



D&D

ADVENTURERS LEAGUE

The Secrets We Keep

LINKS CON 2017



THE SECRETS WE KEEP

As winter releases its grip on the region surrounding the town of Phlan, secrets are revealed within Glumpen Swamp. Strange landscapes and sigils have been found beneath the mud, and the wildlife around the swamp has become greatly agitated. At times a spectral figure can be seen in the distance, only to disappear upon approach. Can you discover what is happening in the muck and gloom?

A 4-hour Adventure for 11th – 16th Level Characters

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Introduction

Welcome to *Champion of the People*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system. This adventure takes place after the events of *DDEP4 Reclamation of Phlan*.

This adventure is designed for 11th through 16th level characters, and is optimized for five 12th-level characters. Characters outside this level ranges cannot participate in this adventure.

This adventure takes place outside the town of Phlan. Knowledge of the events of the *Tyranny of Dragons* adventures (DDEX01 series), specifically DDEX01-10 *Tyranny in Phlan* is helpful for both the player and the Dungeon Master. Additionally, this adventure references Bitter-Blossom (from CCC-LINKS-01 *Champion of the People*) and Bitter-Root (DDAL05-08 *Durlag's Tower*), though detailed knowledge of those NPCs is not required in order to have a quality experience in this adventure.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character

of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

<http://www.dndadventurersleague.org/>

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from

the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

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

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five characters of level 12**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.

- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out 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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a

frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since 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. Try to be aware of running long or short. Adjust the pacing accordingly
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are

per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, the characters can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. An organization providing spellcasting services can provide no more than **three spells per day total**, unless otherwise noted.

Spellcasting Services

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Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection*</i>	3,000 gp
<i>True Resurrection*</i>	50,000 gp

*These spells require an additional expenditure of downtime days (150 for resurrection and 350 for true resurrection). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

The only active temple in Phlan now is dedicated to **Kelemvor**. As such, only acolytes that worship **Kelemvor** are eligible to receive the benefit of this background in this adventure.

Character Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in

addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. Faction Charity is not available in this adventure, as the Faction Charity only affects characters of levels 1 to 4.

Background

Phlan has undergone many periods of unrest over the last several decades, and the most recent three years have been no exception. The city was central to the pursuit of the Pool of Radiance by a bloated, villainous green dragon, it was attacked directly by that same dragon, found itself covered in a dense canopy of briars, was smothered by thick, chilling, otherworldly fogs and mists, and was overrun with undead. Brave adventurers have stood against these threats every time, and for a few weeks things seemed to be on the mend.

Calypto, the new tiefling regent of Phlan, has taken it upon herself to breathe new life into trade and tourism during the town's rebuilding efforts. Many of the citizens have moved back, and things seem to be progressing – but as history has shown itself time and time again, the Moonsea region is one of great adversity. Travelers on the eastern trade road that cuts through part of Glumpen Swamp and leads to distant Hulburg have been reporting oddly-colored lightning, floating balls of energy, and a scent like burned metal and wilting flowers. They claim that a dark fey has taken residence in the swamp and is exacting a toll.

Whether or not this is true is up to adventurers, not merchants, to discover. Truth can be found in their words, but not every word is trustworthy.

Dungeon Master Insight

This adventure features a number of puzzles combined with fast-paced, vicious combat. The fey hit hard but do not often stick around very long, but they have educated some trolls and a hydra. Once you find your table's rhythm, this adventure should flow pretty freely for them.

This adventure DOES NOT use maps. It is intended for theater of the mind usage. If you wish to use maps, so much the better!

Overview

As the Mists of Barovia rolled through Phlan, the Quivering Forest, and Glumpen Swamp, many powerful creatures were alerted to these events. The fey in particular felt a calling to these ancestral lands, and have been quietly exerting their influence in the days since the Mists receded.

SEER, the spymaster of the Lords' Alliance, recruited a group of adventurers from Phlan to investigate the increased fey presence in Glumpen Swamp. As always, she had ulterior motives and when she and her allies found a portal to the feywild – well, things did not go as planned. One of their number was captured by a powerful fey creature, and SEER is nowhere to be seen.

Now, the erstwhile adventurers in Phlan want to have their friend back. They are willing to pay a pretty penny for it, though the town regent of Phlan is also offering a reward for the removal of the fey threat.

The characters will visit some memorable personalities from earlier adventures, entreat with a coven of hags, marvel at the fey-wrought creatures that infest the swamp and may, if they are strong of will, find themselves face-to-face with an ancient fey creature that may have just as many plans as SEER herself!

Adventure Hooks

This adventure does not require many specific story hooks and can easily be inserted into other long-running adventures:

Characters that rescued Bitter-Root in DDAL05-08 Durlag's Tower or that interacted with Bitter-Blossom in CCC-LINKS-01 Champion of the People: A strange bush has been present at every camp you've made for the last tenday. Upon inspection, you find that it has been awakened, and

it shakes free a small metal scroll tube. Inside is a message from Bitter-Root, the druid that was living outside of Durlag's Tower: "Champions, my heart is burdened with sorrowful tidings. Where once you saved me I must now beseech you to do the same for a peer of mine near Phlan. Once, we both called SEER an ally but now I can only fear the worst." The rest of the message can be read in the '**Everyone else**' section below.

Faction duties: The factionmasters have identified a curiously persistent storm located in Glumpen Swamp, to the east of Phlan. Depending upon the character and their relationship with their faction, this fear may materialize in any manner; some suggestions are as follows:

Lawful characters:

Already in Phlan: The characters are here in Phlan due to whatever reason – though this is likely due to them recently finishing another adventure. They have camped out The Laughing Goblin to shake off the dust of the road and to relax their weary limbs. This adventure picks up very easily after their previous efforts – or perhaps even in the midst of another adventure! At your discretion, the characters may also receive the information found in '**Everyone else**' or simply start in Part 1.

Everyone else: Adventurers and travelers alike are reporting dancing lights near Glumpen Swamp and an increase in fey activity. Quicklings are raiding wagons and yeth hounds can be heard baying at night, all through Phlan. Calypso, the new regent of Phlan, has posted notices throughout the town offering a substantial reward for any adventurers that can secure the eastern road and remove the fey menace.

Part 1. The Happy Hags

Expected Duration: 30-45 minutes

Although this adventure begins in Phlan, the action takes place to the east in Glumpen Swamp. The initial portion of this section takes place in The Laughing Goblin, a popular watering hole for travelers, sailors, and adventurers in Phlan but quickly moves down the trade road and into the swamp.

DM Suggestion – Story and Dice

As a roleplay- and investigation-focused adventure, it is strongly encouraged for you to roll certain skill checks and saving throws for the characters. This may not be an ideal arrangement for some players, though, but making those rolls for them can help build a stronger sense of immersion, especially where puzzles and riddles are involved – not to mention that it can help capture the essence of the capricious fey. Allowing the players to roll their own dice will likely lead a less-immersive, shorter game but the choice is ultimately yours – you know your talents and should trust them!

Suggested skills and saving throws:

- **Saves.** Constitution, Wisdom
- **Skill Checks.** Deception, Insight, Investigation, Perception, Persuasion, Sleight of Hand, Stealth

An Offer of Employment

The characters have congregated at The Laughing Goblin in Phlan and might have already seen the reward offered by Calypso regarding the fey threat to the east. After a few moments, they are approached by a wide-eyed human druid; her words are slow and wandering but her tone is heavy.

Roleplaying Bitter-Blossom

Bitter-blossom owns a local business: Bitter-blossom’s Medicinal Greenery. The locals believe that she uses her own products extensively, but her power with plants is unmistakable and cannot be dismissed. She is often viewed as someone that is disconnected from reality, but more often than not her words have more than a little wisdom in them.

Also appears in: CCC-LINKS-01 *Champion of the People*

If the characters have previously interacted with Bitter-blossom (and did not falsely accuse her in CCC-LINKS-01 *Champion of the People*), she says:

“I’m really happy that you’re here – this is amazing! We’ve done well, the plants and me. Even Croody (you remember Croody, right? The dog?) is doing pretty okay.

But do you remember Regis? He’s that charming dwarf friend of ours here in town. He’s been talking about Fulton some more. You should probably check in with him – he’s right over there.”

If the characters have saved Bitter-root in DDAL05-08 *Durlag’s Tower*, she adds (or simply says, even if the characters had previously accused her of being a menace):

“I can’t thank you enough for breaking my sister free, friends. I mean, so, yeah – it was a demon. And that’s kind of why I think you’re a great fit for this job, too. It’s just... this is hard. Fulton and ‘Root and Regis and me... we were a happy unit once. Until SEER and that mission.

But Regis can tell you more.”

Regis can be spotted a few seats away, and Bitter-blossom suggest that you bring the surly dwarf a half-dozen drinks “to, you know, soften him up”.

Roleplaying Regis

Regis is a dwarf that deals in “lightly-used goods”, and makes no secret of his Zhentarim affiliations. He is mostly toothless, smells of wet tobacco, and fond of mixing in dwarven curses and euphemisms whenever possible. He uses his toxic personality to keep people away, but anyone that manages to crack his poisonous exterior find in him a steadfast, loyal ally.

Also appears in: CCC-LINKS-01 *Champion of the People*

Approaching the stinking dwarf, you can’t help but think that this might be more trouble than it’s worth. You’ve faced otyughs, demons, giants, undead, and worse – but none of them have ever smelled this bad. The dwarf looks up, flashes a gummy grin, and beckons you to sit.

“It’s been a bit. Can’t say that I’m pleased to see you.”

If the characters met Regis in CCC-LINKS-01 *Champion of the People* and did not falsely accuse him of being a menace, he places a tin of antivenom on the table and says:

“You kept your head together when others might’ve pointed a finger, just to eliminate the competition. I respect that. You’re smarter than you look.”

He stares sullenly at the ceiling for a moment before continuing in a darkly sobered tone. “We were a unit once, me and ‘Blossom and ‘Root and Fulton. Then this Shou later came along, called herself SEER. Said that she had a mission for all of us, that we just had to play along. That there would be a payday in it for us that was beyond imagining. Little did we know that two days later we would be abandoning our friend Fulton to some crazy fey lady and have nothing to show for it.”

Regis is obviously upset about losing his friend Fulton, and explains that Fulton Stormweather is an elf mage and a companion of “me and the Sisters Bitter”. He goes on to explain that Fulton was the soul of their adventuring company, and that he is eager to have the elf returned.

Of SEER, Regis is much more reserved. He claims that the Shou woman is “a master spy, spymaster, whatever. She’s sneaky.” and almost certainly has ears listening everywhere. He is confident that she is running some longform game that even her handlers in the Lords’ Alliance aren’t aware of, and encourages the characters to treat her respectfully but to keep her at a distance.

Otherwise, he says:

“Look, I don’t know what ‘Blossom said to you but I know an opportunity when I see one. Sure, the loopy druid and I have history but sometimes that is exactly what keeps old allies apart.

There’s a challenge outside in the swamp. It’s making it tough for my suppliers to get through, and – as much as I hate to say this and don’t tell her I said this because I’ll shiv you – ‘Blossom can’t get her fungi shipments from Hulburg and the gnomish mines. Can’t have this. Commerce and all that. But – and this is a big but – if you see any fey powers out there, you get out as quick as possible just as soon as you loot everything they own. Got it?

Calypso has a reward posted, but it’s chump change compared to what I can get you.”

He hands you a notice that was ripped off the wall with Calypso’s offer. Below her figure is the symbol of the Zhentarim and a second offer.

Calypso’s offer is for 1,500 gold pieces, but the written portion – presumably written by Regis –

says “The hero treatment: 1 potions, 1 spell scroll, and 2,500 gold instead”.

“You can do what you want, I ain’t gonna stop you. Just know that whatever you decide, you’re doing the right thing. And that you can make yourself right with the Zhentarim in so doing.” He winks, drains two tankards in quick succession, and continues:

“Whatever it’s gonna be, you should probably check in with my... er... sisters. Outside. Near Glumpen.”

Regis is unwilling to explain exactly who his sisters are, and is plainly unsettled by their mere mention. He provides a crude map off the trade road, through a small portion of the swamp, and into a cave. If pressed about the potion and scroll, he says “Oh trust me, you’ll be happy. I know what you like”.

Treasure

Regis may have handed the characters a tin of antivenom.

A Sister’s Love

The map provided by Regis is easy enough to follow and barely crosses into the swamp. Even so, strange lights can be seen in the distance and the mournful haying of yeth hounds can be heard amongst the trees. After an hour of moving through ankle-deep muck, you come across a cave on a small island.

From inside the cave drifts the smell of delicious cooking meats and grilled vegetables, along with the lilting lyrics of an upbeat, jaunty song. There is a pause, and a young woman peeks her head out from behind a bend:

“Come IIIIIIIIIIN! It’s too cold to be outside in the muck and mire, dearies. Come in, come in, come in. Meat and mead abound, come in.”

The characters may determine (correctly) that this is a hag – specifically, a night hag. However, the hag isn’t aggressive and once everyone enters from the cold she introduces herself (Aillis) and her sisters (Raellis and Maellis). They ask the characters what brings them to the swamp and generally busy themselves with small talk; members of the Zhentarim and Harpers recognize some of their faction’s signs for “safety” and “loyalty” scratched into the stones near the entrance. The hags offer foods to the characters and claim that “It’s all-natural, dearie” but decline to elaborate further.

Once the characters have had some time to settle in, they can press the hags for information about Regis and the fey troubles here in Glumpen Swamp:

- Regis is a stubborn, bitter old dwarf but is a staunch ally of the sisters. He provides them with certain reagents and ingredients, and in turn they provide him with magical insight (and don't go hunting any longer).
- They have felt an increasing pressure from the feywild – “Oh dearie, the feeeeywild, do try to keep up” – and they fear that one of the fey princes may be trying to break through.
- The local flora and fauna have been empowered and enhanced by the increased fey presence in the swamp
- The dark mists recently consumed part of the swamp (the events of DDEP4 *Reclamation of Phlan* and season 4 of the Adventurers League), and the sisters believe that the fey are trying to strengthen these lands so that such a thing can never happen again
- After the mists rolled through, a group of adventurers attempted to investigate the occurrence. Regis was their scout, and led a party of two druids, an exotic human woman (if described, this matches the description of SEER from the season 5 adventures), and an elf mage named Fulton Stormweather. They know that his name was Fulton because he only spoke in the third person, and was supremely irritating – but powerful, none the less.
- Regis and his group left the swamp a few days later, badly beaten. Fulton was not with them, and the sisters were not able to find any trace of him in the swamp. “A shame, really, he looked delicious – interesting! We meant interesting.”
- They say that a number of primal fey sigils have appeared throughout the swamp, and are willing to tell the characters how to get to each. “Be warned, though; the sigils draw creatures in and corrupt them. The fey courts are capricious and bitter if not properly excited by their visitors.”

The sisters can provide the spellcasting services as shown in the adventure boilerplate, though they may ask for small favors or tokens in place of 10% of the needed gold. Be sure to review the *Monster Manual* entry for hags, or even check out Jeny Greenteeth's spellcasting services that were offered during season 4 for more insight and inspiration.

This is not intended as a combat encounter, but if the characters attack before any discussion is had

they can find a map of the swamp with four marked zones, denoted with fey sigils. The hags are a functional coven (3 night hags at CR 7 each).

Any character that ate the food offered by the hags must make a DC 14 Wisdom (Insight) check – preferably one rolled by you in secret. On a failure, the character is convinced that the meal contained something awful (bits of dwarf-flesh, or puppies, or somesuch) and does not gain any benefit from the next rest they take, as they are wracked by self-imposed guilt and pangs of remorse. This effect ends once the character completes a long or short rest.

When the characters are ready to leave, the night hags wave them away with big toothy grins. “We'll be seeing you!”

Advancing the Adventure

Once the characters have claimed the map from the hags, they are ready to proceed into the swamp.

Advance to Part 2: Fey Influence

Part 2. Fey Influence

Expected Duration: 30 - 45 minutes for each location

The characters trek through the mud and mire of Glumpen Swamp. After each combat or investigation encounter, they can plainly see a fey sigil on an exposed stone, tree stump, or some other surface. When the characters interact with it, they receive a random riddle from the Enigmas & Bewilderments section.

The fey are not eager to release Fulton, but they are also not eager to drain his life energy beyond its limits. They want to test the characters to see who among them may be strong enough to take his place.

Murk and Mire

Trekking through the swamp and searching for fey sites can be very taxing for some characters, especially if they are short-statured like halflings. The characters will need to succeed on a DC 12 Constitution saving throw for every hour they spend traveling the swamp, or else they gain a level of exhaustion. Creatures that are small size or smaller make this saving throw with disadvantage. Creatures that fly while traveling through the swamp have advantage on this saving throw. The swamp is full of sucking mud, biting insects, small venomous snakes, and extreme temperature shifts due to the burgeoning fey powers at work.

Each of the locations that the hags marked are 30 minutes apart, and each location is home to an encounter (roll or choose on the Swamp Dwellers table). Once combat has concluded they should be presented with one of the riddles (choose, or randomly determine from the Enigmas & Bewilderments section). If the characters are extremely interested in combat, you may run additional combat encounters but only four riddles exist. If all of the characters have a swim speed or flight speed, travel can be reduced to 15 minutes between each location.

Once at least four encounters have taken place and the characters have solved (or at least attempted to solve) all four of the fey riddles, proceed to **Part 3. A Noble Sacrifice**.

Sewer Plague

The stagnant waters of Glumpen Swamp carry a virulent disease – a potent strain of sewer plague. It is a catch-all

name for a host of diseases and is transmitted to humanoids through the bite attacks of infected creatures like rats and otyughs. Current study indicates that only humanoids are susceptible to the damaging aspects of the disease.

Once a humanoid has been bitten by an infected creature, they must succeed on a DC 14 Constitution saving throw or become infected. Symptoms like fatigue and cramps develop in 1d4 days, and once the disease is in full swing the creature suffers 1 level of exhaustion, and only regains half the normal amount of hit points when spending Hit Dice, and gains no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 14 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the creature's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's exhaustion level below 1, the creature recovers from the disease.

NOTE: this disease is modified from the version present in the *Dungeon Master's Guide*

Where Are My Maps?!

The focus of this adventure is the story and the interactions. Combat is encouraged to run in the "theater of the mind" style for all encounters. If you DO create tactical maps, be sure to keep the focus on the environment and the fey above fine details of shorelines, stumps, and watery, mud-filled doom.

D6 Swamp Dwellers

1	Swamp Cattle
2	Half-dragon Hydra
3	Troll Warrens
4	Quicklings
5	Forbidden Love
6	Like a Rock

Forbidden Love

This area is a little squishy, but does not require the characters to swim for once. A large cypress tree dominates the center of this clearing (in reality, a **corrupt treant**; until it moves it is unable to be detected as a creature). High in the branches can be spotted a glowing fey sigil stone, but interacting with the branches will awake the tree from its stupor. At initiative count 10, a blood-curdling scream can be heard as an **insane dryad** charges into the fray, cursing and bellowing "you monsters leave my baby alone!"

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak or weak party:** the **corrupt treant** has disadvantage on its attack rolls in the first round of combat and cannot use its legendary actions
- **Strong party:** the **insane dryad** has advantage on attack rolls against humanoids, but disadvantage on saving throws
- **Very strong party:** the **insane dryad** has advantage on attack rolls and saving throws against humanoids and their effects – she’s aaaaaangry!

Half-dragon Hydra

A sinister rippling in the swamp water can be seen, and a moment later a **five-headed half-dragon hydra** bursts forth – but instead of the normal and expected hydra heads it looks like a mutated, wingless black dragon! Each turn on initiative count 20 (losing ties), bubbles of swamp gas rise from the water near any character in the water. They explode in a five-foot radius burst; any creature caught in the burst must make a DC 16 Constitution saving throw or be poisoned for one minute. If a character is already poisoned and fails this save, they instead receive a level of exhaustion as noxious gasses build up in their system. A creature that fails this save can attempt a new saving throw at the end of each of their turns, ending the effect on a success.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak or weak party:** no changes
- **Strong party:** add one **catoblepas** that joins at the beginning of the second round of combat
- **Very strong party:** add a second **half-dragon hydra**, but it is not mature (it has half of its normal hit points, cannot use legendary actions, and has disadvantage on attacks that it makes if it does not have any allies remaining)

Like a Rock

Two massive statues – **clay golems**, inert and waiting to be activated - stand on the lone area of dry land ahead, their heads bowed together and a fey sigil stone supported between them by the exquisitely-carved teeth. The statues depict two well-adorned fey princesses. When one of the characters comes within ten feet of the statues, they activate and attack. This causes the stone to plop to the ground, unattended.

This encounter may be resolved using creative thought – for example, when the fey sigil stone is dropped a character may streak in, pick it up, and

have everyone flee. Alternately, a roleplay heavy table may have more enjoyment tricking the golems into deep water (they can’t swim and they’re not very smart). DM discretion is the key here!

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak or weak party:** the characters can see the statues twitching from thirty feet away
- **Strong party:** the golems have a surprise round when they first activate
- **Very strong party:** as above, and change the golems to **stone golems**

Quickling Gathering

A gathering of rapidly-moving fey creatures has taken place here. Once the characters see the fey-marked stone, the six **quicklings** launch their attack! The rapid motion of the fey disturbs two **swarms of centipedes**.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak or weak party:** no changes
- **Strong party:** the **quicklings** have 1 level of rogue, granting them the sneak attack feature for an extra 3 (1d6) damage on a weapon attack if they have advantage or if an ally is within 5 ft. of the target; the quicklings also have an additional 4 hit points
- **Very strong party:** as above, and add two more **quicklings**

Swamp Cattle

The characters can see an island fifty feet away in the water; this ten-by-ten island has a fey sigil stone on it. However, two **catoblepas** are half-submerged in the swamp water and two **quicklings** lurk nearby. A DC 12 Strength (Athletics) check is needed to swim through the muck-filled water; failing this check results in the character’s movement being reduced to 0 for this turn.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak or weak party:** remove one **quickling**
- **Strong party:** the **quicklings** have 1 level of rogue, granting them the sneak attack feature for an extra 3 (1d6) damage on a weapon attack if they have advantage or if an ally is within 5 ft. of the target; the quicklings also have an addition 4 hit points

- **Very strong party:** as above, and add two more **quicklings**

Troll Warrens

The scattered bones of many different humanoids litter the ground. As the characters begin to examine the site, three **troll warriors** and a **troll shaman** rise from their watery hiding spaces and attack them!

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak or weak party:** remove one **troll warrior**
- **Strong party:** add a second **troll shaman**
- **Very strong party:** as above, and add one more **troll warrior**

Enigmas & Bewilderments

Expected Duration: 5 minutes per riddle

As the characters explore the swamp, they discover strange fey markings on certain stones (fey sigil stones, as noted in the combat encounters above). If they touch the markings or dawdle in those areas (while not in combat), the disembodied voice of what sounds like a fey prince telepathically poses a random riddle from the table below to them, chosen from the table below. Each riddle can only be posed to the characters once.

Each riddle should be solved in five minutes of real time (not game time). If the characters fail to solve the riddle, the voice communicates “But we’re not done with our game yet!” and reveals the piece of Bootblack’s puzzle, but no additional treasure appears. Puzzles that are not successfully resolved cannot be attempted a second time – the treasure is lost.

If the characters are stuck, they can beseech the voice for help. The fey prince will give them a hint, but inflicts one level of exhaustion upon each character. Construct the hints based on the listed solutions.

Where Are My Handouts?!

The fey are using magic to vocalize the riddles; as such, there is no written record of these puzzles until they are solved and the rewards are granted. While this may be frustrating to some players, you are perfectly welcome to create handouts if you desire – you know your players and how to craft an effective game!

There may be other solutions to these riddles. Use your judgment in these cases, and remember – a fey

prince is powerful and capricious, but also fair and painfully direct. This is not an entity to be trifled with! If the characters attempt to cast spells like *guidance*, the fey prince may interject – so complete is his grasp of this area. Be sure to reward creative thinking, for the fey are lovers of games and debate.

Oh good, oh joy!
Our game begins anew
To all, girl or boy
A riddle, just for you!

If a hint is your desire
It can certainly be had
But like all things in this mire
There’s a price - don’t be mad.

d4 Riddle Name

1	Elven Secrets
2	Water
3	Subtraction
4	Silly Children

Elven Secrets

As a promise of loyalty, a baelnorn of Myth Drannor wished to send his former apprentice – now a powerful elf wizard in Evereska – a casket containing her research notes and a handful of cultural artifacts. Each elf possesses a padlock that will be used to secure the casket. The baelnorn has placed powerful magical wards on the box to prevent tampering.

To ensure that only the intended recipient would be able to open the casket, neither the baelnorn nor the wizard can carry the key belonging to the other person.

How should these arcanists proceed so that when the wizard receives the sealed casket he will be able to open it? Magical tampering will cause the casket to self-destruct, permanently destroying all of the materials inside.

The solution here is as follows:

- The baelnorn places her research and objects in the casket, then secures the casket with her padlock
- She sends the casket to the wizard, who adds his own padlock to the casket
- The wizard returns the casket to the baelnorn, who then removes her padlock
- The baelnorn sends the casket back to the wizard, and as the only remaining padlock is the wizard’s

he can now open it freely and without further trouble

If the characters successfully resolve the riddle without using any hints, award them 200 experience points each.

Once the characters solve the puzzle, the fey voice utters a few syllables of magic and a box appears before them. It is neither trapped nor locked, and when opened it contains treasure and a piece of Bootblack's puzzle.

Water

I eat drakes and dogs and devils too;
I consume dragons and mountains, old and new;
I swallow whole nations and wizards and sometimes a shrew;
Yet every fish I let pass through.
Who am I?

The solution here is as follows:

- Water

If the characters successfully resolve the riddle without using any hints, award them 200 experience points each.

Once the characters solve the puzzle, the fey voice utters a few syllables of magic and a box appears before them. It is neither trapped nor locked, and when opened it contains treasure and a piece of Bootblack's puzzle.

Subtraction

Thirty six human loggers entered the Quivering Forest and each one cut down a tree. This is a violation of the ancient oaths and the price must be paid.
How many times can six human loggers be removed from the group of thirty six?

The solution here is as follows:

- Once, because after the first reduction it is only a group of thirty human loggers

If the characters successfully resolve the riddle without using any hints, award them 200 experience points each.

Once the characters solve the puzzle, the fey voice utters a few syllables of magic and a box appears before them. It is neither trapped nor locked, and

when opened it contains treasure and a piece of Bootblack's puzzle.

Silly Children

In their haste to get home before a massive rainstorm started, two brothers lost their wicker ball in a small, cylindrical hole in the city plaza. This hole is twenty inches deep and 3 inches across; the ball is just shy of 3 inches across and is very snugly tucked away.

They children have only a bucket, a goat, a smith's hammer, and a bent needle between them.

How can they recover the ball without damaging it or the area around the hole?

The solution here is as follows:

- Fill the hole with water, either with the bucket or by waiting for the rainstorm

If the characters successfully resolve the riddle without using any hints, award them 200 experience points each.

Once the characters solve the puzzle, the fey voice utters a few syllables of magic and a box appears before them. It is neither trapped nor locked, and when opened it contains treasure and a piece of Bootblack's puzzle.

Treasure

Each of the fey prince's riddles provide a treasure once solved.

The **Elven Secrets** riddle provides a pair of pearl-handled silvered daggers.

The **Water** riddle provides a blue sapphire the size of a gnome's fist.

The **Subtraction** riddle provides a *spell scroll of dream* and one *potion of heroism*.

The **Silly Children** riddle provides an exquisitely-stitched drake-leather coin purse, embroidered with the initials "F.S." Characters that played *CCC-LINKS-01 Champion of the People* or think back to the discussion with the hags may recognize these as the initials of an elf mage by the name of Fulton Stormweather. The purse contains a small handful of gems.

Part 3. A Noble Sacrifice

Expected Duration: 75 minutes

The characters have interacted with some empowered creatures and have seen the impact of the feywild in the swamp. They have also received a few pieces of something known as Bootblack's Puzzle. Assembling the four pieces opens a rift to the feywild, where the characters can discover what has agitated the fey and what they need to do to put their concerns to rest.

General Features

The features listed here are present for the entire facility.

Light. It is well past midnight, and the moon is hiding behind thick cloud cover. There is no light.

The Final Puzzle (Hopefully)

Once all four pieces of Bootblack's puzzle have been brought into proximity with each other, they vibrate and heat up. A moment later, text appears on each piece:

- 1: To see that which is unseen
- 2: All the pieces must convene
- 3: To find what lies beyond the beyond
- 4: Strong must be our bond

The puzzle pieces have revealed their hidden message. Perhaps there is a specific method to their assembly?

Thoughtful characters may have already put one or more pieces together, or may wonder aloud what this has to do with Fulton (the friend and ally of Regis and Bitter-blossom). If they do, two of the pieces immediately snap together. If the characters need a hint, encourage them to attempt DC 16 Wisdom (Insight) checks, Intelligence checks, or other skills and spells of their choosing. They should be assemble the four pieces into a capitol letter 'F' within a few minutes.

When they do this, read or paraphrase the following:

The assembled pieces of the puzzle snap together, forming an incredibly tight bond. The assemblage rumbles and rattles, and fey runes swim to the surface of the piece. It rises from your hands, spins in a tight and violent circle – its very speed causes it to scream through the air!

A moment later a glimmering portal filled with greens and golds and dusky grays emerges from the air before you. A familiar voice calls to you:

*"Enter, friend – enter and see
At long last what your efforts mean to me
Through toil and trouble, banter and wit
A hero's reward to you I commit"*

The assembled puzzle hangs limply in the air, its fey runes flickering and glowing in a steady rhythm.

The voice of this rhyme is the same from the boxes that the characters found earlier. A DC 20 Wisdom (Insight) check reveals that the voice seems to have a faintly sinister tone, especially on the "hero's reward" remark.

The portal is arcane in nature and very powerful. A DC 16 Intelligence (Arcana) check confirms that it is a two-way portal, and succeeding on this check by 5 or more reveals that it is linked to the Feywild.

If the characters wish to close the portal without entering it, they may snatch the assembled puzzle and break it with a DC 16 Strength (Athletics) check. If they do this, the voice screams vile fey curses in their heads as the portal snaps shut. The puzzle pieces crumble to dust, and the characters earn the **Ire of Bootblack** story award. For them, the adventure is over. They can return to Regis and Bitter-blossom but they will have little to report about their friend, though the fey presence in the area dies down over the next few days. Proceed to the conclusion section.

However, should they choose to enter the portal proceed to **Bootblack's Chambers**.

Bootblack's Chambers

Entering the Feywild is an amazing and colorful event. There is ambient light, as if the sun were about to set (or rise) but it never quite happens; smells are heightened and colors seem just a little bit sharper. The shadows are deeper and the vegetation is more lush than anywhere the characters have seen before. As they begin to process this, a fancily-dressed eladrin woman addresses them in the same voice that they have heard so many times now:

“A release from my prison, great thanks indeed!
The reward that I owe you, the deal to which we agreed!”

As she fishes around in one of her pouches you catch the faint muttering of a man in severe pain. Behind the eladrin woman is an elf, bound in tentacles of writhing green energy, with vines growing through his nose and ears. She produces a diamond - the clearest you’ve ever seen – and continues:

“Pay him no heed, for he’ll plead and he’ll plead
He came here to bargain, but he’ll only bleed.
Foul lies flew from his lips and he fell back from his word
Now for him the lines between life and death must be blurred.
But for you, this treasure, this great shiny gem
I just ask that my actions you don’t condemn.”

The elf’s mutterings accentuate the pause, and he locks his pitiful gaze to yours.

“Simply accept this small token
And we shall be free
To fly away from this place, all stone and oaken,
You only need take that which was decree’d.”

Her hand is outstretched and her smile wide.

“But know you this: ‘tis noble a sacrifice
This elf, he doth empower my device
And with blood and his bile
He imprisons the Blood Lord most vile”

The characters recognize the spellbound elf as the mage Fulton Stormweather, and a successful DC 16 Wisdom (Insight) check reveals that this eladrin has other plans for all of them – her motivations are definitely not pure.

Characters that are elven, have a background indicating that they grew up with elves, or that succeed on a DC 20 Intelligence (Religion) check can recall some stories about the fey courts that reside away from the world. One of the fey nobles is an eladrin woman named Bootblack, who, in the stories, offers diamonds in exchange for simple tasks. Those that take too many of her diamonds and those that refuse her outright often earn her ire, and she has a reputation for being a savage fighter. Some cults dedicated to her worship have sprung up across Faerun, and have proven popular with stealth-minded warlocks, bards of ill repute, and scoundrels

of all types. Her word is bond, and she is wont to bend her words to her advantage. The legends of the elves tell that she was trapped in the feywild when a hero gathered up all of her diamonds and left them in her home, preventing her from ever leaving again. Succeeding on the Religion check by 5 or more also reveals that she can teleport to the location of any diamond that she has given to someone.

Characters that have a passive Perception of 16 or higher can see that she has several small piles of discarded diamonds scattered all around the room.

Bootblack’s reference to the Blood Lord should not slide by lightly. Characters that played *CCC-UCON-01 Blood & Fog* may have already heard some references to the Blood Lord, but Bootblack is not willing to explain much further beyond the following:

- The Blood Lord is a powerful and ancient fey power
- Bootblack knows that several other “fey engines” exist and they all work together to keep the Blood Lord imprisoned somewhere here in the Feywild
- She will give up Fulton if one of the characters chooses to take his place. If they do, the characters earn half of the experience for this encounter, and the character that takes the elf’s place is retired from Adventurers League play until such time as they can receive a *true resurrection* or *wish* spell. Bootblack allows the characters to leave and does not attack, and even goes so far as to allow Fulton to retrieve his dancing sword.

Fey Riddles & Diplomacy

The fey creatures in the feywild tend to be quite powerful and rely on their wits as much as their weapons and magic. They prefer games of the mind and trickery in speech over martial force whenever possible. They find that victory found in debate to be far more valuable – and binding – than victory with a sword or spell.

It is quite likely that the characters will not believe that Bootblack is keeping the “Blood Lord” imprisoned, and they’re not entirely wrong – her device in this place is only a single part of a much larger arcane engine. Whoever or whatever this Blood Lord is remains to be revealed, but it should be impressed up on any character that attempts Insight checks and so on that it is nothing to so casually dismissed.

Removing Fulton from the device here does not automatically release the Blood Lord, but will have future ramifications.

If the characters attempt to press further into her chambers (perhaps to inspect or free Fulton), animated vines spring from the floors, walls, and

ceilings and knit together to stop them from doing so. Bootblack shakes her head and repeats her final rhyme once more.

If the characters dally, insult her, or attack she proves herself to be a capable combatant. She has the powers of an advanced **warlock of the archfey**, and has several allies available to assist her, including her three **quickling** servants and her **champion** retainer (who was posted outside the room, but enters when combat begins; add the champion at initiative count 7).

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak or weak party:** remove the quicklings
- **Strong party:** Bootblack has advantage on any saving throw she makes, and is bound to this chamber (this negates effects like plane shift, banishment, and so on)
- **Very strong party:** as above, and add a second **champion**

Despite the portal being open, **Bootblack** cannot escape unless someone takes one of her diamonds outside of this chamber.

Tactics

The **quicklings** seek to hamper spellcasters and prevent them from successfully targeting Bootblack.

The **champion** works in tandem with Bootblack, allowing her to target someone and then attempting to land multiple devastating melee weapon hits on them.

Bootblack is a capable combatant, but prefers to leave this place. At the beginning of every round, she offers the characters a diamond to simply leave her alone – and increases her offer by one additional diamond every round. If the characters accept her offer, all combat immediately ceases and she zips through the portal; this movement does not provoke attacks of opportunity. If this happens, she is almost certainly never to be seen again.

Treasure

Only one of Bootblack's diamonds is genuine. The rest are well-made forgeries, but without Bootblack to focus on them they crumble into dust within a few hours. Similarly, any diamonds taken due to theft or similar tactics crumble and become worthless upon the character's return to Faerun.

Fulton's bonds immediately fall away as soon as Bootblack is either dead or gone. Tucked into a display case behind him is his faithful **dancing**

rapier named "Raptor". He tells the characters that he has nothing else to give them but this, and will not take no for an answer.

Advancing the Adventure

Once Bootblack has been dealt with and Fulton freed, they may advance to the **Conclusion**.

Conclusion

The characters have potentially freed Fulton Stormweather, and have likely dealt with Bootblack, the eladrin princess in the feywild. Upon their return to Phlan, the characters have a few options and are facing some additional insight and rewards.

If Fulton is freed:

Fulton is overjoyed to be reunited with Bitter-blossom and Regis. The druid is weepy and emotional as expected, and even the bitter dwarf sniffs a bit and wipes his eye.

“Friends, I cannot thank you enough. We opened a rift into the feywild at the behest of SEER, but Bootblack and her minions overpowered us. We knew there would be dangers, but SEER promised us a payday the likes of which we had never even dreamt of – and she would’ve been right, those diamonds were more plentiful than snowflakes in Neverwinter!

But Bootblack proved to be too powerful, and SEER bargained with her to prevent our deaths. Ultimately I decided to give myself up for the villainous fey’s grand device, and my allies were able to escape. I don’t know how much time has passed – I was aware of everything though I could not respond, and Bootblack would torment me mercilessly. She said that I was keeping some ancient fey power in check, and that although my life’s essence would one day be depleted my sacrifice would not be in vain. She told me about ‘Blossom’s sister at Durlag’s Tower, and she told me about the effects of SEER’s actions as a spymaster. I don’t know that I will fully trust her again, but necessary risks, right?

My control of the Art will return in time and with the help of my allies here. Until then, please keep my blade safe. Come back and call on me another day, yes?”

Characters that free Fulton earn the “**Arcane aid in Phlan**” story award.

If the characters report their success to Calypso first:

The elegant tiefling Calypso mulls over what you’ve told her.

“Hags, fey creatures, and portal to the feywild – it is a lot to absorb. But with Bootblack out of the way I think that her efforts to gain attention in our area will die down soon enough. As a measure of our thanks, please accept this token of our gratitude.

The gates of Phlan are always open to you, hero.”

If the characters have previously earned any **enmity**-style story awards in the town of Phlan, this action can undo up to two of them. In their new-found status as local heroes, word of their exploits travels fast!

However, if Bootblack escaped Calypso sees through their ruse very quickly. She still grants the award but does not undo any **enmity** story awards. She also asks them to leave the town at their next opportunity, as they “should take a tenday to let things cool down a bit here while functional heroes fulfill their duties”.

If the characters report their success to Regis first:

The stinking dwarf gives you a big, somewhat drooling smile.

“Yeah, I knew you’d do it. My sisters out there were a big help, eh? Just keep them between us. A little... black networking, if you will.

Like I said earlier, I’ve got your back. Meet me at my shop later for the potions and scrolls.”

Depending on if the characters rescued Fulton or not, be prepared to adjust the following:

He pauses and continues, “and thank you for getting Fulton his freedom. That lousy elf is the one thing I really need in this life.”

Despite his tone, he seems genuine as his face softens into something that might once have been a smile – but his general lack of teeth have rendered it a slightly disturbing sight.

The characters earn the increased reward that Regis offered, and can visit him at his shop for the additional items. He is willing to provide one rare potion and one spell scroll of 1st through 4th level; this spell must be chosen from the Player’s Handbook.

If Bootblack escapes:

Each time the full moon comes through the night sky, the stars glitter like diamonds. And on those nights, when sleep is taken from you, you hear these words on the wind:

“Freedom calls and freedom rings,
Surrounded as I am by things,
All these glittery and sparkling, gem-studded affairs
One day soon I shall split your hairs.”

The characters have earned the attention of Bootblack, a powerful fey creature with fanatic cults all over the world. While this does not generate a story award, it should be recorded on the character’s logsheet.

Rewards

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. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Catoblepas	1,800
Corrupted Treant	5,900
Insane dryad	5,000
Troll Warriors & Shamans	5,000
Half-dragon Hydra	5,900
Quickling	200/ 450
Swarm of Centipedes	100
Champion	5,000
Bootblack (Warlock of the Archfey)	8,400

Non-Combat Awards

Task or Accomplishment	XP per Character
Solve Bootblack’s riddles	200 per riddle (4)

The **minimum** total award for each character participating in this adventure is 10,500 **experience points**.

The **maximum** total award for each character participating in this adventure is 11,500 **experience points**.

Treasure

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

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. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP value
Pearl-handled silvered daggers (2)	250 gp each
Large blue sapphire	1,500
F.S.’ gem pouch	400
Bootblack’s diamond	2,500
Calypso’s reward	1,500
Regis’ reward	2,500

NOTE: the characters can only accept the reward from Calypso or from Regis, as Regis gloats to Calypso about the success of the characters immediately

Spell Scroll of Dream

Scroll, very rare

A description of this item can be found in the *Dungeon Master’s Guide*.

Potion of Heroism

Potion, rare

A description of this item can be found in the *Dungeon Master’s Guide*.

Dancing Sword, “Raptor”

Weapon (rapier), very rare (requires attunement)

Fulton Stormweather enjoyed a successful career as a swashbuckling wizard for many years before becoming trapped in the Feywild. His bonded weapon, a rapier named “Raptor”, became the target of his enchantment effects. Over time, it seemingly developed a hint of a personality. Its attuned bearer feels more confident, and it makes a keening cry like that of a hunting raptor when landing a killing blow on an enemy. A description of this item can be found in the *Dungeon Master’s Guide*.

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character’s logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of

permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

Renown

All faction members gain **one renown point** for completing this adventure.

Any **Zhentarim** character that chose to report their success in the mission to Regis instead of Calypso gains one additional point of renown.

Story Awards

Ire of Bootblack. Bootblack is a powerful fey creature, and has taken notice of your abilities – and your inability to adhere to an agreement.

Arcane Aid in Phlan. You have freed Fulton Stormweather, an elf wizard that now resides in Phlan. You can spend two downtime days to travel to him and convince him to cast *legend lore* for you on an object. He can also provide the *identify* and *remove curse* spells for free, once per tenday.

Downtime

Each character receives **ten downtime days** at the conclusion of this adventure.

DM Rewards

You receive **10 downtime days**, and experience and gold as per the ALDMG.

Appendix: Magic Item and Story Award Handouts

Dancing Sword, "Raptor"

Weapon (rapier), rare (requires attunement)

Fulton Stormweather enjoyed a successful career as a swashbuckling wizard for many years before becoming trapped in the Feywild. His bonded weapon, a rapier named "Raptor", became the target of his enchantment effects. Over time, it seemingly developed a hint of a personality. Its attuned bearer feels more confident, and it makes a keening cry like that of a hunting raptor when landing a killing blow on an enemy. A description of this item can be found in the *Dungeon Master's Guide*.

Description from *Dungeon Master's Guide* (this text may be updated in future errata): You can use a bonus action to toss this magic sword into the air and speak the command word. When you do so, the sword begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The sword uses your attack roll and ability score modifier to damage rolls.

While the sword hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the sword to attack one creature within 5 feet of it.

After the hovering sword attacks for the fourth time, it flies up to 30 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. If the sword has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30 feet away from it.

Story Awards

Ire of Bootblack. Bootblack is a powerful fey creature, and has taken notice of your abilities – and your inability to adhere to an agreement.

Arcane Aid in Phlan. You have freed Fulton Stormweather, an elf wizard that now resides in Phlan. You can spend two downtime days to travel to him and convince him to cast *legend lore* for you on an object. He can also provide the *identify* spell for free, but only once as his time in the feywild is preventing him from accessing the Weave as he once did.

DM Appendix: Phlan and the Regent's Election

Phlan

The town of Phlan has seen an excessive amount of damage due to the dragon Vorgansharax's attack. However, they are rebuilding and expect to live as normal a life as possible as the years go on. Their trade routes have been restored now that the dragon and its minions have been driven out or destroyed – but those that escaped may still terrorize the town in the coming years and decades.

Election of the Regent

As the Mists of Ravenloft receded from the area, the residents of Phlan agreed that it was time to elect a new leader. As part of the Convention-Created Content program, Baldman Games was approved to create a storyline and interactive event that culminated with a player character being elected to this role. The character, a tiefling named Calypso, was retired from Adventurers League play and has become part of the Moonsea narrative. Other organizations are not beholden to this narrative decision, though many content creators are striving to work together and embrace significant events such as this.

Calypso worked as an adventurer and mercenary for several years before deciding to try her hand at local politics. She has a peaceable nature, and is known to be stern yet fair in the affairs of Phlan. The residents have a neutral-to-positive view on her abilities and presence as a leader, and many are expecting her to serve the town for a long, long time.

Appendix: NPC/Monster Statistics

Non-Standard Monsters

Many of the monsters in this adventure include class levels as per the rules in the *Dungeon Master's Guide*. Be sure to carefully review these creatures so that your combat encounters can flow smoothly!

Catoblepas

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages --

Challenge 5 (1,800 XP)

Keen Smell. The catoblepas has advantage on Wisdom (Perception) checks that rely on smell.

Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

Actions

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6 + 4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5-6). The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

Champion

Medium humanoid (human), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

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

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidate +5, Perception +3

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest).

As a bonus action, the champion can regain 20 hit points.

Actions

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 7 (2d6) if the champion has more than half of its total hit points remaining.

Corrupted Treant

Huge plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 10 (5,900 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

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

Actions

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Legendary Actions

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

Slam. The treant makes a slam attack.

Branch Frenzy. The treant makes three slam attacks, but all of these attacks have disadvantage.

Take Root (Costs 2 Actions). The treant digs its roots deep down into the earth. It cannot be forcibly moved from this space until it chooses to move. Until it does, the treant is resistant to weapon damage except from axes.

Half-Dragon Hydra (Black)

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Damage Resistances acid

Skills Perception +6

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages Draconic

Challenge 10 (5,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed,

deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many bite or acid breath attacks as it has heads. If it uses acid breath more than once during a single turn, it does not recharge until the hydra finishes a Long Rest.

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

Acid Breath (Recharge 5–6). The half-dragon hydra exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

Insane Dryad (Dryad with Ranger levels)

Medium fey, neutral

Armor Class 11 (16 with barkskin)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+0)	14 (+2)	15 (+2)	20 (+5)

Condition Immunities Charmed

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Dwarvish, Elvish, Sylvan

Challenge 9 (5,000 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 16). The dryad 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*

Hampered Spellcasting. The dryad is unable to concentrate on her ranger spells due to her unhinged mind.

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.

Two-Weapon Fighting. The dryad is well practiced with fighting with two clubs, and can add her ability modifier to the damage of the second attack.

Horde Breaker. Once on each of her turns when she makes a weapon attack, she can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of her weapon.

Multiattack Defense. When a creature hits her with an attack, she gains a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

Actions

Multiattack. The dryad can make two melee weapon attacks when using her Attack action.

Club. *Melee Weapon Attack:* +3 to hit (+8 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 9 (1d8 + 5) 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 16 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 on 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.

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 if it fails.

Actions

Multiattack. The quickling makes three dagger attacks.

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

Quickling Rogues

To increase the challenge presented by a quickling, you can simply add a level of rogue to it. If you do, apply the following changes:

- **Hit Points** 12
- **Skills** Acrobatics +11, Sleight of Hand +8, Stealth +11, Perception +5
- **Sneak Attack.** Once per turn, the quickling can deal an extra 3 (1d6) damage to one creature that it hits with a dagger attack. It does not need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.
- **Challenge** 2 (450 XP)

Swarm of Insects [Centipedes]

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Swarm of Centipedes. A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Troll Shaman

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+1)	20 (+5)	7 (-2)	15 (+2)	7 (-2)

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 9 (5,000 XP)

Spellcasting. The troll shaman is an 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +3 to hit with spell attacks). It regains expended spell slots when it finishes a short or long rest. It knows the following cleric spells:

Cantrips (at will): *Guidance, Resistance, Sacred Flame, Spare the Dying*

1st level (4 slots): *Cure Wounds, Healing Word, Inflict Wounds, Shield of Faith*

2nd level (3 slots): *Blindness/Deafness, Spiritual Weapon*

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Troll Warrior (Troll with Barbarian levels)

Large giant, chaotic evil

Armor Class 17 (natural armor)

Hit Points 141 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 9 (5,000 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Rage. Three times, a troll warrior may enter a rage as per the barbarian ability. The troll warrior regains all spent uses of rage upon finishing a long rest.

Unarmored Defense. The troll warrior's Armor Class equals 10 + its Dexterity modifier + its Constitution modifier while it is not wearing any armor.

Reckless Attack. When making its first attack on its turn, the troll warrior may attack recklessly. If it does, it has advantage on melee weapon attack rolls using Strength during this turn but attack rolls against it have advantage until its next turn.

Danger Sense. The troll has advantage on Dexterity saving throws against effects that it can see, such as traps and spells, so long as it is not blinded, deafened, or incapacitated.

Bear Totem. While raging, the troll warrior has resistance to all damage except psychic damage.

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Warlock of the Archfey (Bootblack)

Medium humanoid (eladrin), any alignment

Armor Class 11 (14 with *mage armor*)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	11 (+0)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6

Skills Arcana +2, Deception +6, Nature +2, Persuasion +6

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 12 (8,400 XP)

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

At will: *disguise self*, *mage armor* (self only), *silent image*, *speak with animals*

1/day: *conjure fey*

Spellcasting. The warlock is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +6 to hit with spell attacks). It regains expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *dancing lights*, *eldritch blast*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*

1st-5th level (3 5th-level slots): *blink*, *charm person*, *dimension door*, *dominate beast*, *faerie fire*, *fear*, *hold monster*, *misty step*, *phantasmal force*, *seeming*, *sleep*

Fey Ancestry. Bootblack has advantage on saving throws against being charmed, and magic cannot put her to sleep.

Sneak Attack. Once per turn, Bootblack can deal an extra 14 (4d6) damage to one creature that she hits with a dagger attack if she has advantage on the attack roll. She does not need advantage if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and she does not have disadvantage on the attack roll.

Cunning Action. Bootblack can use a bonus action to take the Dash, Disengage, or Hide actions during her turn.

Uncanny Dodge. When an attacker that she can see hits her with an attack, she can use her reaction to halve the attack's damage.

Evasion. When Bootblack is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage on a successful saving throw and only half damage on a failed saving throw.

Mage Slayer. When a creature within 5 feet of her casts a spell, Bootblack can use her reaction to make a melee weapon attack against that creature. Any creature that she damages that is concentrating on a spell has disadvantage on the saving throw it makes to maintain concentration. Bootblack has advantage on saving throws against spells cast by creatures within 5 feet of her.

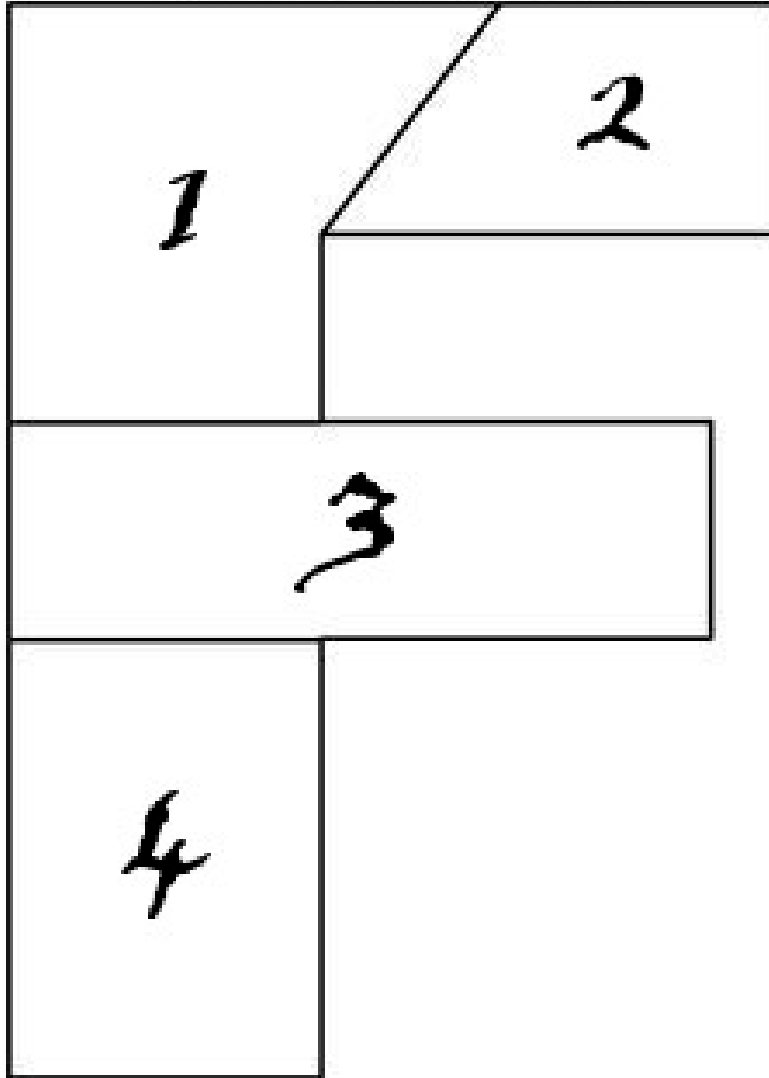
Actions

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

Reactions

Misty Step (Recharges after a Short or Long Rest). IN response to taking damage, the warlock turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Puzzle Appendix (Bootblack's Puzzle).



Each piece of Bootblack's puzzle is acquired when the characters complete both a combat encounter and the resulting riddle. In addition to whatever treasure is given by the fey prince, the treasure box contains a curiously-shaped piece of stone covered in fey runes. The runes swim about if the characters focus on them, and apparently represent chaotic nonsense until such time as all four pieces are in close proximity (see Part 3. A Noble Sacrifice).

Cut out and hand the pieces to the characters. They will need to arrange them at the beginning of Part 3 in order to proceed to the end of the adventure.

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