where Cradlefall might be found (see "Skabatha's Minions" earlier in the chapter).



MARCH OF THE TIN SOLDIERS

L8. WORKHOUSE DORMITORY

Two 3-foot-tall tin soldiers patrol the balcony outside this room. Each tin soldier is a Small suit of **animated armor** with 27 (6d6 + 6) hit points. The doors leading to this room are closed but unlocked.

This dormitory nestles in the tree boughs and has round windows overlooking a wooden balcony. Lining the walls are ten child-sized bunks outfitted with patchwork quilts and straw-stuffed pillows.

A young male dwarf lies in one of the bunks, coughing and drenched in sweat, while an older lad mops his brow with water from a bucket. Two doors exit the room: one leads to a balcony, the other deeper into the tree.

Granny Nightshade's workers sleep in these bunks. When the characters arrive, two children are present: Brottor (a 10-year-old male hill dwarf) and Pud (a 12-year-old male human). Brottor is poisoned; he fell gravely ill after eating nightshade from the garden. Pud has been assigned to care for him until the malady passes or Brottor dies.

Pud hisses for the characters to be quiet, nodding toward the soldiers on the balcony. If the characters comply, Pud quietly describes Granny Nightshade's routine and all of her minions (see "Where's Skabatha?" and "Skabatha's Minions" earlier in the chapter). Characters who are suspicious of Pud can make a DC 12 Wisdom (Insight) check; on a successful check, a character discerns that Pud is untrustworthy. (In fact, he's deciding whether to betray the characters to the hag.) If one or more characters are mean to him, Pud slips off at the first opportunity to alert Skabatha, hoping that his loyalty to her will pay off for him in the future.

Curing Brottor. Any effect that neutralizes poison can cure Brottor. If the characters lack the means to cure Brottor on their own, they can use humming-brella mushrooms (found in areas L5 and L13) to neutralize the poison.

If his ailment remains untreated, the dwarf falls into a coma after 5 hours. A character who administers to the dwarf for 1 hour and succeeds on a DC 10 Wisdom (Medicine) check can delay the onset of the coma for an additional $1d4 + 1$ hours.

If the characters save Brottor's life, Pud silently vows not to betray them to the hag.

Treasure. Characters who search the dormitory uncover the following valuable items:

- A silver bookmark shaped like a feather (5 gp)
- A gold signet ring depicting a weeping willow (25 gp)

- A cracked bloodstone (25 gp) stuffed inside a pillowcase

L9. SEWING ROOM

A closed, unlocked door connects this room to a 5-foot-high wooden balcony that overlooks Granny Nightshade's garden (area L5).

"Dunderhead!" cries a scratchy voice as you enter this cluttered chamber. "Those tatty sleeves wouldn't serve as socks for a chicken. Start again!"

A plump halfling boy and a young, fluffy bugbear sit at work benches, watched over by a living, child-sized doll with buttons for eyes. An animated carpet prances around the children, who pay it no attention. The sewing room contains rolls of fabric, bobbins of thread, knitting needles, and pincushions.

Materials for the workshop are sewn here under the watchful gaze of Pincushion, a **living doll** (see appendix C for its stat block). The prancing carpet is a **rug of smothering** that defends Pincushion and keeps strangers away from the children. Pincushion carries a key that locks and unlocks the doors to the kitchen (area L13). The key dangles from a hoop attached to its waist.

The living doll challenges intruders and demands to know why they're trespassing here. To satisfy it, a character must succeed on a DC 10 Charisma (Deception) check. On a failed check, Pincushion hollers for the tin soldiers at area L7. If satisfied, Pincushion asks the characters to wait here while it hurries to notify Skabatha of the newcomers' presence. The rug stays behind to make sure the children don't leave. Appendix D has additional role-playing notes for Pincushion.

Children. Two children are working here when the characters arrive: Wendel (an 11-year-old male strongheart halfling) and Roff (a 10-year-old female bugbear). Roff recently stole a pouch of *dust of corrosion* (see appendix A) from the store cupboard in area L10. She conceals the pouch in her clothing and offers it to her saviors if rescued from the tyranny of Pincushion and the rug.

Treasure. Once the living doll leaves or is defeated, the characters can search the sewing room for treasure, finding the following valuable items:

- A spool of barbed, golden yarn (15 gp)
- Three bolts of silk in shades of putrid green and cesspit brown (10 gp each)
- A set of five painted thimbles depicting poisonous Feywild plants (25 gp for the set)



MAGICAL PORTRAIT OF TASHA

L10. CUPBOARDS

The doors in this chamber are closed but not locked. When the characters enter for the first time, read:

Moths cluster around a lantern that hangs from the ceiling in the middle of a hallway, casting flitting shadows on the walls. The hall contains three sliding doors along the walls, and a heavier hinged door stands at the opposite end.

The three cupboards, accessed by sliding the doors open, hold workshop supplies, boxes of junk, and other mundane bric-a-brac. If one or more characters spend at least 15 minutes searching a cupboard, they find 1d4 trinkets inside it (each one determined by rolling on the Feywild Trinkets table in the introduction).

Large Cupboard. If the characters didn't dispose of her in chapter 1, Sowpig stands in the middle of the largest cupboard, silent and unmoving. She is a Small **ghoul** with 17 (5d6) hit points. Moths that live in the cupboard have encased Sowpig's body in silk. Opening the cupboard door releases a swarm of

moths, which is harmless and always moves toward the nearest light source. Any space that it occupies is lightly obscured.

After the swarm has been released, Sowpig emerges from her silk cocoon to ask why she has been disturbed. The ghoul assumes that the characters are Granny Nightshade's workers, sent to fetch her for a new task. She has no interest in the day-to-day affairs of Loomlurch and attacks the characters only if they threaten Granny Nightshade in the ghoul's presence or seem particularly suspicious. Sowpig follows them through the lair and shares an occasional joke, which is always dark and upsetting. Appendix D has additional roleplaying notes for Sowpig.

Unicorn Horn. If the Story Tracker indicates that the unicorn horn is here, characters can find it in Sowpig's cupboard, buried in a box full of junk.

L11. FAMILY TREE

The door to L10 is closed but not locked, and the doors to areas L6 and L13 are both locked. Granny Nightshade carries keys to both of these doors (see "Skabatha's Ring of Keys" earlier in the chapter), and Pincushion (see area L9) has a spare key to

area L13. The staircase in this room climbs 20 feet to a landing that ends outside area L12.

This room has three doors and a wood-carved staircase that ascends to a higher level. The walls are a dense tangle of tree roots and brambles, nestled among which are five animated portraits: one of a svelte, dark-haired woman and the others depicting hags.

When the characters arrive, the portraits show images of Granny Nightshade and her family, with no labels to identify them:

- A truly ancient and terrifying hag (Baba Yaga, the Mother of Witches)
- A toadish hag (Bavlorna Blightstraw, as depicted in appendix B)
- A skeletal hag wearing a black, theatrical contraption resembling a dress (Endelyn Moongrave, as depicted in appendix B)
- A hag with a wind-up key in her back, one empty eye socket, and a wooden eye held in her hand (Skabatha Nightshade, as depicted in appendix B)
- A svelte, dark-haired woman with a commanding presence (her appearance matching that of the Tasha mannequin outside the Hall of Illusions in the Witchlight Carnival, as described in chapter 1)

The portraits are enchanted to display the last creature that pricked its skin on the brambles' thorns in addition to its four closest family members, if it has any. These family members can be living or dead. (If the creature has fewer than four close family members, any remaining portraits are blank.) Each portrait magically animates to create the impression that the subject is looking around and shifting uncomfortably, but the animation has the quality of an old movie. The moving images are silent.

Pricking Thorns. Any creature that reaches toward a portrait must succeed on a DC 15 Dexterity saving throw or be pricked by the thorny brambles. The prick deals no damage, but the portraits change to match the pricked creature and up to four of its closest family members.

L12. TEXTILE MILL

Two 3-foot-tall tin soldiers patrol the balcony outside this room, guarding against outside intruders. Each one is a Small suit of **animated armor** with 27 (6d6 + 6) hit points. Both doors to this room are closed but not locked. The tin soldiers open the door and enter the room if they hear any commotion within.

Three large, freestanding looms dominate this chamber. A young goblin and a pair of gnome children work the machines, filling the room with a loud, rhythmic clatter. A door is set in the opposite wall, and an archway to the east leads to a storeroom.

Each night, **Skabatha Nightshade** (see appendix B) visits the textile mill to check up on her workers (see "Where's Skabatha?" earlier in the chapter). The looms are used to weave fabric for the sewing room and the workshop. They are large, treadle-driven machines that generate a considerable racket. The storeroom contains spools of yarn.

Boggles. Three **boggles** (see appendix C) play tricks on the child workers when no one else is around. The boggles are hidden in the corners of the room when the characters arrive, though the children shoot fearful glances at the boggles in the hope that the characters will notice what's going on. A character can use an action to try to spot the hidden boggles, doing so with a successful DC 16 Wisdom (Perception) check. Because of the children's fearful glances, the characters have advantage on this check. The boggles avoid combat, surrendering if they face certain harm.

If Squirt is with the party, it encourages the characters to acquire as much slippery boggle oil as they can (see the "Boggle Oil" sidebar earlier in the chapter). Captured boggles provide the oil freely, hoping to earn their freedom.

Children. Three children are working here when the characters arrive: Yevelda (an 8-year-old female goblin), Callybon (an 11-year-old female forest gnome), and her brother, Pogo (a 9-year-old male forest gnome). The children are eager to escape Loomlurch but won't converse with strangers until the area is cleared of boggles.

If the characters ask the children for help navigating the hag's lair, Yevelda reveals that she knows a secret route into Skabatha's bedroom (area L16). To take that route, a character must climb out of the storeroom window, clamber across branches that grow out of the upright trees and pass above area L13, and then hop onto the windowsill of the hag's bedroom. To reach the windowsill, a character must succeed on a DC 13 Dexterity (Acrobatics) check. On a failed check, the character falls 20 feet onto the roof of area L13, taking 7 (2d6) bludgeoning damage.

On one of her forays into the hag's private quarters, Yevelda witnessed Pud (see area L8) reporting to the hag. She hasn't told anyone about this yet and is unwilling to share her knowledge about the secret route to area L16 while Pud is present.

Treasure. Searching the storeroom reveals the following items of value:

- A gold bodkin (2 gp)
- A pouch holding 35 sp (the coins' mintage is unfamiliar to the characters)
- A small, leather-bound book containing delicate sketches and watercolor paintings of pixies, sprites, and other Fey (50 gp)

L13. GRANNY NIGHTSHADE'S KITCHEN

The door to L14 is ajar, and the doors to areas L11 and L15 are locked. Granny Nightshade carries a key that locks and unlocks all three doors (see "Skabatha's Ring of Keys" earlier in the chapter), as does Pincushion (see area L9).

This squalid kitchen is carved out of the trunk of the fallen oak. A large clay oven sits in the middle of the room, surrounded by crowded shelves laden with forest fungi, jars of pickled grubs, animal skulls, and moldy cookbooks. Sickly-sweet vapors emerge from a cauldron that rests atop the oven.

A young human girl shackled to a worktable is hard at work peeling potatoes. Set into the floor nearby is a padlocked iron grate through which you hear a gruff male voice say, "Are those potatoes I smell?"

Cradlefall, the **green dragon wyrmling**, spends much of his time dozing in here by the oven. If the characters have not encountered the wyrmling elsewhere, read:

A green dragon the size of a large dog is coiled up near the oven, apparently dozing. Fumes rise from the wyrmling's nostrils.

Each afternoon, **Skabatha Nightshade** (see appendix B) spends most of her time in this room with occasional visits to the study (area L14). She uses the kitchen to boil candy and prepare potions. The hag treats Cradlefall like her beloved pet; if Skabatha is not present, the wyrmling flees to her side and reports that intruders are in the kitchen.

Child Worker. Mishka (a 9-year-old female human) serves Granny Nightshade as a scullery maid. Mishka has managed to escape from Loomlurch twice, only to be tracked down by Cradlefall and recaptured both times; that's why Granny Nightshade now chains her to the worktable. As an action, a character using thieves' tools can pick the lock on Mishka's ankle cuff with a successful DC 15 Dexterity check. Any key that unlocks the kitchen doors also unlocks Mishka's chains.

If Skabatha isn't present, Mishka tells the characters about the hag's daily routine and describes Granny Nightshade's minions (see "Where's Skabatha?" and "Skabatha's Minions" earlier in the chapter). She suggests that they lure Granny Nightshade into the oven and burn her up.

Oven. This oven is large enough to cook a Medium creature whole. A 5-foot-wide iron door in the front of the oven allows one to reach into the oven's interior without disturbing the fuming cauldron that rests atop it. The oven's flames are produced by a **fire elemental** that is bound inside the clay enclosure. Its coal-black eyes are visible inside the flames to anyone who peers inside the oven. While it is trapped in this manner, the elemental can't be targeted or harmed directly.

Any creature that enters the hot oven or starts its turn inside it takes 10 (2d6 + 3) fire damage. A character can try to shove a Medium or smaller creature into the oven, if the creature is within 5 feet of the oven's open door (see "Shoving a Creature" in the *Player's Handbook*). If the creature is looking into the oven when it is shoved, the Strength (Athletics) check to shove the creature is made with advantage.

The oven is a Large object with AC 13, 30 hit points, vulnerability to cold damage, and immunity to fire, poison, and psychic damage. If the oven is reduced to 15 hit points or fewer, the elemental escapes from captivity and occupies an open space next to the oven. The elemental waits in the kitchen for Granny Nightshade to appear, then attacks her. It attacks the characters only if they harm it.

Trapdoor and Cell. A 3-foot-square, padlocked iron grate covers a 5-foot-deep, 5-foot-wide cell built into the kitchen floor. The walls of the cell are made of 1-foot-thick clay bricks held together with mortar. Granny Nightshade carries the padlock's only key (see "Skabatha's Ring of Keys" earlier in the chapter). As an action, a character can use thieves' tools to try to pick the lock, doing so with a successful DC 18 Dexterity check. As an action, a character can try to pull open the trapdoor without removing the padlock, doing so with a successful DC 22 Strength (Athletics) check.

Skabatha imprisons her most hated enemies inside the cell, which is filled with muddy water to a depth of 3 feet. The cell currently holds a bedraggled and grumpy dwarf named **Elkhorn** (see appendix B), one of the members of the adventuring band known as Valor's Call. If Rubin Sugarwood was lured through the mirror in the Witchlight Carnival's Hall of Illusions, the characters also find him in the cell, still wearing smeared butterfly face paint. Rubin angered the hag, and she has promised to "plant him in her garden" when she has a new plot of ground ready.

If Elkhorn is freed, he provides the following information to his rescuers:

- Elkhorn and his four human companions entered Prismeer to confront their archenemy, the League of Malevolence. Elkhorn's companions included Strongheart the paladin, Mercion the cleric, Mol-liver the rogue, and Ringlerun the wizard. Their group is known as Valor's Call.
- The League of Malevolence is a coalition of villains: Kelek the sorcerer, Warduke the helmed swordsman, Skylla the warlock, a priest of Orcus named Zargash, and Zarak the assassin. Valor's Call caught up with the League of Malevolence in the Palace of Heart's Desire, home of the archfey Zybnila. The two groups fought a mighty battle, during which Elkhorn believes he was knocked out. He woke up here, in Loomlurch.
- Granny Nightshade has lost interest in Elkhorn and is not concerned if he starves to death. The children toss him scraps of food to keep him alive.

Elkhorn happily joins the characters if he is freed from the cell. He's wearing his armor, and his shield and sword are stuffed in a kitchen cupboard (see "Treasure" below), though he doesn't know that. The old dwarf is determined to free the children of Loomlurch from captivity and ensure their safe-keeping until they can be returned to their families. His duty in this regard overpowers even his longing to find out what happened to his adventuring companions; if the children are rescued, Elkhorn rounds them up and cares for them.

When Elkhorn and his friends first arrived in Prismeer, they traveled to the Palace of Heart's Desire by following the stone causeway that once stretched from the palace to the edge of the domain. This route has since been shattered. He knows of no other way to reach the palace.

Cauldron. The cauldron is nearly full of hot melted candy, which bubbles gently. As an action, a creature can spill the cauldron's contents onto another creature within 5 feet of it. The target must succeed on a DC 12 Dexterity saving throw or take 2 (1d4) fire damage; in addition, the creature is covered with a sticky, crunchy candy coating that is easily washed off with water.

Cookbooks. Granny Nightshade has several cookbooks in her kitchen that contain candy recipes. One of these books has a 1-foot-long piece of gnarled root as a bookmark; this object is the cutting that Granny Nightshade took from the shambling mound in area L5.

Characters can also find a cookbook that contains formulas for common and uncommon potions. A character can brew such a potion by following the rules for crafting magic items in the *Dungeon Master's Guide*.

Treasure. Searching Granny Nightshade's kitchen reveals the following treasures:

- Six brass egg cups embossed with the faces of crying children (5 gp each)
- An ornate eight-minute hourglass (75 gp)
- A moldy wooden coffer labeled "Mushrooms" (in Elvish) that contains two butterfly saddles and a hummingbrella (see area L5 for descriptions of these mushrooms)

In addition, Elkhorn's shield and +1 longsword can be found inside a small cupboard.

L14. STUDY

The door to area L13 is ajar. The staircase in this room climbs 20 feet to area L16.

A staircase runs along the wall of this circular room and climbs to an upper level. Tucked behind curtains of moss and ivy are numerous bookshelves bearing ancient tomes, and built into one of the bookcases is a tall oval mirror in a wooden frame. Flickering candlelight emanates from the eye sockets of a human skull resting on an open rolltop desk.

Skabatha Nightshade spends part of her day here (see "Where's Skabatha?" earlier in the chapter); if present, she is seated at the writing desk and scribbling notes to herself while cursing various "unappreciative" child workers under her breath. If **Bavlorna Blightstraw** fled Downfall in chapter 2, she is slumped against the wall under the stairs and consumed with self-pity. She's in no mood to fight or have a conversation, so she mumbles and curses to herself, attacking only in self-defense. Both hags' stat blocks appear in appendix B.

The shelves contain books of Feywild lore, all written in Elvish, each of which has a withered frog's body stitched into its spine. Kissing the frog or stroking it with a moistened finger causes the frog to croak the book's title in Elvish. Notable tomes include the following:

All Things Sticky, Slippery, and Sweet, written for children, illustrates and describes substances that would fascinate them, such as boggle oil, troll spit, and various flavors of tree sap.

Fantasma Demento's Codicil of Conundrums is a lavishly illustrated book of fey puzzles and riddles. Answers to the puzzles and riddles are written in invisible ink.

gobliN eht fo hgual tsaL is a thin, illustrated book describing nilbogs, who are capricious fey spirits that possess goblins, foment chaos in goblinoid society, and use their magic to drive others to do the

opposite of what they desire. All the book's writing is backward.

Pity He's an Elf is a collection of illustrated short stories about an elf adventurer named Aethyn Ourglas, who travels the Feywild and befriends dangerous creatures in surprising ways.

The Queen's Gowns depicts and describes famous gowns worn by the Summer Queen, with asides written by the gowns' equally famous designers.

Tales from the Gloaming Court is a set of eleven hefty, green-covered, illustrated books filled with stories and illustrations of Feywild intrigue that shed light on the Seelie and Unseelie courts. (Volumes 3 and 8 are missing from Skabatha's collection and can be found in chapter 4.)

Three Rules to Rule By is a thin, dog-eared book that describes the rules of hospitality, ownership, and reciprocity in detail (see "Rules of Conduct" in chapter 2).

Twilight Tides is a fat, wrinkled book about navigating the oceans of the Feywild.

After two books were stolen from her collection (volumes 3 and 8 of *Tales from the Gloaming Court*), Skabatha placed wards on every one of the remaining books. Any book that is removed from her study turns to ashes instantly. A *detect magic* spell reveals an aura of abjuration magic around each book.

Shelved among the books are hundreds of scrolls that bear no magical wards; they describe encounters with individuals who struck bargains with Skabatha, and the horrible curses she put on each of them for failing to uphold their end.

Magic Mirror. The oval mirror built into one of the bookcases functions like the magic mirror in area B1 of Bavlorna's cottage (see chapter 2).

Rolltop Desk. This desk contains quills, ink, a human skull fashioned into a lantern, a treasure (see "Treasure" below), and a rolled-up wanted poster bearing a sketch of Will of the Feywild, along with the following text in Common:

Wanted: Will of the Feywild!

Find this flibbertigibbet and deliver him to me alive and unharmed, and I shall make you as strong as an octopus!

Granny Nightshade

Any character who can rightfully claim this reward is better off not doing so, for it comes in the form of a potion that, if drunk, gives the imbiber a Strength score of 4 (the strength of a normal octopus). The effect lasts until the creature receives the benefit of a *remove curse* spell, a *greater restoration* spell, or similar magic.

Treasure. Among the junk in the rolltop desk are the following interesting items:

- A varnished human eyeball inside the lower half of a small hourglass that hangs like a pendant from a necklace made of woven hair. This is the Hourglass Coven's *hag eye* (described in the "Hag Covens" sidebar in the *Monster Manual*).
- A black-feathered quill with a bone tip that magically produces its own ink (150 gp). The ink is the crimson color of fresh blood until it dries, whereupon its color changes to sepia.
- A Tiny clockwork toad with AC 5 and 1 hit point. If a creature places the toad on the ground, it hops 5 feet across the ground on each of the creature's turns in a random direction and makes a croaking noise that can be heard out to a range of 30 feet. Any creature that licks the clockwork toad must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. While the creature is poisoned in this way, other creatures are invisible to it.

L15. REDCAP PATCH

To one side of the giant, toppled tree is a grove of bearded willows on the bank of a murky woodland pond. A patch of tilled earth spreads beneath their boughs. The caps of several red toadstools are just beginning to emerge from the loam.

The toadstools are the tips of the hats worn by six **redcaps** (see appendix C) that are forming under the earth. Any creature that tries to pick a toadstool causes its redcap to rise up out of the earth, outraged at being awakened early. This redcap is not fully formed and has half its normal hit points.

Whenever Granny Nightshade's key stops turning, 1d3 redcaps emerge fully grown from this patch, leaving any remaining redcaps under the soil, still not fully formed. The risen redcaps loiter here until they see something they can kill or until Granny Nightshade gives them a mission.

The redcaps are hostile toward creatures other than Granny Nightshade. However, if a redcap is offered a gift, it accepts the gift and becomes so angry at the thought of having to reciprocate (see "Rules of Conduct" in chapter 2) that it clutches its chest and keels over dead at the start of its next turn.

L16. GRANNY NIGHTSHADE'S BEDROOM

This room has two closed doors, one leading to a 20-foot-high balcony and the other leading to area L17. Neither door is locked. A staircase descends to area L14.



SKABATHA'S DOLLHOUSE

Almost everything about this bedroom is orderly, from the bed with the patchwork quilt to the ornamental pigs arranged in a neat row on the dresser. Such tidiness is at odds, however, with the decaying dollhouse sitting on the bedside table. This three-foot-tall edifice has seen better days and is now besmirched by peeling paint, mold, and rot.

Behind the dollhouse, by the window, moths flutter inside a large bell jar. Facing one another along the outer wall are a pair of doors. Next to the door closest to the staircase is a wooden rocking cradle with a neatly folded blanket in it.

If **Skabatha Nightshade** (see appendix B) is here, she is asleep inside the dollhouse in her miniaturized form. While Granny Nightshade is sleeping, a character must succeed on a DC 12 Dexterity (Stealth) check to sneak up on her without waking her. Talking near the dollhouse also awakens her.

The dollhouse is fully enclosed, rather than being open at the back as a normal dollhouse would be. A Tiny creature can enter the dollhouse through its front door or one of its windows and explore its interior, which has a gloomy foyer, parlor, kitchen, and dining room on the ground floor; two bedrooms,

a sewing room, and a nonfunctional bath on the second floor; and a spooky, spacious attic. If you used the “Lost Things” adventure hook and Granny Nightshade stole from the characters, any items that their lost things were transformed into are kept inside the dollhouse’s attic, along with the items listed in the “Treasure” section below.

Characters who inspect the outside of the dollhouse closely can see that the roof is hinged, like the lid of a toybox. It is held shut by an *arcane lock* spell that only Granny Nightshade can bypass without using magic. No amount of brute force will open the sealed roof, but a *knock* spell or similar magic opens it, granting access to the attic and its contents. Granny Nightshade also set a password (“rumpleclump”) that, when spoken within 5 feet of the dollhouse, suppresses the *arcane lock* spell for 1 minute. Cradlefall and Pincushion know the password but won’t divulge it unless their very existence is threatened. Mishka (see area L13) also knows the password and shares it with any characters who are willing to help her.

Creatures inside the dollhouse can’t be affected by spells or attacks that originate outside the dollhouse, and the dollhouse is enchanted to be immune to all damage. If it is knocked over, each creature inside the dollhouse must succeed on a DC 15 Dexterity saving throw or take 1d6