

Contained in this document is **an adaptation of the Telemetry Hill location** that is presented in *The Wild Beyond The Witchlight*. There are some **modifications to the character of Jingle Jangle**, a setup that **puts her in peril** and gives the players the opportunity to **rescue** the goblin from monsters. I have included **creature statistics**, a **map** of their lair and a list of **key-themed magic items** that Jingle Jangle may choose to bequeath upon her rescuers at your discretion.

Telemetry Hill is widely considered an unsatisfying location by the community, despite the fact that Jingle Jangle and the Hill itself are quite interesting. There are two main reasons for this: one, we do not know why Jingle Jangle has the key to Sir Talavar's cage, or why the faerie dragon would be aware of this; two, player characters do not have to *do* anything special in order to get the key from Jingle Jangle. Even if she suggests reciprocity in the form of dealing with Agdon, that's something the adventure makes them do regardless, so it feels quite cheap. This document aims to add substance to the location and suggest answers to those questions left unanswered by the book, better integrating Telemetry Hill.

This document is a free resource to fellow DMs, meant for personal use. You can find the rest of my *Witchlight* stuff [here](#), including revised hags, the Jabberwock and Will.

If you feel generous, [you can buy me a coffee!](#)

INITIAL CONSIDERATIONS AND GOALS

The Wild Beyond The Witchlight is an adventure that can be played from start to finish without resorting to violence. If you add this encounter to it, that will likely not be the case. To be clear, **this is a combat encounter**. Clever players may figure a way around that, but that is not what I had in mind when designing it. It's primarily supposed to be a fun, heroic fight against some unambiguously evil monsters. If you are very interested in playing up the "pacifist run" angle, it would be ideal to find some other way of enhancing Telemetry Hill, or adapting this encounter to suit your needs.

Content warning: in this encounter, Jingle Jangle is tormented by monsters in a way that is meant to be played as somewhat comedic, but it may hit uncomfortable notes of bullying mentally ill people. Be mindful of your players' sensibilities.

This encounter uses fear monsters that have several tools with which to frighten characters. If your players explored the **Mystery Mine** attraction in the Carnival, you can use your knowledge of their fears to enhance your narration! Optionally, a character who "won" the Mystery Mine may reroll one Wisdom saving throw failure here.

THE PITCH

Jingle Jangle was recently beaten up by harengon brigands who took her truffles while she was out truffling. The book tells us that she's kind of bummed by it, in a bit of a funk, and she worried a bit about what they might do next if left unchecked:

"First they stole Jingle Jangle's truffles. Next, they'll want Jingle Jangle's keys. Someone ought to give them a good shaking down so they know what it feels like!"

This encounter is predicated on a fundamental alteration: Jingle Jangle is not just bothered and worried, she is **terrified** of the possibility that the brigands might come for her collection, irrationally afraid, just as she was irrationally afraid of locked doors. This is enough to give her night terrors. And in the Feywild, such powerful emotions rarely go unnoticed. Enter, **meenlocks**, described in *Volo's Guide to Monsters*:

Meenlocks are spawned by fear. Whenever fear overwhelms a creature in the Feywild, or in any other location where the Feywild's influence is strong, one or more meenlocks might spontaneously arise in the shadows or darkness nearby. If more than one meenlock is born, a lair also magically forms. The earth creaks and moans as narrow, twisting tunnels open up within it. One of these newly formed passageways serves as the lair's only entrance and exit.

Meenlocks give other creatures the creeps and project a supernatural aura that instills terror in those nearby. So evil and twisted are they that a palpable sense of foreboding haunts those who intrude upon a meenlock lair. Inside the warren, black moss covers every surface, muffling sound. A large central chamber serves as the meenlocks' den, where they torment captives.

Jingle Jangle's night terrors about having her collection stolen spawned a meenlock den in Telemetry Hill itself! The monsters came out of a hole in her cave and dragged her down to torment. The meenlocks and their minions are magically disguised as harengons (the object of the goblin's fear) and torment her by torturing her beloved collection before her eyes: slowly and methodically bending keys, organizing them improperly, touching them without letting them jingle or jangle and so on. The goblin thinks she was kidnapped by brigands and taken to some random cavernous hideout, and that they are slowly looting her collection from her home and being huge bullies in the process.

Players will have the opportunity to save Jingle Jangle upon arriving in Telemetry Hill, thereby earning her assistance and perhaps even additional rewards from the grateful goblin.

EXPANDED CHARACTERIZATION FOR JINGLE JANGLE

After becoming traumatized by the experience of being locked in a room with no escape, the goblin now known as Jingle Jangle beseeched Bavlorna Blightstraw for a cure. Bavlorna took her fear of locked doors (which the hag found a use for, perhaps in enchanting a door or a lock in her cottage) and replaced it with a great enthusiasm for opening them, and the objects which allow for that. Though she went a tad mad in her obsession and suffered an identity crisis, Jingle Jangle has stabilized and found a niche for herself, being a rare example of someone who does not regret their deal with a hag. Bavlorna did not remove her inclination toward irrational fear, however, just that manifestation of it; now, with the threat of her beloved keys being taken, she has a new fear.

Jingle Jangle is known as the **Collectress of Egresses**, and she is somewhat notorious in certain circles. Her collection includes a vast amount of keys of all shapes, sizes and materials, and some of them are minor or not-so-minor magic items. Sometimes, the Feywild latches on to strong patterns and reinforces them with its narrative magic, and this is the case with Jingle Jangle: the more keys she collected, the more keys began to naturally find their way to her; when someone loses a key, fate might conspire to put it somewhere Jingle Jangle will stumble upon it. Telemy Hill's mobility means that she stumbles upon keys from all over the Feywild and the Material Plane.

Picking locks is a favorite hobby of Jingle Jangle's, she is kind of like a fantasy version of the [LockPickingLawyer](#). She has thieves' tools, including a magical set that gives a +2 bonus to rolls made with it. She rolls with +10 to use her tools to pick locks.

WHY DOES SHE HAVE THE KEY?

The book only tells us that Sir Talavar knows Jingle Jangle has the key, and he turns out to be correct. This question can be answered in a number of ways, which come down to two lines:

The key found its way to her. As I proposed above, lost keys have a way of reaching Jingle Jangle. If Bavlorna misplaced the key, odds are Jingle Jangle found it, with it being so close.

She doesn't have the key. Jingle Jangle may have a number of magical keys that follow variations of the "this key will open any lock, once" deal. Another possibility is that [any silver key will do](#), and a key collector is likely to have some. Alternatively, what the goblin can provide is not the key at all, but rather her great skill in using magical thieves' tools to unlock the magical lock.

HOW DOES TALAVAR KNOW?

It's possible that Sir Talavar is aware of Jingle Jangle's notoriety as the Collectress of Egresses, or learned of her from Morgort at Downfall. Telemy Hill was likely their intended destination in this case. He may not be certain she has the key, but hope so based on the possibilities outlined before.

Alternatively, Sir Talavar may **not** know of Jingle Jangle at all, but implore the party to go to [the Watcher](#), a prophetic creature whom he knows to reside in the lake to the north, and ask it how he might be freed. The Watcher would then tell them of Jingle Jangle. Alternatively (or perhaps in addition to this), the party may be directed to Jingle Jangle by helpful NPCs as part of an encounter. For example, [Eventyr's Hither guide](#) suggests that the hobgoblin stilt walkers encounter be altered in such a way as to have the hobgoblins assume the players are holding Talavar captive at first. If the misunderstanding is resolved, they may direct the party to Jingle Jangle.

If you mix these two possibilities, there is the potential for an interesting situation in which the party is on their way to the Watcher's pool to get answers, but finds out about Jingle Jangle before getting there and changes course. They will then have the Watcher's existence in the back of their minds in case they ever need other answers!

APPROACHING TELEMHILL

If you are not interested in having the party tackle the problem of tracking an ambulatory location, use the following cop-out: Telemy Hill is feeling a bit down ever since becoming trapped in Prismeer. It has already explored Hither and its wanderlust has dimmed, so it doesn't move around very often, and it either hasn't moved from its last known location, or happens to be moving towards the party as they approach that last known location. Telemy Hill might also have a route that it favors for routine walks, which is evidenced by extremely obvious colossal tracks.

You can run the Hill's interaction with the party by the book, except that it will make a comment to the effect of "could you please ask Jingle Jangle to tell me next time she decides to do something like digging a cellar?" (it felt the meenlock den spawn, but assumes it was Jingle Jangle digging. It's dumb as rocks). The Hill urges the party to be nice about it. It knows Jingle Jangle has been in a funk and hasn't left in a while, but it's not very good at feelings (being a hill and whatnot), and it doesn't want to intrude on the goblin's privacy. Also, the awakened trees would have a hard time climbing up to Jingle Jangle's cave.

JINGLE JANGLE'S DEN

As the players enter Jingle Jangle's cave, you can use the book's text, with some differences: the candles are not lit (the cave is dimly lit by the light that comes in from outside), there are some keys missing, and Jingle Jangle is not there to greet them. There is a dark round hole in the ground, and the place is not empty: a harengon is there, rummaging through a pile of keys!

The harengon is actually not a harengon, but a bogeyman, a minion shaped by meenlocks from raw fearstuff to aid them (statistics for this kind of creature are presented in this document). It wears the appearance of a harengon because what Jingle Jangle feared was getting robbed by them. This monster came up to look for some more keys that seem particularly precious to Jingle Jangle and will take them down to further torment the goblin with its peers.

When the characters enter, the creature will notice them immediately, unless they decided to approach stealthily. When it spots them, it will immediately seek to hop down into the hole. If the characters wish to stop it, it's initiative. The monster has no inclination to fight, however; it will seek to avoid grapples and jump down into the meenlock lair. If grappled or otherwise prevented from doing so, it will quickly reveal itself to be very strange and creepy, and not a harengon at all. It tries to free itself only once, using its Nightmare Guise against a character in the process. If it fails, it kills himself (no action required), disintegrating as per its Creepy Demise trait.

This initial encounter serves to alert the players about what is going on here, and will obviously bring their attention to the hole. If they fail to stop the harengon from jumping down, they may assume that this is some sort of cartoonish tunnel heist, which is delightful. Otherwise, they'll get an idea about the kind of thing to expect. In addition, below are some points to consider while the characters are in the cave and analysing the tunnel entrance:

There are keys missing. Parts of Jingle Jangle's collection are very disorganized by default, but she hangs up some keys in deliberate arrangements, and some of those are evidently missing. The character with the highest passive Investigation modifier notices this.

There are candles in the cave. If the party lacks any sort of magical or mundane light source, Jingle Jangle's candles may be used to explore the tunnel. Candles provide 5 ft. of bright light and 5ft. of dim light when lit, and burn for an hour. Light sources are a powerful tool in this encounter.

Tunnel analysis. With a Nature check (suggested DC 13, advantage for mason's tools, Stonecunning applies), a character may conclude that the hole was not naturally dug, it is too even and smooth. There is black stuff lining the interior, which inspection reveals to be moss that is uncomfortably gross to the touch.

What the hell was that. Characters who witness the "harengon" change shape and/or explode into spiders may attempt to make Arcana checks to recall relevant lore. You may use the following guidelines. A character who is native to the Feywild may have advantage on the check or treat each level of information as one degree lower in difficulty.

DC 5: if you don't want to just shrug, say generic stuff about feelings both bright and dark gaining substance and sentience in the Feywild

DC 10: as above, but emphasize that it seemed to be a manifestation of fear, from what they experienced of it.

DC 15: the Feywild is a realm of unbridled emotion and fear is a strong one. Many fey creatures traffic in it, generally evil dwellers of shadow and weavers of nightmares. That creature seemed too weak to be one, and it was probably sculpted from raw fear by something else.

DC 20: as above, plus they know what a meenlock is, give them some details from the meenlock lore.

DC 25: as above, emphasize their weakness to bright light, their ability to travel through shadows and to paralyze others with fear in their clutches (even though the ones in this encounter only stun).

The party will likely be motivated to explore the tunnel immediately. However, they may be interested in going through Jingle Jangle's keys to free Sir Talavar first. It's up to you whether or not the possibility exists, but keep in mind the balance of the encounter if the faerie dragon will fight alongside them.

Even if freed, Sir Talavar refuses to not investigate what happened to the person who made his freedom possible, Jingle Jangle. Furthermore, he is resistant to the party's suggestion of looking for the key rather than investigating immediately.

DOWN THE MEENHOLE

This document presents a map that you can use for this encounter. You can also use a similar generic cave map, or run it entirely using your imagination, though this is not recommended due to a meenlock's interesting ability to teleport through walls, as well as the ranges on light sources and auras and the limitations of movement caused by the Frightened condition.

Black moss covers all surfaces of the nest, which is a distinctive feature of meenlock lairs. It is

in complete darkness, as both the meenlocks and Jingle Jangle have darkvision. A sense of foreboding is palpable as the characters make their way down.

Jingle Jangle is being kept in the central chamber, on a chair (the chair belongs to her). Her wrists and ankles are bound to the chair with wiry bent keyrings, very flimsily, but she is not fighting back or attempting to break free. Too terrified of the harengons retaliating, the poor goblin simply suffers. When the characters approach, they can hear wacky “mafia threats” dialogue as a harengon dramatically threatens an elegant brass key with a pair of pliers, while another has one in their teeth.

WHY IS JINGLE JANGLE ALIVE?

Meenlocks usually kill their victims in a couple of hours, transforming them into new meenlocks. Why is this not happening with Jingle Jangle?

The simple answer is that it would not fit the tone I want to hit with this encounter, respecting the general whimsical nature of the adventure, but a more satisfying answer can be cooked up to your taste. My suggestion: these meenlocks have spawned from the fey matter of Prismeer and therefore have Zybilna’s rules hard-coded into their essence. They have a harder time breaking them than other creatures. Since the lair that they spawned is their home, they must try to follow the Rule of Hospitality and cannot hurt Jingle Jangle if she does not give them cause. The same applies to the players; the meenlocks will only deal damage to the party if they attack first. Their goal is otherwise to frighten, grapple and subdue. The captives’ fear can be used by the meenlocks to craft more bogeymen and to “summon” more meenlocks from the black moss-covered walls of the lair, which have a number of meenlock-shaped holes equal to the number of meenlocks in the lair, plus a somewhat meenlock-shaped protuberance: a nascent meenlock.

RUNNING THE ENCOUNTER

As stated above, the monsters will not deal damage before the party does, but attempts to restrain are still reason enough to roll initiative. If the party walks in and doesn’t attack immediately, a meenlock will employ Shadow Teleport to sneak behind the party and Fear Aura them. It’s on.

Number of enemies. Balance the encounter as you wish, based on your knowledge of the party’s capabilities. At a minimum, there should be two meenlocks and two minions (not counting the one up in the goblin’s den). The minions are remarkably weak and very unlikely to survive a single hit. The meenlocks presented here are weaker than the ones in Volo’s Guide, as they cannot paralyze with their claws, only stun. Also consider the party’s

access to light sources and fear-blocking spells such as *heroism* and *calm emotions*.

For a party of four 2nd-level characters with fair Wisdom, a caged Sir Talavar and access to light sources, I would tentatively suggest 3 meenlocks with 5 minions, plus lair actions. Adjust this to your judgment of your players’ capabilities. If they are very strong, you may consider allowing the meenlocks to paralyze rather than stun.

Keep the following considerations in mind as you run the encounter:

The meenlocks and the minions are using identical disguises. This means that the players don’t immediately know which are the minions and which are the “bosses”, which may lead to an interesting guessing game. Remember that their Nightmare Guise fades when they get hit, providing for fun “unmasking” moments in combat.

They hate bright light, but don’t fear it. The monsters will prioritize attacking anyone who has a light source on them, aiming to snuff it out.

Shadow Teleport doesn’t require sight. This means that the meenlocks can teleport behind walls for cover, for example.

Meenlocks are incarnations of fear. They will focus on attacking frightened creatures and seek to frighten more. Assume that they instinctively know the Wisdom saving throw modifiers of each player character, having a sense of their susceptibility to fear.

Jingle Jangle is there. Throughout the encounter, Jingle Jangle is *frightened*. There is not a specific effect sustaining this, she is just terrorized. The goblin can start making DC 11 Wisdom saving throws at the start of each of her turns to overcome the fear if a character encourages her with a DC 12 Persuasion (or Intimidation) check, or if she sees a meenlock die, or at your discretion. Her flail of locks is nearby (remember, the meenlocks wanted her to attack), as is whatever she needs to free Sir Talavar. Jingle Jangle can break her restraints as an action, and the monsters will not deal damage to her before she deals damage to them or overtly aids the PCs.

There’s a nascent meenlock. If the encounter is too easy, have the meenlock-shaped protuberance in a wall burst into a new creature. Otherwise, the wall smoothens when every meenlock has been destroyed.

Lair actions. If you wish, you can have the meenlocks use the lair actions provided along with the monster statblocks in this document (page 7). They are mostly meant to inconvenience parties that are numerous or have easy access to light sources.

If the heroes lose... They are knocked unconscious. When they wake up from nightmares, Telemetry Hill has realized something is up and breached the cave with roots, freeing them. If the wound to their pride is not punishment enough, you may apply the Mystery Mine's "curse" as lingering nightmares.

WRAPPING UP

When the monsters are gone, Jingle Jangle is grateful to the party as she understands what happened. Telemetry Hill will do its best to convince her that she is safe afterward; however, Jingle Jangle's fear is irrational and might recur unless the harenon threat is handled. She takes the damage to any keys in stride; she can always find new ones, and will enjoy passing time fixing the ones which are bent, as she loves tending to her keys.

The grateful goblin will free Sir Talavar if she hasn't already, and offer the party any information that she can, as described in the book. Additionally, she will spend a charge of her Tray of Fresh Pies described below and treat the characters to slices of key lime pie, even if they don't take the tray. Jingle Jangle may also bestow each character with a special gift from her collection. You may allow the characters to choose from some of the options below or choose for them.

MAGIC ITEMS

These are suggestions of things that Jingle Jangle has and may be willing to gift the characters with. Some have very minor magic, but remember trinkets are a currency in Prismeer.

+2 Thieves' Tools. You have a +2 bonus to Dexterity checks made to pick locks using this set of thieves' tools. Jingle Jangle will offer her tools to a fellow lockpicking enthusiast, but requests that they trade their tools to her.

Charred key. In stormy weather (like Yon), a creature possessing this key has a 5% chance of being struck by lightning each minute, taking 6d10 lightning damage. A *remove curse* spell renders this key nonmagical.

Clockwork key. This was misplaced by Skabatha Nightshade. If pushed against a humanoid and spun clockwise, the creature's body ages a year, with the opposite happening if it is spun counterclockwise. The key becomes nonmagical when it has been spun eight times. It has already been spun two times.

Cozy cabin key. If this key is turned in the air, a lock appears around it, followed by a door and, within a minute, a whole cabin 25 ft. on each side. The cabin has a fireplace, a bed, two chairs and a

table, and a stove. If the cabin takes any damage, it disappears along with everything that it contained when it was created. It also disappears if the key is removed from the lock. Once a cabin has been spawned, the key can't be used in this way again for 1d4 days.

Ice key. This key is made of solid, clear ice that is always humid but never truly melts. As an action, you can cast the *prestidigitation* cantrip from it, but only to chill 1 cubic foot of nonliving material for 1 hour.

Immovable lock. When locked, this magical lock gains all the properties of an activated *immovable rod*. The only non-immovable parts are the locking mechanisms, which can be unlocked with the key or picked (DC 20), deactivating it.

Locking key. This magical key will fit into any unlocked lock and can be used to lock it. It is among Jingle Jangle's least favorite keys and she is secretly eager to be rid of it.

Mystery key. This magical key can be inserted into any lock. Roll a d20 if you do. On a roll of 20, the lock is unlocked and the key disappears. Otherwise, the key can never open that lock.

Ring key. This silver key works as a *chime of opening* that can be used 3 times, but only works on locks, and must touch the lock in order to open it.

The Keyblade. This key can somehow cut things even though it appears blunt. It can be used as a magical dagger, but deals 1 slashing damage rather than 1d4 piercing damage.

Tray of Fresh Pies. This golden magical tray has an elegant domed crystal cover. It has 8 charges. A creature can touch the covered tray as an action and request a pie, causing the tray to lose a charge and conjure a fresh pie in it. It can only do key lime pies, pumpkin pies and chocolate pies. Daily at midnight, roll a d20; on a roll of 19 or 20, the tray recovers a charge. If the last charge is expended, it becomes a nonmagical tray.

Winged key. This key has tiny wings and hovers in the air if released, seeking nearby locks to slot into and rest. If it doesn't find a suitable lock, it pesters someone until they stow it away.

The Key Witness. If you touch this key to your temple for a minute, you become blind to your surroundings and begin to see a backwards recording of everything that was within 30 ft. of the key, as if looking from its position in every direction. The recording plays out in real time, so you must hold the key there for one hour if you wish to look backwards one hour. The key records up to eight years, at which point it deletes its oldest records to make room for new "footage".



FEAR-WROUGHT MONSTER

Small fey, neutral evil

Armor Class 13
Hit Points 3 (1d6)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	4 (-3)	10 (+0)	11 (+0)

Skills Insight +2, Intimidation +2, Stealth +5
Condition Immunities frightened
Senses darkvision 120ft., passive Perception 10
Languages telepathy 30ft., any languages spoken by its target
Challenge 1/8 (25 XP) **Proficiency bonus** +2

Creepy Demise. When the monster dies, its body disintegrates into raw fearstuff such as skittering insects, shadows, snakes and clownish giggles.

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

Scent of Fear. The monster is magically aware of the location of any frightened creature within 120 ft. of it, regardless of cover, unless a creature is protected from divination magic.

Spider Climb. The monster can climb difficult surfaces, including upside-down on ceilings, without needing to make an ability check.

The Mind-Killer. The monster has advantage on attack rolls against frightened creatures. If it attacks a creature who is immune to being frightened, the attack misses automatically.

ACTIONS

Nightmare Strike. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning, piercing, slashing or psychic damage (the monster's choice), or half as much damage against a creature that is not frightened.

BONUS ACTIONS

Nightmare Guise. The monster targets a creature it can see within 30ft. of it. If the creature is not immune to being frightened, the monster's appearance changes to evoke images of its fears and magically influence it. If the creature can see the monster, it must succeed on a DC 10 Wisdom saving throw or become *frightened* of it until its appearance changes. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the monster takes any damage, its disguise breaks, revealing its true form, and any creature frightened of it as a result of this ability is no longer frightened.



MEENLOCK, LESSER

Small fey, neutral evil

Armor Class 14 (natural armor)
Hit Points 31 (7d6 + 7)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Insight +2, Intimidation +3, Perception +4, Stealth +6
Condition Immunities frightened
Senses darkvision 120ft., passive Perception 14
Languages telepathy 120 ft., Sylvan
Challenge 1 (200 XP) **Proficiency bonus** +2

Creepy Demise. When the meenlock dies, its body disintegrates into raw fearstuff such as skittering insects, shadows, snakes and clownish giggles.

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 11 Wisdom saving throw or be *frightened* until the start of the creature's next turn.

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

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, and the target must succeed on a DC 11 Constitution saving throw or be *stunned* in fear for 1 minute, unless it is immune to being frightened. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Shadow Teleport (Recharge 5-6). The meenlock teleports to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The meenlock doesn't need to see its destination.

Nightmare Guise. The meenlock targets a creature it can see within 30ft. of it. If the creature is not immune to being frightened, the meenlock's appearance changes to evoke images of its fears and magically influence it. If the creature can see the meenlock, it must succeed on a DC 11 Wisdom saving throw or become *frightened* of it until its appearance changes. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the meenlock takes any damage, its disguise breaks, revealing its true form, and any creature frightened of it as a result of this ability is no longer frightened.

LAIR ACTIONS

While at least one meenlock is alive in their lair, it can take a lair action on initiative count 20 (losing initiative ties). When it does, it chooses from the options below:

- One nonmagical light source in the lair is snuffed out. Alternatively, one spell of 1st level or lower that creates light ends.
- One creature in the lair begins to sink into the black moss that blankets the ground, as there is suddenly more moss than rock beneath its feet. The creature must succeed on a DC 12 Strength saving throw or have its speed reduced to 0. A creature can make a DC 12 Strength (Athletics) check as an action to free itself or another creature from this predicament.
- If there are fewer than three fear-wrought monsters in the lair, a new one is created within 5 ft. of a meenlock.



JINGLE JANGLE, COLLECTRESS OF EGRESSSES

Small humanoid (goblinoid), chaotic good

Armor Class 15 (coat of keys)

Hit Points 18 (4d6+4)

Speed 30ft.

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

Skills Investigation +3, Stealth +6, Sleight of Hand +6

Senses darkvision 60ft., passive Perception 8

Languages Common, Goblin, Sylvan

Challenge ½ (100 XP)

Proficiency bonus +2

The Lockpicking Goblin. When she makes a Dexterity check to pick a lock using thieves' tools, Jingle Jangle rolls with a modifier of +8, or +10 if using her magical tools.

Jingling and Jangling. Jingle Jangle has disadvantage on Stealth checks made to move silently while wearing her keys.

ACTIONS

Flail of Locks. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 7 (3d4) bludgeoning damage.

BONUS ACTIONS

Nimble Escape. Jingle Jangle takes the Disengage action or the Hide action.

Quick Fingers. Jingle Jangle uses thieves' tools to disarm a trap or open a lock.

MEENLOCK LAIR MAP

Made with [Deepnight](#). 20x20 squares, fitted to roll20 grid size. [Direct link](#) to image file. [Gridless version](#). [Less dark version](#).

