



Fun With Fey

Trouble is afoot in the mysterious Quivering Forest. An Archdruid finds herself unable to control the magic of a particularly powerful tree. This tree's magic threatens to create a portal that would allow the most mischievous members of the Feywild entry to the Moonsea region. Clever adventurers will be needed to discover the nature of these fluctuating powers and keep them at bay.

A 4-Hour Adventure for 11th-16th Level Characters

KELLY SAMUELSON

Author

Adventure Code: SAC-02

Optimized For: APL 13

Version: 0.5



Development and Editing: Stephen Tapolski, Luke Brunner, Alex York, Colleen Samuelson

Art: Wizards of the Coast, Kelly Samuelson

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Lysa Chen, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

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

Introduction

Welcome to *Fun with Fey*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

This adventure is set in the Quivering Forest, outside of Phlan. The Quivering Forest is historically known for being home to elves and fey creatures, as well as the occasional Barovian mist.

This adventure is designed for **three to seven 11th – 16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

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

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

Determining Party Strength

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

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

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Primer

Adventure Background

The Quivering Forest, north of Phlan, sandwiched between the Stojanow River and Thar, and extending Northwards towards the Dragonspire Mountains, has seen a fair share of turmoil in recent years. After Talaric Daoran broke the pact between Phlan and the Fey in the forest in 1456 DR over trivial logging needs, the nearby area has seen the attack of the Maimed Virulence and a battle for Phlan that ultimately lead to the Mists of Barovia overcoming parts of the Quivering Forest and nearby Glumpen Swamp. Many of the Fey creatures and Elves of Greenhall who kept balance and order in the forest are gone. Those who remain are few and the Mists have corrupted some beyond the normal trickery that the Fey are known for.

Recently, a group of adventurers were dispatched to face an increase in activity of the Fey in the Glumpen Swamp (See CCC-Links1-2 The Secrets We Keep). Many locals believe the fey are trying to strengthen the land to protect it from any further incursion by the Mists. Powerful Fey are working to cross into Toril, something the citizens feel uneasy about.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Quivering Forest A largely unexplored and unsettled forest outside of the city of Phlan, home to mainly elves and fey.

Kelandrakix Bridottir (*KEL-ann-DRA-kicks BRI-dott-er*). An archdruid elf that has long facilitated trade between Emerald Enclave and the Elves of Greenhall.

Kelandrakix Bridottir, an elf archdruid of the Emerald Enclave, used to work prominently as a facilitator of trade between the Elves of Greenhall and the Emerald Enclave in Phlan. She hadn't been seen in quite some time and had been presumed dead when she reappeared less than a week ago at the edge of the Quivering Forest. She reports that a magical Morcant Burl tree (endemic to the region) has been growing in magic. It seems that the tree is creating a tenuous connection to the Feywild that is allowing the dark fey to enter the realm.

As the characters will learn, something is off with Kelandrakix. While she is known for her calm peacekeeping and trade negotiation tactics, her interactions with the party paint her as easily

impressed, emotionally unstable and mildly fantastical. The calm, cool Kelandrakix of Emerald Enclave legend has experienced a serious break with her sanity. Whether the Mists or the Feywild has corrupted her, she's called the party here for an all-together different reason – her entertainment. Kelandrakix plans to use summoned fey creatures to test and trick adventurers and leave them lost in the forest.

Adventure Overview

Kelandrakix the archdruid has emerged from the Quivering Forest after a long absence in need of urgent help from adventurers. She will ask the party to help her defend the forest from Fey and other creatures that are emerging from a portal in the Morcant Burl tree deep in the forest. In reality, the archdruid has been corrupted, and in her insanity, almost everything the characters encounter will be something Kelandrakix has set up for her amusement. Employ roleplaying, deception and creative descriptions of each scene to develop a deep sense of paranoia in the players by the end of part 3.

The adventure is broken down into 4 parts:

Part 1. The characters meet Kelandrakix and are sent off on their quest.

Part 2. The characters play through a variety of traps and encounters, many created by Kelandrakix, all which provide hints as to what the true force is behind the increased fey activity.

Part 3. The party stumbles upon an ambush set up by hags attempting to trap Kelandrakix. They instead trap the party, but intend to fix the mistake and drop a final hint for the adventurers.

Part 4. The party faces a group of eladrin who are working against the archdruid, leaving the party potentially fighting on the wrong side. Kelandrakix reveals herself and thanks the party for playing in her game before whisking away.

Adventure Hooks

Previously Played CCC-Links1-2. Similar problems to those that emerged in Glumpen Swamp are now increasing in Quivering Forest. The regent of Phlan, Calypso, has contacted these adventurers as proven heroes, and they are sent to meet with the archdruid Kelandrakix.

History with the Region. Any characters that have previously visited the Quivering Forest know that a delicate balance exists between the fey and elves in

the forest. Disturbing or disrupting the balance has led to great tragedy in the past, and it is in the best interest of multiple parties to find the source of increased fey in the area.

Emerald Enclave. Any members of Emerald Enclave have heard news of a member of the group who has recently been reaching out for aid. From hearing the gossip around faction members and within faction houses, the archdruid's reputation within the faction is of great respect, so helping her may reap untold benefits for faction agents.

Elven Characters. Elves will be interested in the opportunity to support trade between the Emerald Enclave and Greenhall. They suspect controlling the fey will benefit their kind in the long run, and may have some personal benefits.

Payment, please. Rumors are circulating that an elf has emerged from the famed and dangerous Quivering Forest. She is looking for assistance in quelling increasing fey activity in the forest and is willing to pay adventurers handsomely for their assistance.

This Mod Is Not Like the Others...

During play, remember that the main goal of this game is to maximize Kelandrakix's amusement. Reward ingenuity and creative thinking with Inspiration. Encourage shenanigans and be prepared to respond to alternative solutions to the scenarios presented.

Your job as the DM will be to instill a sense of paranoia and distrust in the players, as they find that each encounter they face has a strange or unexpected outcome. They should also notice that something is off with the archdruid, Kelandrakix. Play up these oddities whenever possible.

If the characters are in mortal danger, or worse, perish before the game is done, that doesn't sound like very much fun to Kelandrakix. If at any point a character has failed two death saving throws, Kelandrakix will cast *Cure Wounds* on them. Worst Case Scenario: Kelandrakix also has the *Reincarnate* spell prepared if the situation calls for it, she would relish the opportunity to witness what race the characters come back as!



Intro. Crying Wolf

Estimated Duration: 15 minutes

The characters have arrived at the edge of the Quivering Forest, and despite warnings they've received about the area, are ready to proceed.

At the edge of the wood stands Kelandrakix, who is waiting for the party.

General Features

The edge of the Quivering Forest has the following general features.

Terrain. The well-travelled road immediately transitions to thick and daunting plant growth.

Weather. While the weather on the road has been warm and sunny, the forest gives off a damp and chilling breeze.

Light. The road is well lit in contrast to the dimly lit forest.

Smells and Sounds. Eerie sounds are heard faintly in the distance, muffled cries, evil laughter and strange creatures can be heard not far off.

An Important Quest

Kelandrakix is waiting for the party, smiling slightly.

At the edge of the tree line stands a tall elf with wild green hair. She is clothed in wooden armor and oversized tree leaves and carries a large staff. She doesn't look exactly like the calm and collected reputation she holds, she is disheveled. Her wild hair blows in the breeze. But, she has a welcoming smile on her face. "Hello mighty adventurers," she says, "I've been waiting for you all day."

Kelandrakix imparts the following information to the characters about their mission.

- Recently, an increase in Fey activity in the Glumpen Swamp was linked to a powerful Fey attempting to cross from the Feywild into Faerun.
- A similar pattern is starting to emerge near an ancient Morcant Burl tree that is less than a day's travel into the forest.
- Kelandrakix fears that another portal may be established at this location and could already be allowing mischievous fey to enter this plane.
- Kelandrakix has investigated the tree, but her magic alone is not enough to fight the fey forces in the forest and contain the erratic energy of the tree. She's spent considerable time and resources trying to stop the portal from opening, and is exhausted.

- Kelandrakix is asking for the characters to escort her back to the tree and possibly assist in getting to the root of the magical disturbance.
- The archdruid knows the way to the tree and can aid some in survival in the forest.
- Kelandrakix fears they have only hours to try to seal the portal, or it will allow the way for powerful archfey to make their way into Faerun.

The Druid's Motivations

The characters have no way of knowing that the druid is actually behind the majority of these issues. A Wisdom (Insight) check of DC 20 only reveals that Kelandrakix is a little too excited to have the party's assistance.

Kelandrakix has had the spell *Glibness* cast on her to mask her motives from magical intrusion. She will explain away any aura of transmutation magic as being part of an *Alter Self* spell that helps her blend into the forest.

Additionally, her Fey ancestry seems to be heightened by the strange magic in the forest, giving her immunity to charm effects. It appears she is too deceptive for the characters to glean anything else about her request.

Developments

Kelandrakix offers the party 1000 gold each (yes, each... pause for player celebrations) to escort her through the forest, investigate the tree and stop the Fey from continuing to enter this plane.

If characters attempt to negotiate, feel free to change this amount at your discretion. She's willing to promise any payment to get the players to enter her game, and knows she doesn't intend to pay up at the end of the day.

Roleplaying Kelandrakix

The archdruid is accompanying the party in order to watch how they react to the scenes she's set for them. She reacts uncharacteristically to all their efforts in navigating the adventure – bored, overjoyed, panicked, laughing – choose whichever will slightly convey a sense of insanity and is inappropriate relevant to the situation.

Due to her story of being "tapped out" from prior work on the fey portal, she will not use any of her spells slots above 3rd level until Part 4, and does her best to stay out of the way of encounters. She acts just a surprised as the party when they stumble upon the traps set in the forest, but otherwise doesn't seem to react to any of the strangeness inherent in the forest. Kelandrakix has cast *Foresight* before the characters arrive, and has replaced one of her prepared spells with *Reincarnate*.

Part 1. Fun With Fey

Estimated Duration: 150 minutes

Characters will encounter a number of Kelandrakix's games, in addition to the normal dangers inherent in traveling through the Quivering Forest.

This adventure happens over the course of a single day, allow the characters a single short rest for completing part C, but there is not time for a long rest if they are to complete their "mission."

The order of these encounters is merely a suggestion, feel free to change them or remove some if time is a factor. Maps are not provided as the encounters heavily lend themselves to "theatre of the mind" style of play. Feel free to use grids for combat, but the terrain is primarily open during these scenarios.

Box text is only a suggestion/shortcut, substitute in your own descriptions as needed.

General Features

Quivering Forest has the following features.

Terrain. Heavily forested with a mixture of clear openings and thick undergrowth that impedes travel. Expect the unexpected.

Weather. The forest is always moderately chilly and damp regardless of the time of year. Pockets of fog and mist slowly meander through the trees.

Light. The thick canopy of trees in this area leaves the majority of the forest in dim light. Due to the lighting and weather, perception checks are made with disadvantage.

Smells and Sounds. Even without interference, the forest is a chilling place. Smells vacillate between rotting decay and sweet flowers. Sounds vary from silence one minute, to bone chilling screams, children laughing, or monstrous roars the next. Make sure to interject all the varying sounds into the narrative.

Like the woods back home, only filled with nightmares...

The eeriness of the Quivering Forest matches neither stories nor memory of this place. From all around you, you hear the sound of a small child singing a nursery rhyme in Infernal. Then silence that is absent of even the sound of your own breath... followed a moment later by the scream that reminds you of a dying animal. All around, fog and mists float through the dim light filling you with a sense of unease. You feel like your eyes are playing tricks on you, as there is constant movement that disappears quickly in the distance. Your normal perception fails you in the dim light.



Creating Distrust in the Forest

As the characters travel through this section, take the opportunity to create distrust and paranoia. Ask them to make various skill checks (Perception, Survival or Arcana for example) for elements of the game that don't exist. Perhaps they roll very high and you simply respond with "Okay."

Occasionally, describe some odd occurrence happening to them: They feel something bump into them, but when they look, nothing is there. The ground is especially sticky in this spot, you're not sure why. You hear a bird off in the distance and you're sure it said your name.

Add to the mystery by making random dice rolls at times. At various points, maybe the scenery in the forest changes and nothing looks familiar in any direction. Any attempt to backtrack or leave the forest magically finds the players back at the spot they left off from. Even Rangers and characters with the Outlander background find this place hard to navigate.

Give them forks in the trail and ask them to make decisions about which way to go. Describe the sound of dragon wings down certain paths.

None of their choices will have mechanical consequences, but they don't need to know that. Adlib throughout this section as needed – the goal is to create distrust through narrative in addition to the story and encounters.

Kelandrakix turns out to be less helpful than the party had hoped at navigating the forest. Additionally, she seems unbothered or even bored at the strange happenings in the forest rather than afraid or cautious.

A. Manners, Dearie!!

After an hour of travel into the forest, strange plant growth starts to envelop the paths of the adventurers. Some trickery is afoot here!

Jeny Greenteeth

The green hag, Jeny, is quite famous in the area for her commanding rule over the fey in the forest. Some adventurer's claim she was pulled into the Mists of Barovia, while others have seen her return to the forest. Either way, her influence and magical traps have left their mark on the terrain. She especially likes to engage her victims in riddles to earn their freedom.

Your trek along the directed path begins to become more difficult. You start to notice that the plant growth has taken on a supernatural pace. Even though you've heard of the magic growth of the Quivering Forest, something still seems off. You suddenly find yourself beset on all sides by thick and thorny vines, covering the floors of the forest and magically growing into gargantuan walls around you on all sides.

The terrain here is completely encased in thick and thorny plants, as if created by some spell. The growth covers the area in a 20-foot radius. There is a 10-foot radius circle in the center that is unaffected. The area on the ground leading up to the walls is considered difficult terrain and deals 2d4 piercing damage for every 5 feet of movement. A DC 18 Wisdom (Perception) check is needed to reveal that the ground is hazardous.

Walls encircle the players on all sides as well as throughout the tree canopy, creating an unavoidable shell. The wall itself deals 10d8 piercing damage to anyone who enters the wall or half-damage if they can succeed a DC 18 Dexterity saving throw.

Allow the players a moment to investigate and discuss what is happening. Either a Passive Perception or Wisdom (Perception) check over DC 20 will reveal that a note has appeared. When players have had adequate time to panic, read the following:

This situation seems dire, when you notice a note pinned to one of the thorns, as well as several orderly arranged stones and gems on the ground. They seem to hint at a solution.

Give the players **Player Handout 1**. If any player recognizes the signed initial on the note as belonging to Jeny Greenteeth, award them Inspiration.

Characters who are able to make a DC 20 Intelligence check may earn up to one hint from the DM to solve this puzzle.

Tricks of the Trade

The following is the solution for each riddle:

- 1 – Sleep
- 2 – Fire
- 3 – Lantern
- 4 – One

The words become magically etched on each stone as they are spoken to solve each puzzle.

Developments

The characters can disarm the trap by speaking the word spelled in the green gems of each puzzle answer: SILE. Any character who speaks Sylvan recognizes this as the Sylvan word for FUN. When solved, the walls and thorns will slowly wither and open a path in front of them.

Characters who have previously encountered Jeny might get a sense that this trap and the puzzle answer is slightly more twisted than her normal traps.

If the characters cannot answer the puzzle or decide not to, they can move through the wall, each taking damage as they pass, and find the path on the other side.

XP Award

If the characters are able to solve Jeny's puzzle, award them 2,500 XP.

Treasure

Three of the gems from the puzzle are worth 2000 gp each. A DC 15 Intelligence (Investigation) check reveals that 1 of the green gemstones are Hag Emerald. It looks hideous, but functions as a Potion of Poison Resistance when crushed as an action.

- Ask the characters who is carrying the emerald. If any character chooses to take the emerald, they hear a wicked laughter come from nearby in the forest. This is an opportunity to arouse suspicion in the characters. Taking the gem won't harm them, but should make the paranoid of repercussions from Jeny.
- Casting Detect Magic on the gem reveals an additional faint aura of magic, but it does not seem to belong to any school of magic from this plane...
- At your discretion, any character that takes the gem may be so paranoid about being found and punished, they are plagued with anxiety and unable to receive the benefits of any rest the party takes.



B. That Escalated Quickly

As the characters walk deeper into the forest, they find themselves staring at an enormous stone in front of them, with carvings depicting Fey stories of Elemental Powers. It looks like some troublesome Quicklings are at work to activate the monolith!

After hours of walking through dense underbrush in the forest, you are relieved to find a small piece of your journey that isn't bogged down by darkness and difficult undergrowth. However, that relief is short lived as you stare at an enormous and ominous monolith in the center of the clearing. As soon as you exit the forest, it starts crackling with energy and the carvings on the stone light up. At the top of the 300 foot stone, fast moving, tiny creatures are up to no good.

This monolith is covered in carvings in Sylvan. It depicts drawings of lightening filled swirling storms, water crashing as tidal waves, fire engulfing creatures and stone and earth destroying cities. If any characters can read Sylvan, they also read the following:

Appease the elements with a sacrifice to each elemental plane, or become the sacrifice yourselves.

Four Quicklings are busy at work activating the monolith. Allow either an arcana, investigation or perception check for each character. Each successful check of DC 15 or higher reveals one of the following pieces of information:

- A symbol of an earthen stone appears on the North side of the monolith. Below it, the ground is covered in enormous piles of dirt and the remnants of a stone wall emerging from its base.
- A symbol of crashing waves appears on the West side of the monolith. The ground below is heavily soaked in water. Crystals of ice still cling to the stone.
- A symbol of raining fire appears on the South side of the monolith. The ground and stone is heavily scorched on this side.
- A symbol of thunder and lightening storms appears on the East side of the monolith. Debris has gathered at the base of the monolith on this side, and the stone appears to be worn smooth by heavy winds.

You've only had a moment to investigate the large monolith when one of the quickly darting creatures addresses you in common. "Hello big sillies, we're summoning some friends to come and play with you!" 300 feet above you, the creatures take another moment or two to finish their work. The ritual will be completed very soon.

Give the characters 1 round of actions to react before the monolith reaches full power. Considering giving them a countdown to take their actions, trying to induce panic. Kelandrakix will also encourage them to take quick action to deal with this monolith, including suggesting the monolith can help power the portal and must be dealt with quickly.

Casting an elemental based spell (1 of each type – such as wall of stone or grasping vine for earth, control water or ice storm for water, wall of fire for fire and storm sphere or cloudkill for air) at 4th level or higher will appease that element's plane and lessen the effect of one of the symbols. Multiple spells cast for a single element may deactivate it completely.

Lessening the effect of one element through casting a spell will reduce the strength of the elemental they must face in battle from an *Elemental Myrmidon* (challenge rating 7) to a *Large Elemental* (challenge rating 5). Deactivating that symbol will ultimately remove the corresponding elemental from combat. Players can attempt this both before AND during combat if they wish. Reward other creative ideas from players that resemble a significant sacrifice tied to each element, such as an elemental breath weapon or a specific magic item ability with limited use.

At the end of one round, **four Elemental Myrmidons** appear – one of each type for any of the still fully activated symbols – and attack immediately. The **quicklings** dart away before combat begins, giggling hysterically as they fly off.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Allow spells of 3rd level to deactivate an elemental and replace the Elemental Myrmidons with Large Elementals of each type that was not deactivated.
- **Weak:** Allow spells of 3rd level to work on the monolith.
- **Strong or Very Strong:** Add an additional Large Elemental of each type that wasn't partially or fully deactivated.

Developments

As each elemental myrmidon is destroyed, the bodies disappear and a spell scroll is left in its place. Once all the elementals are defeated (or the sigils deactivated), the monolith disappears.

If the adventurers completely deactivated a sigil before or during combat, that scroll will not appear.

- The air elemental drops a scroll of Thunder Step
- The fire elemental drops a scroll of Melf's Minute Meteors
- The earth elemental drops a scroll of Erupting Earth
- The water elemental drops a scroll of Wall of Water

C. Fey Party

As the characters are travelling, they hear a celebration in the distance. Little do the characters know, there is some fun to be had in the encounter ahead. Allow players to earn an additional short rest as a reward for playing along.

Though you've been plagued with muffled, disembodied laughter and other sounds of the forest all day, the sounds you hear ahead of you are different. There are glints of firelight piercing through the trees, and silhouettes of dancing figures off in the distance. You hear playful interactions and lighthearted socialization.

Characters step forward and discover themselves within a copse of trees, at the door of an intricate tree house. Rope bridges span tree trunks, while heavy branches hold structures and platforms. Dancing and celebrating are **three dryads, and seven pixies**. The Fey are incredibly dedicated to having a dance party and want the characters to play along.

When the characters reveal themselves, the fey will try to convince them to stay, dance and play. The dryads will use their Fey Charm ability to convince any player who is reluctant. If players attempt to leave, the pixies will cast Phantasmal Force on each character. Characters who fail an intelligence saving throw versus the Pixies spell save DC of 12 will hallucinate an enormous unicorn preventing their exit. Attempting to pass the unicorn causes 1d6 psychic damage. It requires completing an Investigation check as an action versus the Pixies spell save DC to realize the unicorn is an illusion, otherwise any character that fails will

rationalize the psychic damage as being caused by the unicorn.

Kelandrakix, who appears exhausted from trekking through the woods and dealing with the monolith, declines to join the dance party, but will happily rest on the sidelines without rushing the characters. She has set this trap to see whether they will make fools of themselves with the fey.

If the characters play along they learn the following:

- The fey don't remember anything from before a short while ago. A "friend" who wanted to play summoned them there.
- If asked, they didn't get a good look at their friend, but they loved her hair, it looked like lichen.
- Dancing is good for your soul; it provides rest for the mind while the body is in movement.
- None of the creatures know where they came from or how they got here. They were just here, all of a sudden.
- If asked, Kelandrakix has not seen this place before.

Allow the party to describe their interactions with the fey and how long they plan to stay for. If a character is charmed, they will stay as long as the dryad wants them to.

If the players stay for a while, the fey will disappear. If attacked, any fey who perish simply cease to exist and do not leave behind bodies. Characters who know the *Conjure Fey* spell and succeed on a DC 15 Intelligence (Arcana) check think that effect looks familiar, but allow the players to piece the information together themselves.

Developments

If the characters play along and dance for an hour, they receive the benefits of a short rest (keep in mind how this effects any member of the party who is paranoid about the Hag Emerald from Part A). At the end of the hour, the summoned fey vanish; which can also provide a hint that *Conjure Fey* was used.

If any player chooses to look around, there is torn and scribbled journal page on a desk in the tree-house that can be found easily. It contains only mad ramblings (written in crayon) about the strength of the Fey, and the need to create more of them in the forest through any magical means necessary.



D. Great Flying Giganotosaurus

It seems that some of the fey that have been summoned have found another victim to play games with... as the characters stumble into another clearing they are faced with an interesting sight.

In a clearing in the forest you are faced with a sight that would send the hardest of adventurers running in terror. It is enormous dinosaurs... and they're flying.

Allow players a moment to investigate from the safety of the forest. You may want to point out that something hinky is going on... after all, the players don't see any wings and those tiny arms won't provide much lift.

Kelandrakix expresses her concern and thinks this is likely some sort of trick of the fey. Dinosaurs are not often seen outside of Chult, and never before in the Quivering Forest.

Beyond the forest line the adventurers see **two Giganotosaurus**. Unbeknownst to them, this is just an elf convoy that was the victim of a pixie's *Polymorph* spell. There are **eight pixies** hiding in the trees using Greater Invisibility. The pixies have taken it a step further and have cast the *Fly* spell on the dinosaurs. If players choose to investigate whether the effect is magic, a DC 18 Intelligence (Arcana) check will reveal that this looks like the *Fly* spell has been cast. It's much more difficult to detect the *Polymorph* spell, but a roll over 25 for Arcana should hint at that spell as well. Since this monster is subject to the limitations of the *Polymorph* spell, it does not use its legendary actions (except for a Very Strong party, if you think they can handle it).

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Replace the Giganotosaurus with a Tyrannosaurus Rex.
- **Weak:** Replace one Giganotosaurus with a Tyrannosaurus Rex.
- **Strong:** Add a Tyrannosaurus Rex.
- **Very Strong:** Add two Tyrannosaurus Rex.

Dinosaur Tactics

If characters have employed tactics to approach stealthily versus the dinosaurs' perception checks, the Giganotosaurus gain the surprised condition until the end of their first turn.

The polymorphed dinosaurs aren't particularly intelligent and will attack whichever character they are closest to. Since they are flying and their natural attacks have reach, utilize that ability to stay out of range of melee characters if it's appropriate for the party makeup.

The pixies will not enter in combat unless the characters have somehow ruined their game.

Breaking the Game

If the players are sufficiently suspicious and employ interesting tactics to avoid the fight, the pixies will become annoyed that the party doesn't want to play their game. They get involved using greater invisibility to stay hidden. Allow the pixies to wreck havoc on the party for a couple rounds before they run off to safety.

Developments

Once the dinosaurs drop to 0 hit points, they will revert back to their humanoid form in a panicked state (they are both elf **Archmages** from Greenhall). They don't know how they got to that part of the forest or what is happening and will use their actions to flee the situation. Characters have a few options for how to respond.

Characters persuade them to stay. On a DC 20 Charisma (Persuasion) check, the humans are convinced to stay momentarily, but have limited information to share with the party. They were travelling through the forest on a known trade route and suddenly transformed into a dinosaur. They're very anxious to leave and get back to better-known parts of the forest. Neither of these elves recognize Kelandrakix and she does her best to ignore them.

Characters continue to attack. The humans will immediately flee the area. Any characters that attempt to pursue them lose sight of them within one turn. If they attempt to pursue them for more than 1 round, they get lost in the forest and gain a level of exhaustion. The Fey of the forest don't appreciate murderers and will do their best to mess with them while they are lost. Feel free to use some of the **pixies'** remaining spell abilities.

Part 3. An Informative Trap

Estimated Duration: 30 minutes

A coven of hags is working with other fey in the forest to stop Kelandrakix. They have been tasked with slowing the archdruid down, and will attempt to do so unseen. The party finds themselves in their trap as well – but the hags have no intentions to harm the party, and may even provide hints as to the source of the problems here.

Caught in the Crossfire

As the characters proceed through the forest, a strange sensation overcomes them. The party is being targeted by a *Hypnotic Pattern* spell. All characters must succeed on a DC 19 Wisdom save, or become incapacitated for one minute. Those that succeed find themselves encapsulated in *darkness* as cast from **darkling elders** and are unable to find their way out for 1 minute. During this time, the hags will use this cover and their Invisible Passage trait to cast *Bestow Curse* on at least 3 characters – choosing members of the party who look most like elves to target first. Characters must succeed on a DC 13 saving throw to avoid the curse. After a minute, the party is reunited as the darkness and hypnotic pattern spells fade. They discover that the archdruid has disappeared.

Bestow Curse Spell

When you cast this spell, choose the nature of this curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on Ability Checks and Saving Throws made with that ability score.
- While cursed, the target must make a Wisdom saving throw at the start of each of their turns. If they fail, they waste their actions that turn doing nothing.

At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has the final say on such a curse's effect.

The darkness fades and your party regains their senses. Kelandrakix is gone. Only a minute has passed, but the previously incapacitated members of your party find themselves intricately decorated in flowers, leaves, braches and vines from the forest. Flowers are interwoven into any and all gaps in your armor and braided throughout hair.

Cursed characters quickly notice that something seems “off” about them. Attempts to remove the curse by the characters should prove unsuccessful (a third member of the hag coven could have stayed behind and be casting *counterspell* undetected). At the point that the characters start freaking out, a rabid looking squirrel will approach them and deliver a letter. The hags who meant for this to be a trap for Kelandrakix have quickly sensed the mistake and hope to fix the mix-up.

A crazed looking squirrel approaches you and hands the party a crumpled piece of paper. It reads, “Oopsie dearies, that little trap wasn’t meant for you. Come see us and we’ll fix you up right away. All apologies, Mira and Shira.” Attached is a roughly scrawled map that leads to their home. The map is written in a deep red ink that looks eerily like blood.

Mira and Shira's house

A roughly scrawled map on the letter should lead them to Mira and Shira's house. The house is built into a giant tree and is surrounded by thick and twisted plant growth.

Roleplaying Mira and Shira

Despite their potentially evil nature, Mira and Shira have a strong interest in keeping balance in the forest. They deeply regret that they accidentally caught the players in their trap instead of Kelandrakix and want to make it up to the group.

Two women, dressed in green, with flowers woven into their outfits, greet you at the door of an adorable, quaint cottage in the woods. They look apologetic and even downright friendly...

One of them beckons your forward and assures you, “You have nothing to fear from us. I believe we have similar interests and we mean you no harm.”

Both of the sisters are **Green Hags**, who have created illusory duplicates of themselves (see *Lair Actions*) to talk to the party. With their currently absent third member, they form a **Nature Hag Coven**. A DC 13 Wisdom (Insight) check reveals what they are, but that they don't mean any harm to their visitors.

The hags happily visit with the adventurers and will freely remove the curses they have accidentally bestowed on the characters.

If the characters press for details, the hags assure them they were setting a trap for some troublemaker who has been disturbing the balance

in the forest by summoning more fey. If asked, they tell the party they “don’t need to worry their pretty little heads about that tricky Fey loving elf, we’ll take care of her soon enough” and encourage the party to go back to the safety of town.

It should be clear that these hags are good-natured and are most likely on the same side as the party. This is an opportunity to sow doubt about the companion they’ve been protecting (Kelandrakix), who is coincidentally missing. If asked directly about Kelandrakix, the hags play dumb. They don’t feel it’s the characters problem and will encourage them to go home. Their information is intentionally vague.

Feel free to adlib any other creepy hag-like behavior before sending the characters off with a little snack. Players who are aware of any effects from the Hag Emeralds are unlikely to accept food from the coven, but if they do, the food functions as a **potion of heroism** if eaten during the module.

Developments, Treasure, Etc.

Engaging peacefully and being gracious to Mira and Shira has its perks. Characters learn that some hags can be quite nice, and this lesson nets them 1,500 XP for roleplaying the scene well.

If players attack the perfectly nice hags who are actually pursuing the same goal as the party– the hags flee and the party finds themselves temporarily cursed with disadvantage on all future rolls made while playing this module. This affect ends after the characters take a long rest.



Part 4. And the Prize Goes To...

Estimated Duration: 45 minutes

Exhausted, both mentally and physically, the characters fight their way through the forest, emerge into another clearing and are faced with their final foes... which enemy will they choose?

You've finally made it to the Morcant Burl tree described by Kelandrakix. The archdruid stands nearby in the clearing as well, looking a little ruffled, but otherwise fine. Now all that remains is to investigate the tree and assist her in her cause. As your breath a sigh of relief... you spot strange looking, elven creatures working in the distance. They seem to be casting a spell – and it's targeting the archdruid you've been asked to protect! Kelandrakix calls you to action, "they are here to summon the archfey, stop them!"

Option A. It unfolds as planned

The creatures are **two Summer Eladrin** who attack immediately upon seeing the party with the archdruid. They have no intentions of talking with the mischievous archdruid or any who travel with her. Kelandrakix will cower during the fight and ask that the party protect her. She does her best to stay out of the fight and keep the party between herself and the eladrin. Keep in mind she has also cast *Foresight* on herself at the start of the day, so attacks against her have disadvantage. The eladrin will quickly target the players to get them out of the way of their main objective. One of the eladrin is wearing a Cloak of Displacement. Utilize it's features against the party if appropriate.

To the party, the archdruid does her best to make the battle feel like a heroic act – they are saving the forest from a brutal fey incursion! In reality, the party is assisting her in achieving her terrible plan – to summon more fey via her druid spells and mess with adventurers without any intervention from the native fey of the forest.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove one **Summer Eladrin**
- **Weak:** No Change
- **Strong or Very Strong:** Add one **Summer Eladrin**

Developments

Once the eladrin are defeated, Kelandrakix will distance herself from the party by walking over to investigate another area.

"Good, good work" the archdruid tells you as she walks across the clearing toward the large tree at the far edge. Kelandrakix begins to laugh maniacally, but stifles it quickly. "I see you've all made it through my little game, and have even taken out the competition here for me. Killing innocent fey, very impressive. You even believed there was some portal threatening the area, amusing. There were some close calls, but I admit I am thoroughly entertained. I am glad I chose you all to be my contestants today."

Kelandrakix has persuaded **two Wood Woads** to protect her during this exchange. If the party shows signs of aggression toward her, they will attack from hiding places near the edge of the clearing where the party entered.

Kelandrakix will quickly reveal the following information if asked nicely.

- There is minor increased Fey activity in the forest, but that's just the normal debauchery that has taken place since the Mists receded. She has been the one summoning fey here.
- Many of the fey in the forest, including the hags and eladrin, have been trying to stop her from giving them a bad name. Too bad the party killed them, but she's not happy they tried to interfere with her games.

Kelandrakix smirks and makes a move toward the Morcant Burl. "Since you've survived and done so well, you've earned a prize... Only, you'll have to find it by looting your friends over there..." The druid then touches the tree and disappears in a swirling green vortex, laughing maniacally.

Kelandrakix is very purposeful in maintaining enough distance from the party that *Counterspell* or *Hold Person* cannot be used while she teleports away.

The party can retrieve a Cloak of Displacement from the bodies of the eladrin. They may keep the item if they can overcome the guilt of being tricked into killing innocent fey elves.

Option B. The party isn't fooled

Alternatively, if the adventuring party is especially clever or suspicious and decides to turn on Kelandrakix, consider giving them an option where they can join the eladrin in the attack against the troublesome archdruid as an award for excellent role-playing or ingenuity.

If attacked by the party teamed up with the eladrin, Kelandrakix will call to action **four Wood Woads** who are hidden and waiting to assist her at the edge of the clearing nearest the party. Keep in mind that Kelandrakix has cast *Foresight* at the start of the day, giving all attacks against her disadvantage.

She will attempt to escape throughout the battle by creating distance from the party and using *tree stride*, taunting the players by revealing she was the true cause of the disturbances, and asking them when they figured out her ruse. She will speak madly to the players while the **Wood Woads** attack holding her action to teleport out of the area once she's said her peace, and depart with the following words for the players:

"Well, you can never say I'm not a good sport. If you survive my friends, perhaps you'll be quick enough to catch me next time." The archdruid touches the nearest tree and disappears in a swirling green vortex.

Once the battle has ended, the eladrin can further explain the situation by letting the party know that Kelandrakix has been summoning fey to the area, while blaming their presence on a fictitious portal. They had teamed up with the native fey to take her out and restore balance to the area (as much as balance is possible in the oft troubled Quivering Forest...). They feel bad that the party was pulled into the conflict and will offer them a Cloak of Displacement from their gear as an apology.

Developments and Treasure

The game has ended and Kelandrakix is gone, but the eladrin feel horrible for attacking other victims of the archdruid's trickery. They will offer the party a Cloak of Displacement as an attempt to make amends.

It's apparent that the druid was not the same druid who is discussed in legends. Whether she has been corrupted, or is another person all together is a mystery for a future adventure...



Rewards

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

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Elemental Myrmidon	2,900
Large Elementals	1,800
Quickling	200
Giganotosaurus	5,900
Tyrannosaurus Rex	3,900
Archmage	8,400
Pixie	50
Dryad	200
Green Hag	1,800
Wood Woad	1,800
Summer Eladrin	5,900
Archdruoid	8,400

Non-Combat Awards

Task or Accomplishment	XP Per Character
Solving Jeny's Puzzle Trap	2,500
Being nice to Mira and Shira	1,500
Deactivating the Monolith	2,500

The **minimum** total award for each character participating in this adventure is 7,000 **experience points**.

The **maximum** total award for each character participating in this adventure is 11,000 **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party.

Treasure Awards

Item Name	GP Value
Emeralds from Jeny's trap	6000 gp

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Cloak of Displacement

Wondrous Item, rare, *Requires Attunement*

While you wear this cloak, it projects an Illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on Attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are Incapacitated, Restrained, or otherwise unable to move.

Information about this item can be found in **Player Handout 2**.

Scroll of Erupting Earth

Scroll, uncommon

Scroll of Wall of Water

Scroll, uncommon

Scroll of Melf's Minute Meteors

Scroll, uncommon

Scroll of Thunder Step

Scroll, uncommon

Potion of Poison Resistance

Potion, uncommon

Renown and Downtime

Each character receives **one renown** at the conclusion of this adventure. Each character receives **10 downtime days** for completing the adventure.

DM Reward

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

Appendix. Monster/NPC Statistics

Air Elemental Myrmidon

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances lightning, thunder; bludgeoning, piercing and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Sylvan

Challenge 7 (2,900 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

Actions

Multiattack. The myrmidon makes three flail attacks.

Flail. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Lightning Strike (Recharge 6). The myrmidon makes one flail attack. On a hit the target takes an extra 18 (4d8) lightning damage, and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the myrmidon's next turn.

Earth Elemental Myrmidon

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Terran, Sylvan

Challenge 7 (2,900 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

Actions

Multiattack. The myrmidon makes two maul attacks.

Maul. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Thunderous Strike (Recharge 6). The myrmidon makes one maul attack. On a hit the target takes an extra 16 (3d10) thunder damage, and the target must succeed on a DC 14 strength saving throw or be knocked prone.

Fire Elemental Myrmidon

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 123 (19d8 + 38)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing and slashing from non-magical attacks

Damage Immunities fire, poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Sylvan

Challenge 7 (2,900 XP)

Illumination. The myrmidon sheds bright light in a 20-foot radius and dim light in a 40-foot radius.

Magic Weapons. The myrmidon's weapon attacks are magical.

Water Susceptibility. For every 5 feet of movement the myrmidon moves in 1 foot or more of water, it takes 2 (1d4) cold damage.

Actions

Multiattack. The myrmidon makes three scimitar attacks.

Scimitar. *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Fiery Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) fire damage.

Water Elemental Myrmidon

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 127 (17d8 + 51)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+3)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances acid; bludgeoning, piercing and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Sylvan

Challenge 7 (2,900 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

Actions

Multiattack. The myrmidon makes three trident attacks.

Trident. *Melee or ranged weapon attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Freezing Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) cold damage. A target that is hit by one or more of these attacks has its speed reduced by 10 feet until the end of the myrmidon's next turn.

Air Elemental

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

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

Damage Resistances lightning, thunder; bludgeoning, piercing and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

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

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee weapon attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung or knocked prone.

Earth Elemental

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

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

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee weapon attack:* +8 to hit, reach 10 ft., one target.

Hit: 14 (2d8 + 5) bludgeoning damage.

Fire Elemental

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing and slashing from non-magical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee weapon attack:* +6 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

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

Damage Resistances acid; bludgeoning, piercing and slashing from non-magical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. The elemental makes two slam attacks.

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

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time with this ability. At the start of each of the elemental's turns, each grappled target takes 13 (2d8 + 4) bludgeoning damage. As an action, a creature within 5 feet of the elemental can pull a creature or an object out of it by succeeding on a DC 14 Strength check.

Quickling

Tiny fey, chaotic evil

Armor Class 16

Hit Points 10 (3d4 + 3)

Speed 120 ft.

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

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

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1 (200 XP)

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

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

Actions

Multiattack. The quickling makes three dagger attacks.

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

Darkling Elder

Medium fey, chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

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

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

Languages Elvish, Sylvan

Challenge 2 (450 XP)

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

Actions

Multiattack. The darkling elder makes two melee attacks.

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

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

Green Hag

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

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

Senses darkvision 60ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 5 (1,800 XP) *as part of a nature coven.

Amphibious. The hag can breathe air and water.

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

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry: The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

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

Hit: 13 (2d8 + 4) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Hag Coven (Nature Coven)

A coven consists of three hags so that any arguments between two hags can be settled by the third.

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

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

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

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

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

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

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

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

Lair Actions

On initiative count 20 (losing initiative ties), the green hag can take a lair action to cause one of the following effects, but can't use the same effect two rounds in a row.

- Until initiative count 20 on the next round, the hag can pass through solid walls, doors, ceilings and floors as if the surfaces weren't there.
- The hag targets any number of doors and windows that she can see, causing them to either open or close as she wishes. Closed doors can be magically locked (requiring a successful DC 20 Strength check to force open) until she chooses to make them unlocked, or until she used this lair action again to open them.
- The hag creates an illusory duplicate of herself, which appears in its own space. As long as she can see her duplicate, the hag can move it a distance equal to her walking speed as well as make the illusion speak on her turn (no action required). The illusion has the same statistics as the hag but can't take actions or reactions. It can interact with its environment and even pick up and hold real objects. The illusion seems real in every way but disappears if it takes any amount of damage. Otherwise, it lasts until the hag dismisses it (no action required) or can no longer see it. If the hag uses this lair action to create a new duplicate, the previous one vanishes, dropping any real objects in its possession.

Nature covens may alternatively use the following shared spells:

1st level (4 slots): *entangle*, *speak with animals*

2nd level (3 slots): *flaming sphere*, *moonbeam*, *spike growth*

3rd level (3 slots): *call lightning*, *plant growth*

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

5th level (2 slots): *insect plague*, *tree stride*

6th level (1 slot): *wall of thorns*

Giganotosaurus

Gargantuan beast, unaligned

Armor Class 14 (natural armor)

Hit Points 217 (14d20 + 70)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	21 (+5)	2 (-4)	12 (+1)	10 (+0)

Skills Perception +5

Senses passive Perception 15

Languages -

Challenge 10 (5,900 XP)

Actions

Multiattack. The giganotosaurus can make two attacks: one with its bite and one with its tail. It can use Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target.

Hit: 34 (4d12 + 8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the giganotosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target.

Hit: 26 (4d8 + 8) bludgeoning damage.

Swallow. The giganotosaurus makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside of the giganotosaurus, and it takes 21 (6d6) acid damage at the start of each of the giganotosaurus' turns. If the giganotosaurus takes 20 damage or more on a single turn from a creature inside it, the giganotosaurus must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the giganotosaurus. If the giganotosaurus dies, a swallowed creature is no longer restrained and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary Actions

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

Momentum. The giganotosaurus moved its speed.

Tail Sweep. (2 Actions). The giganotosaurus sweeps its tail in a 20-foot cone. Each creature in the cone must succeed on a DC 17 Strength saving throw or be knocked prone.

Roar. (3 actions). *Creatures within 20 feet of the giganotosaurus that can hear it must succeed on a DC 17 Wisdom saving throw or be frightened of the giganotosaurus until the end of its next turn.*

Tyrannosaurus Rex

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 8 (3,900 XP)

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.

Hit: 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.

Hit: 20 (3d8 + 7) bludgeoning damage.

Archmage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing and slashing (from *stoneskin*)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *Firebolt*, *light*, *Mage Hand*, *Prestidigitation*, *Shocking Grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor*, **magic missile*

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

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

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Pixie

Tiny fey, neutral good

Armor Class 15

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills Stealth +7, Perception +4

Senses passive Perception 14

Languages Sylvan

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*

1/day each: *confusion*, *dancing lights*, *detect evil and good*, *detect thoughts*, *dispel magic*, *entangle*, *fly*, *phantasmal force*, *polymorph*, *sleep*

Actions

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

Dryad

Medium fey, neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Stealth +5, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

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

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Club. *Melee Weapon Attack:* +2 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself with a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

Wood Woad

Medium plant, lawful neutral

Armor Class 18 (natural armor, shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	8 (-1)

Skills Athletics +7, Perception +4, Stealth +4

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan

Challenge 5 (1,800 XP)

Magic Club. In the wood woad's hand, its club is magical and deals 7 (3d4) extra damage (included in its attacks)

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The wood woad regains 10 hit points at the start of its turn if it is in contact with the ground. If the wood woad takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Tree Stride. Once on each of its turns, the wood woad can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or bigger.

Actions

Multiattack. The wood woad makes two attacks with its club.

Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 +4) bludgeoning damage.

Summer Eladrin

Medium fey (elf), chaotic neutral

Armor Class 19 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	16 (+3)	14 (+2)	12 (+1)	18 (+4)

Skills Athletics +8, Intimidation +8

Damage Resistances bludgeoning, piercing and slashing from non-magical attacks

Senses darkvision 60 ft., passive Perception 9

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

Fearsome Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes frightened of the eladrin for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to any eladrin's Fearsome Presence for the next 24 hours.

Fey Step (Recharge 5-6). As a bonus action, the eladrin can teleport up to 30 feet to an unoccupied space it can see.

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

Actions

Multiattack. The eladrin makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands, plus 4 (1d8) fire damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 4 (1d8) fire damage.

Reactions

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

Archdruid

Medium humanoid (any race), any alignment

Armor Class 16 (*hide armor, shield*)

Hit Points 132 (24d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Int +5, Wis +9

Skills Medicine +9, Nature +5, Perception +9

Senses passive Perception 19

Languages Druidic plus any two languages

Challenge 12 (8,400 XP)

Spellcasting. The archdruid is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *druidcraft, mending, poison spray, produce flame*

1st level (4 slots): *cure wounds, entangle, faerie fire, speak with animals*

2nd level (3 slots): *animal messenger, beast sense, hold person*

3rd level (3 slots): *conjure animals, meld into stone, water breathing*

4th level (3 slots): *dominate beast, locate creature, stoneskin, wall of fire*

5th level (3 slots): *commune with nature, mass cure wounds, tree stride*

6th level (1 slot): *heal, heroes' feast, sunbeam*

7th level (1 slot): *fire storm*

8th level (1 slot): *animal shapes*

9th level (1 slot): *foresight*

Actions

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Change Shape (2/Day). The archdruid magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The archdruid returns to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions and lair actions), that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

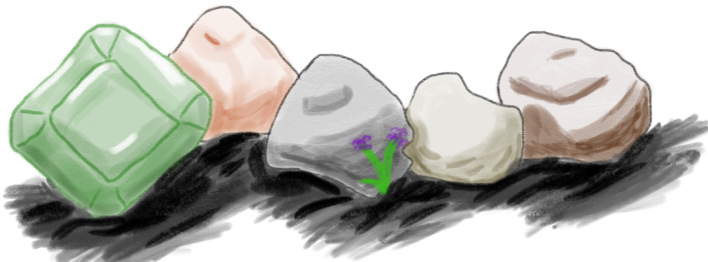
Player Handout 1 – Stone Riddles

*The answer to my riddles spells the key to
your freedom...*

XOXO, JG

Riddle 1

I weaken all men for hours each day. I show you strange visions while you are away. I take you by night, and by day take you back. None suffer to have me, but do from my lack.



Riddle 2

Feed me and I'll grow, but give me a drink of water and I die.



Riddle 3

Iron Roof. Glass walls. It burns and burns, but never falls.



Riddle 4

How many fey can you put in an empty box?



Player Handout 2. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Cloak of Displacement

Wondrous Item, rare, Requires Attunement

While you wear this cloak, it projects an Illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on Attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are Incapacitated, Restrained, or otherwise unable to move