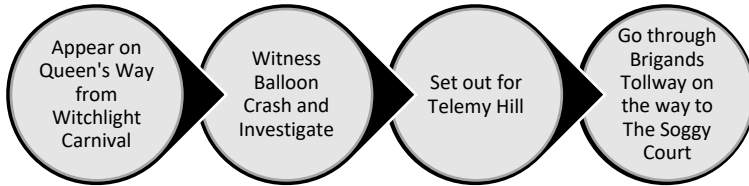


Hither



Hither Features

Fluctuating Swamp Waters:

Waters change whenever you want, taking 1d10 minutes to change.

High waters: The water's depth is 5 feet, and all creatures move at half speed except for creatures that can swim. The visibility is 10 feet underwater.

Low Waters: The sticky mud of the bottom is considered difficult terrain. This creates mud pits in areas of the swamp. The group must make a DC 10 Wis (Survival) group check. If successful, they're able to notice the hazard and avoid it.

O' Wells:

These are magic wells scattered around Hither. Vile water spews from them and Will-o-wisps (1d4) tend to hang around the area.

Hither Locations

Slanty Tower

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

Telemy Hill

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

Brigands' Tollway

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

Random Encounters

Abandoned Raft

A raft that the character may use to get around the swamp at high water levels, if they can find a pole to maneuver the raft. The raft won't budge during low water levels.

Gushing O' Well

An o'-well 10 feet tall and 5 feet in diameter. A steady geyser of water shoots from the well, rising to 30 feet above the well. Passive Wisdom (Perception) score of 13 or higher sees 1d4 Feywild trinkets bobbing in the water at the top of the geyser. For each trinket, one invisible will-o'-wisp hovers within 5 feet of the geyser. The will-o'-wisps are the spirits of creatures that owned the trinkets in life. They will accuse any player of being a thief if they take a trinket without reciprocation.

Inn at the End of the Road

(Please see the extra handout for this section)

Marsh Gas

As the characters cross the swamp, they encounter a field of marsh gas bubbles and must make a DC 10 Wisdom (Survival) group check. Anyone within 10 feet of a bursting bubble must succeed on a DC 10 Constitution saving throw or suffer the gas's magical effect for 1 hour. Effects can be found on the Marsh Gas Table.

Mud Mephits

(only low water level) Five mud mephits emerge from the muck around the characters and threaten to drag them down into it unless they can guess the mephits' favorite food. The answer, of course, is mud pie.

Stilt Walkers

Six Hobgoblins that, if left alone, won't attack the party and will even give them directions to Downfall.

Stream of Visions

When the swamp's water level is low, the characters' chance upon a 10-foot-wide stream. Unknown to them, the stream flows from Downfall, and any character who looks into the water's reflective surface catches a glimpse of an event transpiring in Downfall at that very moment.

Waterlogged Battlefield

After walking onto an old battlefield between Elves and Fomorians, two unarmed animated Armors rise and mimic the players' actions. They will attack, if attacked.

