

FORTRESS OF THE FOMORIANS

[Thrumbolg](#), First Lord of the Fomorians and King of Mag Tureah is taking advantage of King Hekaton's disappearance and trying to ascend his position in the ordering by kidnapping powerful scholars and wielders of magic. He is using the enslaved spellcasters in an attempt to master the portals that have existed in Mag Tureah since before the Fomorians called it their homeland.

The portals have always been wild and unpredictable. Some who have passed through these gates have reached their destination with seemingly no consequence. Others have ended up in a random realm or suffering from a horrifying arcane affliction. Others still have passed through the portals never to be heard from again.

Thrumbolg believes that if he was able to have these portals at his command then there would be no stronghold he could not vanquish, no kingdom he could not conquer.

As bastard children of Othea, the mother of the Giants, Fomorians cannot trace their bloodline back to Annam the Allfather. Due to their illigitmacy, Fomorians have always been considered very low, if at all on the Ordening.

Before they developed their lust of power and cruelty, when they were still the most beautiful of the Giants, they held a respectable place in the Court of the Storm King. Like the other giant lords, Thrumbolg's ancestors were gifted a Conch of Teleportation and given free access to Maelstrom. But it has since been revoked.

When the Fomorians fought their bloody conflict with the Eladrin of the Feywild, and the Feyfolk struck back with their deforming curse, the First Lord of the Fomorians called on their giant brethren for help. But seeing the Fomorians in their hideous state, exposed to their true nature. The Storm Giant King finally saw them for what they truly were and instead sided with the Fey Folk. He tore the rune from the conche he had gifted the Fomorians, and bound it to a mirror so that anytime the Formorian leader wished to contact their giant kin, they would be confronted with a reflection of their own monstrosity. The Tempestuous Mirror is now in the possession of Thrumbolg, and while it does not afford him the power to travel to Maelstrom and attend the Storm Giant King's court, it does let him watch and speak with the Storm King's court when required.

THE CHOSEN FOE

The Fortress of the Fomorians has been designed to fit into Storm King's Thunder as one of the evil giant strongholds accessible after returning with a giant relic to the Oracle (page 131).

In Chapter 4 the Oracle provides directions to a Giant Fortress based on the relic that the heroes return. Replace at least one of these with directions to Mag Tureah as you see fit.

The direction that the Oracle provides are as follows:

Travel southwest, over hills and through woodlands deep. Seek the city of untold wealth then follow the range of forgotten mines. When you reach the forest that stands defiant in the shadow of the slumbering flame seek the babbling brook. At the sleepwalkers falls taste the sweet draught. Beneath ancient bones of night's wings you will find a fey crossing that leads to Mag Tureah. The First Lord Thrumbolg does not possess a conche, but in his throne room stands a mirror from which the Uvar rune can be drawn. So that Guh's conche might be sounded once again.

"The forest that stands defiant in the shadow of the slumbering flames" is the Neverwinter woods.

THE TEMPESTUOUS MIRROR

Instead of a Conch of Teleportation, Thrumbolg only has a mirror that lets him communicate with the giants of Maelstrom. The heroes could use the mirror to reach out to the giants of Maelstrom and a Storm Giant will come and collect them, using the Meditation Cave in Maelstrom. Alternatively, if you would rather have the heroes make their own way to Maelstrom the Storm Giants might just give general directions.

Alternatively, if you plan to run more than one evil giant stronghold, the first conche they discover could be broken. If you have an artificer in your party or someone that is familiar with runes, such as a rune knight, by attuning to the mirror they can transfer the rune to a broken conche to repair it. If the party doesn't have someone like this, one of the arcane

scholars imprisoned by the Fomorians could offer to transfer the rune for them.

SEEDING MAG TUREAH

In order to help Mag Tureah and Thumbolg's evil plans fit seamlessly into the campaign after chapter 4, you may want to include some of the following changes in the earlier chapters of Storm King's Thunder.

ATTACK ON TRIBOAR

Replacing the Fire Giants that attack Triboar with Fomorians is a fairly easy change. **Fomorians** have a similar Challenge Rating to Fire Giants so swapping them out one for one should make for relatively balanced encounters. Similarly you can replace the 6 **Orogs** with **Meenlocks**, the 6 **Orcs** riding **Axe Beaks** with **Boggles** riding **Giant Bats** and the **Magmin** with **Darklings**.

Rather than coming to Triboar in search of the Vonindod Fragment, they are here to kidnap spellcasters. This could include **Draven Millovyr** and **Hyuth Kolstaag**. If this interferes too much with the Triboar quests you're planning to use, add a scholarly Eladrin bard named **Rowan** who is kidnapped from the Everwyvern House.

Once the Fomorians have completed their attack you could also have one or more of the locals suffering from the Nightmare Toxin.

RANDOM ENCOUNTER: FORMORIANS

The following encounter can be added to the table of Random Wilderness Encounters in Chapter 3:

The party hears the screams of a band of Eladrin **Scouts** being tortured by a **Fomorian Warlord**. They are trying to learn the location of the Harper Archmage **Krowen Valharrow**. Accompanying the Fomorian are 2 **Yeth Hounds**, 3 **Red Caps** and 2 **Pixies** that serve the Queen of the Nightmare Fairies. As the Party approaches the **Yeth Hounds** attempt to sniff them out lying in ambush.

When the fighting begins the one of the Eladrin is at 1HP, one is dead, two are knocked out and making death saving throws.

If the Fomorian is killed the other creatures will flee. If all the other creatures are killed or the Fomorian is badly wounded it will command one of the Pixies to

use their **Nightmare Toxin** to infect one of the knocked out Eladrin. The fomorian uses the sleeping Eladrin in order to cross into the feydark. The fomorian will try to take one of the Eladrin with them, but not at the cost of its own life.

LOCATIONS OF THE NORTH

As the adventurers travel around the Savage Frontier in Chapter three of Storm King's Thunder, there are various locations where Fomorians from Mag Tureah and a devious pack of pixies spreading their nightmare toxin might turn up.

Anywhere in Storm King's Thunder where a spellcaster, **Mage**, or **Archmage** is listed is a potential location for a Fomorian attack, or a location for locals to be suffering from the Nightmare. Some notable targets include the mages who operate the Harper Teleportation circle, Darva the dragonborn mage in Fireshear, Lady Fenris Agathonn in Hawk's Nest, Telbor Zazrek in Loudwater, Vaeril Rhuidhen from Everlund, Xamlyn Margaster in Silvermoon, Chazlauth Yarghorn and Lord Zelraun Roaringhorn from Waterdeep.

QUEEN OF NIGHTMARE FAIRIES

Since Thumbolg does not have an easy way to depart the Feywild to acquire mages and arcane scholars, he has made a pact with [The Queen of Nightmare Fairies](#), a relatively insignificant Archfey in the court of the Unseelie Fey.

The Queen of Nightmares Fairies is an insidious creature who desires nothing more than to infest mortal beings with terrifying dreams. While her servants have been diligently stockpiling her Nightmare Toxin, they lack the might and courage to venture into the material plain and poison folk with it.

In exchange for protecting The Queen's agents, she has provided the Fomorians access to a Fey Gate near an entrance to the Feydark, which they can use to mount their raids into the prime material realm.

MAGRA CURSE-EYE

Magara Curse-Eye is a Fomorian witch of impressive power. She is one of the few Fomorians with the arcane skill to diminish the Fey Curse of hideousness, containing her ugliness to the left side of her body. She leads a coven of malevolent hags who serve to corrupt the lands that Thumbolg seeks to conquer.

Within the Labyrinth surrounding Thumbolg's fortrise she shares a cottage with her coven where she lures in unwitting travellers to sacrifice in her rituals. Magra's rule over the fomorian witches is aided by her three lieutenants Nyx, Mab, and Usha, all of whom share her domain in the Witch Fen.

Magra's name comes from her face featuring one grotesque "evil eye" with a pupil that resembles a cat's eye. This eye is the source of her magical powers, as it is for all fomorian witches.

THE GLOAMING COURT

First Lord Thumbolg has a throng of dark fey who serve him either through wicked loyalty or enslavement. Included in his ranks are cyclopes, gnomes, xvarts, quicklings, and spriggans. Though these are not the only threats an adventurer who traverses Mag Tureah might encounter. Boggles, derros, quaggoth, chitine, giant beetles, carrion crawlers, gorgons, ropers, oozes, carnivorous plants and troglodytes are known to roam the labyrinthine tunnels.

A deep dragon by the name of Zulvarax has made its lair within the labyrinth. The fomorians and the dragon have an uneasy alliance. The fomorians appreciate that the dragon has slaughtered more than one foolhardy adventurer who stumbled into their domain, and the dragon appreciates that the fomorians have brought a treasure trove of arcane lore to Mag Tureah. In order to appease the dragon, fomorians will occasionally leave him research notes and spellbooks of mages who failed in their attempts to master the portals.

Myconids serving the Carrion King occasionally encroach on the domain of Thumbolg. Though they hate the fomorians, their fear of outsiders makes them just as likely to attack adventurers seeking to defeat the First Lord, as they are to help them.

CELADAIINE

Celadaine took great effort to turn away the Gloaming Court when they threatened his home and fellow Eladrin. He was nearly entirely responsible for the removal of their presence from his domain in the realm of the Seelie Fey.

In an act of revenge, the fomorian witches used corrupt magic to assail Celadaine's mind, convincing him that his fellow Eladrin abandoned him to fight off their enemies alone. This form of psychic sabotage left

Celadaine feeling unappreciated and wholly alone, even amongst his kin. Over time his entire outlook on the elven way of life became warped; he saw no more beauty in the natural world and began to believe what he'd known to be lies as genuine truths.

On one particularly horrible night, Celadaine murdered the gatekeepers of his domain in the Seelie realm and accepted the dark fey replacements that were sent forth by the Gloaming Court. The ghosts of the Eladrin sentinels languished in the tower, tormented by the dark creatures that took their place. Celadaine then swore fealty to King Malabog, and served as his black knight during the fomorian's rise to power.

During his life with the Eladrin, Celadaine was a warrior of unequalled skill who had a great mind for military strategy. He fought with a sword and shield, weapons befitting a fey knight. Now he wields a corrupting hexblade and serves as Thumbolg's assassin, devoid of honour.

MAG TUREAH

The realm of Mag Tureah is an ancient underground kingdom centred around a primaeval fortress in the Feydark. In an odd parallel to eladrin cities' seamless blend of crystal tower and native wood, Mag Tureah's dry-stone walls often appear primitive by comparison. No one knows who (or what) built the fortress. Abandoned for unknown reasons by its unnamed makers, Mag Tureah lay empty for centuries. Fomorian after fomorian attempted to seize this crucial strongpoint. All were destroyed by whatever horrors stalked its maze-like corridors—until the fomorian king Thumbolg, dubbed the First Lord, reached its dark heart. He defeated its horrible guardians, and now his empire expands inexorably from the watchtowers out into the Feydark, a black tumour spreading unseen beneath the living green surface world.

On its own, the military stronghold of Mag Tureah would be the great prize of the land. But Mag Tureah has a special relationship with the mortal realm, making it valuable beyond measure. It is honeycombed with portals to the mortal world. What's more, although the Feydark sides of these portals all occur within the lands near the fortress, the passages to the mortal world are connected to dozens of locales scattered over thousands of miles. Mag Tureah is a hub offering access to every corner of the mortal realm.

On the mortal world, the portal sites often appear as unremarkable ruins. Explorers walk among shattered walls, marvelling at the black stones, never noticing as the starry night sky above them is slowly replaced by onyx ceilings and glowing gems. By the time the travellers realise they've stumbled through a portal, it's too late. They are transported from a corridor on the surface of the mortal world to a black, unmarked tunnel a mile below the Feywild in the guts of Mag Tureah. Escape is unheard of, and if they are captured by the First Lord, death will be a blessing.

Retracing their steps rarely aids these unlucky interlopers— the magic of Mag Tureah is unstable. Whatever portal abandons them to this lonely spot quickly dissipates. It may reappear in an hour, or a day, or never. It may change location, now accessed by a tunnel mere yards away or on the other side of the Dark River cutting through the centre of the fortress. Although all the portals of Mag Tureah connect to ruins on the mortal world, they do not connect to the same ruins on every trip. This fact is all that's kept the First Lord from launching an invasion force into the mortal realm.

Thrumbolg is working furiously to master the unreliable portals of his fortress. To this end he has kidnapped arcanists from multiple realms and put them to work studying the phenomena.

No one can explain why Mag Tureah has these properties, or why the portals are so unstable. Wizards knowledgeable in the ways of the Far Realm find disturbing similarities between these stuttering conduits and the methods by which aberrations travel the planes. Such theories put a different light on the fortress's initial abandonment. They also raise even more distressing questions about the First Lord's rule over the fortress. What if he did not so much defeat whatever lurked at the heart of Mag Tureah, but instead bargained with it?

REACHING MAG TUREAH

Though there are many portals that lead to and from Mag Tureah, none of them serve as a reliable way of reaching it. The only practical way for someone foolhardy enough to make their way to the Fomorian Stronghold is past the Glade of Nightmares and through the labyrinth of the Feydark.

Sleepwalkers Falls. To enter or exit the Glade of Nightmares without aid of its Queen a creature must use a fey crossing while sleepwalking. To make this

easier for her subjects that might be stranded in the Prime Material, the Queen of the Nightmare Fairies has poisoned a small waterfall in the Neverwinter Woods. If a creature drinks from the waterfall, the next time they sleep, they get no benefits from rest, but they will find themselves sleepwalking to the closest fey crossing. A character can fill a container with the water to enter any fey crossing in this way and if they are wise, they will fill a draught for their return journey.

Nightwing's Bones. If they drink the draught near the waterfall they will find themselves sleepwalking towards the half buried skeleton of a monstrosity large bat, overgrown with lichen and hanging moss. To someone observing the skeleton it would seem like nothing more than the ancient remains of a long dead creature. But the moment they pass through the arch of the third rib bones they are transported from Faerun to the Feywild. Without sleepwalking, this Fey Crossing leads to the realm of the Unseelie Court.

Crossroad Guardian. The skeleton is protected by a **Meenlock** named Scanraithe. Though he tends to harass anyone that approaches the Fey Crossing, he has learnt that he gets little reaction from the sleepwalkers and tends to let them pass. Though he might pose little threat to a powerful band of adventurers, killing Scanraithe makes it impossible to use the Fey Crossing. He can choose to temporarily close the crossing and not to let a person pass if he feels they aren't sufficiently distressed.

GLADE OF NIGHTMARES

The Glade of Nightmares is a macabrely bizarre and beautiful place. Much like most of the Feywild it has a wild and natural environment but the landmarks are warped with dark twisted detail designed to torment anyone who passes through. A beautiful bed of flowers appears to be fluttering in the wind at first glance. But on closer inspection the petals are hundreds of biting insects writhing and crawling over each other. From the shadowy trees that encircle the glade something slowly stalks, following closer and closer. The galaxy of stars blanketing the eternal night sky is hypnotically beautiful, but to stare too long gives a feeling of sickening vertigo and plummeting downwards. Black ponds and streams magically reflect the evening starlight, but to look too long gives an inescapable sensation of drowning.

Night Terror Tower. In the centre of the glade is the Queen of the Nightmare Fairies' palace, a spiralling structure made of teeth and hair. Though the structure looks impossibly tall, closer inspection reveals that the doors, windows and other architectural features are built to a miniature scale, fit for the small fey that inhabit it. A small sized creature must squeeze to enter the tower. The Queen of Nightmares is currently absent, having been summoned to a party by the Queen of Air and Darkness. Those who attempt to enter her tower quickly find themselves fleeing in fear as their darkest nightmares torment them as they attempt to traverse the horrifying building.

Dreamcatcher Crossing. At one end of the Glade are the Fey Crossings that lead back to Faerun. They appear as simple oversized dream catchers made from wood and twine. They hang from the branches of twisted gnarled trees spinning slowly in an imperceptible breeze. To use them a creature must jump or fly through two of them while they align perfectly. Only the Queen of the Nightmare Fairies possesses this knowledge and will only reveal it in exchange for a valuable fey bargain. Alternatively, if someone had a draught from the sleepwalkers waterfall, they can use the fey crossing without her assistance.

Feydark Entrance. On the opposite end of the Glade is an entrance to the Feydark and the labyrinth of Mag Tureah.

Nightmare Fairies Court. The denizens of the Glade have little interest in violence. Instead of attacking intruders physically, the **meenlocks**, **sirens**, **yeth hounds**, **mites**, **screaming devilkin**, **forlarren** and **boggles** seek to use their fey magic to torment anyone who passes through. One-by-one the fey will approach cautiously at first but will soon attempt to enact wicked pranks on the characters, such as calling out hidden in the voice of a suffering child, only to surprise the character with the corpse of a dead beast gruesomely butchered.

If travellers try to injure or kill them in frustration, the malevolent little fey only laugh mockingly, for they know that if they have emotionally incited someone to the point of violence, their destruction will only create more of their kind. The wicked pixies that serve as the Queen's handmaidens are personally responsible for distributing her Nightmare Toxin. If they can manage to catch a victim asleep and place the poison on the dreamer's eyes, they will become cursed with nightmares every time they fall asleep.

Nightmare Toxin. Though the name would imply differently, the name Nightmare Toxin is (perhaps intentionally) misleading. It is not an actual poison. Creatures that are immune to poison can still be affected by it. Instead, it is treated as a Curse, and can only be cured using a Remove Curse spell. While under the effects of Nightmare Toxin, a creature must make a DC 15 Charisma saving throw every time they take a long rest. On a failed save, they find that they have only gained the benefit of a short rest, having been tormented by unrelenting nightmares. Additionally, each time the creature fails the save after the first, they gain a level of exhaustion. A creature cannot gain more than three levels of exhaustion in this way. Saving against the curse does not cure a creature from the Nightmare Toxin. It only allows the creature to stave off the effects for a single night.

MAG TUREAH: GENERAL FEATURES

Illumination. Most of the Feydark is only lit by the bioluminescence of the plant life that grows in the gloom and the twinkling of fairy fire that resembles multicoloured starlight. Unless otherwise noted, the environment is considered dim light. Fomorian possess darksight so their stronghold is in complete darkness, other than a few unique rooms.

Tunnels. Most tunnels throughout Mag Tureah are around 15 feet wide and 25 feet tall, large enough for a Fomorian to pass through comfortably. The floor is composed of a soft wine coloured earth, scattered with patches of hard blue stone. The walls of the tunnels are composed of a sharp midnight blue obsidian-like rock covered in thorny vines and mushrooms. The amount of plant life in the Fey Dark far exceeds that of any natural tunnel. Climbing the walls of the tunnels requires a DC 13 Strength (Athletics) check. Failing this check inflicts 1d8 of slashing damage per 5 feet fallen, in addition to regular falling damage.

Ceilings. The Ceiling of the Stronghold is 50 ft high. The cave in which the Stronghold is built is 200 feet high.

Doors. Unless otherwise noted, Mag Tureah's doors are 22 feet tall and made of riveted iron plates, with handles 9 feet above the floor. A Huge giant has no trouble opening these doors. A smaller creature can attempt to open a door, provided that creature or some other helpful creature can reach the door's handle and unlatch it. While the handle is

unlatched, a creature must use an action to push or pull on the heavy door, opening it with a successful DC 13 Strength (Athletics) check. On a failed check, the door doesn't open.

Oversized Furnishings and Objects. Most of the furnishings and other items in the Stronghold are sized for fomorians. Exceptions are noted in the text. Furniture is typically twice as high, long, and wide as its human-sized equivalent and roughly eight times the weight. Small and Medium creatures can scuttle under and clamber over giant-sized furniture, treating the spaces they occupy as difficult terrain.

[Mag Tureah Map DM Version](#) | [Player Version](#)

I. GARDEN OF TORMENT

One of the many twisting tunnels of Mag Tureah leads to a garden that is tended by the Fomorians. The garden grows on the ceiling of the labyrinth and is planted with every manner of flora that could be used in the act of torture. Sickly sweet flowers that emit a nauseating perfume are scattered among succulents that eject painfully sharp, needle-like thorns. Carnivorous pitcher plants bloom with pools of acid that can be used to slowly dissolve flesh. Wandering vines coil like serpents, slowly binding up and suffocating anything they touch. Neon ferns release clouds of spores if disturbed, which cause excruciating pain on physical contact or burn like fire if inhaled.

It is impossible to move through the tunnel without moving close to more than one of these torturous plants. If a character wishes to move through the tunnel without the use of magical means, ask the player which two plants they are moving closer to in order to avoid the other. Apply the effect below for whichever plants they choose.

Nauseating Flowers. If a creature chooses the nauseating flowers they must make a DC 15 Constitution save. On a failed save they are Poisoned for the next hour. On a successful save nothing happens.

Thorny Succulents & Pitcher Plants. Both the needle thorn succulents and the dripping acid of the pitcher plants require a DC 15 Dexterity save. On a failed save, they take 3d10 piercing damage if they choose the Thorny Succulents, or 3d10 acid damage if they choose

the Pitcher Plants. On a successful save they evade the plants without taking damage.

Wandering Vines. The wandering vines require a DC 15 Strength save. On a failed save, the creature is Restrained and they take 1d12 bludgeoning damage on each of their turns, until they make a successful save, or another creature makes a DC 20 Athletics check to free them. Note that if another character attempts to free them, they must also make a Strength save to avoid being caught in the vines. On a successful save they tear through the vines without taking damage.

Neon Ferns. The neon ferns require a DC 13 Wisdom save, on a failed save the creature is incapacitated. The creature will recover after 1 minute, if they are moved away from the ferns. On a successful save nothing happens.

Treasure. Protected by the garden of tortuous plants at the very end of the tunnel is one of the Fomorians main food sources. A small orchard blooms with delicious fruit. The most valued being the Witch's Hearts, a strange fruit that can restore an expended spell slot and provides sustenance for a week. At any one time 1d4+1 Witch's Hearts are in bloom. A creature with an Alchemist's supplies or a suitable container can also attempt to harvest the hostile plants with a DC 20 Survival check. If they fail they must roll to save against the plant's harmful effect.

2. PRIMAL MUD POOLS

The Feydark is the source of the life energy of the Feywild, due to the existence of primal mud. Primal mud is a thick organic sediment that ranges in colour and texture, from thick, dark brown to viscous transparent slime. In this tunnel of the Feydark a large pool of Primal Mud has puddled into a 20ft by 100ft depression in the floor. Enormous roots sprout from the pool and ascend up through the rock of the walls and ceiling.

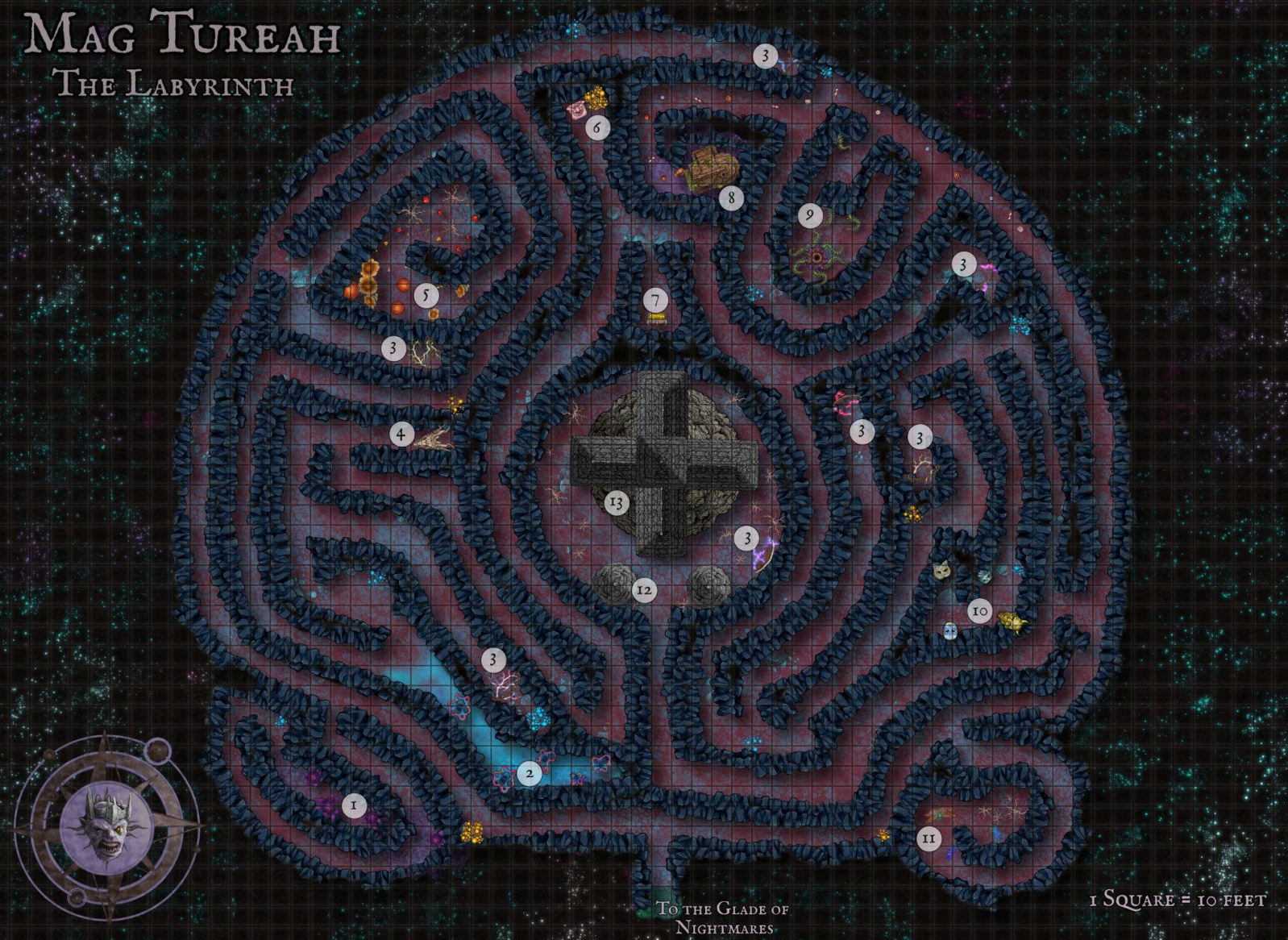
Living in the pools are a community of oozes sustained by its rich nutrients. Unlike oozes of the prime material, the pure life energy of the pools has mutated the oozes to a heightened state of intellect and can be reasoned with. Though they still desire above all to eat and grow above all else.

Two **Adult Oblax**, a **Dragonblood Ooze**, a **Slithering Tracker** and three **Glabbagool** live within the pool.

Life energy. For creatures that are not fey or ooze, the Primal Mud has an unusual property. Brief exposure to

MAG TUREAH

THE LABYRINTH



the mud heals a creature. When a creature touches the mud, they heal $4d4 + 4$ hit points. However, if they remain exposed to the mud for a full round or longer, they take $4d4 + 4$ acid damage. A creature can heal using the mud three times a day. Any subsequent attempts simply deal damage to the creature.

3. PORTALS OF MAG TUREAH

The portals scattered throughout the Labyrinth are fey crossings that have become completely unstable. Most of them resemble a ring of mushrooms encircling a tunnel or an archway of roots growing down from the roof in an intricate weaving design. But unlike most fey gates, vibrant streaks of colourful lightning arcs across the portal forwarding their danger. A character can make a DC 10 Arcana check to determine that the portals are dangerous and could instantly kill a character.

If a creature enters the portal, roll on the following table to determine what happens:

Roll	Effect
1	The creature is dead. Their body is completely destroyed. They cannot be revived.
2	The creature arrives at a random location in the Aysse or the Nine Hells.
3	The creature is sent to a random location in the elemental plains.
4	The creature is sent to a random location in Shadowfell.
5	The creature arrives at their destination

	missing one of their limbs.
6	The creature arrives at their destination having contracted an arcane disease.
7	The creature is sent to a random location in the Feywild while a copy of the creature with none of the creature's memories and the fey creature type is sent to the creature's destination.
8	The creature is sent to a random location in the astral sea.
9	The creature is sent to a random location on the prime material plane..
10	The creature is sent to its desired location without issue.

4. ZULVARAX'S LAIR

Like most **Adult Deep Dragons** Zulvarax has filled his lair with a horde of secret knowledge. Zulvarax enjoys transcribing copies of all his extensive library on scrolls made from the bark of a strange tree that grows on the edge of his lair. The magic of the Feydark has animated these scrolls, which delights the dragon. They flutter around his lair like a swarm of paper moths covering nearly every surface. Having the library moving around constantly means only he has a chance of comprehending how the information is organised. As a lair action, Zulvarax can command the paper moths to swarm in a 15 foot radius. Each creature within the radius must make a DC 16 Wisdom Save or be blinded until initiative count 20 on the next turn. Those of the scrolls inscribed with spells have started to manifest with the magic that they detail. When Zulvarax is threatened, the living spells defend him with arcane fury. Among the living spells is a **Living Bigby's Hand**, **Living Burning Hands**, **Living Counterspell**, **Living Chromatic Orb**, **Living Dissonant Whispers**, **Living Acid Arrow**, **Living Snillloc's Snowball Swarm**, **Living Chaos Bolt**, **Living Magic Missile**, **Living Moonbeam**, **Living Hideous Laughter**, **Living Hex** and a **Living Hellish Rebuke**.

Treasure. Zulvarax's hoard contains a Scroll of Protection, 1 level 5 spell scroll, 1 level 7 spell scroll,

Professor Orb, a Scribe's Pen, 1 magic item from table G, and various rare books worth 1d10 x 200 gold.

5. CARRION COURT SCOUTS

A scouting party from the Court of the Carrion King ventured into the labyrinth and were caught behind enemy lines. They are led by a resourceful Mutated Myconid Sovereign known as Grifola. Rather than trying to escape, they have entrenched themselves into this corner of the maze and attempt to disrupt the Formorian's operations by spreading their spores through the nearby network of tunnels. They have already killed and infected one fomorian and have successfully tended a small grove of spores producing mushrooms. The oversized mushrooms which fill this tunnel stand between 10-20 feet tall. While keeping still, the Myconids are perfectly camouflaged among the fungi. This entire area is considered difficult terrain for creatures that are not plants. When the players enter the tunnel they find the spores make it difficult to breath, but cause no significant harm.

Though the Carrion court is no ally to the Fomorians, they aren't likely to act kindly to anyone else that stumbles into their grove. The myconids know that the Fomorians have a range of slaves and loyal subjects from smaller races that could pose a significant threat. It will take a lot of convincing to earn their trust.

On a DC 22 Persuasion or Deception check the Myconids might be convinced to fight alongside anyone planning an attack on the Fomorians. Though they do not know how to reach the Stronghold, nor do they know how to get back to their own people. Furthermore, the Myconids do not fight with any regard for their allies, as they can raise anyone who falls as a spore servant. If a character has harmed one of the Myconids or one of their mushrooms, convincing them to help is impossible.

Among the Carrion Court Scouts are a [Deathcap Myconid](#), [Myconid Savant](#), [Mutated Myconid Sovereign](#) (Grifola), [Myconid Druid](#), 12 Myconid Druids and one [Huge Myconid Spore Servant](#), who was once a Formorian.

6. THE SLUMBERING PRINCE

Lying on a slab of midnight blue obsidian, as if in a deep slumber, shaded by a glimmering fairy fire tree, is a beautiful petrified, ageless eladrin. They do not

identify as a man or a woman. They are dressed in a wedding gown, woven from thousands of intricate silver leaves. They wear a wintery crown atop their head. Though their flesh looks as though it has been turned to white marble.

As the character approaches, the tree starts to sing an enchanting dirge about the eladrin and how they made a deal with Baba Yaga, the Mother of Witches, to be free from their betrothal with the Prince of Summer.

The Mother of Witches gave Caoilainn the gift to sleep until the day that the Prince of Summer was cast down, or until another took Caoilainn's hand. A character can make a DC 16 religion check to realise that Caoilainn could be awoken by initiating a marriage ceremony between Caoilainn and one of their party. If the magic of the Feywild determines that the person Caoilainn is being married to has the capacity to love Caoilainn, they will accept the marriage and awaken. Ask the player whether this is the case. Once awakened, Caoilainn will help the characters, though they do not know how to reach the Fortress. Sharaea uses **Spring Eladrin** stats. If Caoilainn survives Mag Tureah and makes it back to the Glade of Nightmares, they will inform their betrothed that they must return to the Court of the Seelie Fey, no place for a mortal. But one day they will be reunited.

7. FALSE TREASURY

This large alcove has been mostly sealed off by an immense pile of heavy obsidian rock. A small gap at the top of the rockpile provides enough space for a small creature to squeeze through. Though anyone who climbs up can peer into the alcove.

To the unsuspecting adventurer the alcove appears to be a hidden stash of treasure that the fomorians have attempted to cover up by piling large rocks, too heavy for most creatures to move. Making enough space to enter requires a DC 25 Strength Check. In truth, the alcove is actually the lair of **Hoard Mimic** that was pulled into the Feydark when one of the wizards trapped by the Formorians attempted to adjust one of the Portals of Mag Tureah. A character with a passive investigation of 20 or a character that succeeds in a DC 20 investigation check might notice that the wall looks like it was constructed in a hurry, nor the work of someone carefully attempting to conceal a secret prize.

If anyone ventures into the alcove the mimic will attempt to devour them.

8. WITCHES FENN

Magra Curse-Eye makes her lair in a 35 ft by 35ft three story cottage at the end of one of the labyrinthine tunnels. Spreading out from her cottage are trails of what appear to be delicious baked sweets. The sweets are cursed objects that have bloomed from the soil, corrupted by Magra's dark rituals. A character with a passive investigation of 20 or a character that makes a DC 20 Investigation or Survival check will notice some of the partially grown sweets that still have a somewhat gelatinous, fleshy quality.

If a creature picks up one of the sweets, they must make a DC 16 Intelligence saving throw or they are immediately inflicted with a [random curse](#). On a successful save nothing happens. If a creature eats one of the sweets, they must also make a DC 17 Charisma saving throw. If they fail they are also inflicted with the curse of the evil eye. This is detailed in a **Formorian's** stat block. If they succeed nothing happens, though the sweet tastes delicious.

Witch's Cottage. Magra's quaint looking cottage is made of mud brick. It is overgrown with creeping vines and large tufts of grass blankets most of the roof. The interior of the Witch's Cottage is decorated in a grizzly fashion. The dismembered body parts of various fey and humanoid creatures lay on altars and hang from the ceiling, bundled together with sprigs of herbs and other grotesque arcane ingredients. Ritualistic shapes are smeared onto the walls and floorboards in dried blood.

Luck Eater. A large, ugly creature resembling a cat lies curled up in a rocking chair on the front porch of the cottage. It regards passersby disdainfully, but makes no other attempt to engage them. The creature is a **Luck Eater**. It uses **Cat** statistics with the following changes. Its creature type is Fey. The Luck Eater can use its action to make a loud purring sound. All creatures within a 30ft radius must make a DC 15 Charisma saving throw. On a failed save, a creature is Charmed and desires to keep the Luck Eater near them for the next hour. As long as the Luck Eater remains within 30ft of the charmed creature, the creature must subtract a D6 from all attack rolls. If the charmed creature does not make an attack for thirty minutes, the creature must attack the next new creature they encounter. If the charmed creature still

does not make an attack roll for another 20 minutes, they attack the closest creature, which may include their allies..

8A. COTTAGE GROUND FLOOR

On the first floor a large caldron bubbles away in the northern corner of the room, filling the cottage with a meaty smell. A staircase in the southern corner of the room leads to the upper floor, a trapdoor in the eastern corner leads down to Magra's lair. A few small tables and chairs are arranged in a semi-circular formation around the cauldron and fireplace. A large loom is propped up near one of the chairs. A series of strange instruments made out of taxidermied critters sits near the second. A crystal ball sits near a third. A tea set carved from children's bones sits near the fourth. During the day the hags spend most of their time sitting around the cauldron casting spells to spy on those that they have cursed and crafting their grisly trinkets.

Hag's Bargain. When the adventurers first enter the cottage the Hags attempt to beguile the adventurers in the forms of kindly old looking grandmothers, who only wish the best for their grandchildren. They disguise the gruesome appearance of the cottage with a hallucinatory terrain spell cast from the crystal ball. They attempt to bargain with the characters, offering them a way through the labyrinth in exchange for a fey contract. Grandmother Nyx, a **Dusk Hag**, also known as Nyx Newtcarver, offers to help in exchange for a character swearing to never lay a finger on the corpse of a humanoid or fey. Granny Mab, a **Green Hag**, also known as Mab Gristleweaver, asks the characters to never cut their hair. Baba Usha, a **Bheur Hag**, also known as Usha Spinewhitler asks for the memory of a powerful emotional moment such as a great victory, first kiss or the death of a loved one.

A character that gives up a memory will be left with unforeseen, ill consequences. For example, a character that gives up their first kiss might find themselves unable to remember kissing anyone, even new kisses, as each kiss would be their first. A character that forgets the death of a loved one might forget them completely or become delusional that the person is still alive. A character that breaks their oath, even accidentally will find themselves magically transported back to the Labyrinth, unable to leave.

If the characters provoke the Hags or try to leave without making a bargain, the Hags will attack. This

alerts **Magra** (**Fomorian Shaman**) who appears from the basement on the second round of combat. The hags will generally warn the characters not to enter the basement, but they will not stop them from doing so.

Treasure. The Hags possess a **Crystal Ball** that the players could loot. Everything else in their cottage is either too gruesome or too cursed to be used by a right minded hero.

8B. COTTAGE UPPER FLOOR

The top story of the cottage is similarly decorated to the first, though it is divided into two three rooms. Each room contains a bed for each hag and a collection of their nasty trinkets. In the room are shackles and



cages where the hags keep their victims, though they are currently empty. Only a few bones remain.

Treasure. At the end of their beds are four chests. Each chest is protected by a magical ward that casts [Bestow Curse](#), which lasts for 10 minutes rather than 1. In the first chests is a random magic item from table G. The second is 1d4 random Items from table C. In the third are ritual components valued at 1d10 x 200 Gold. In the fourth is a **Haunted Doll**. The Haunted Doll is a creepy looking artefact. When the owner of this doll fails a third death saving throw, the doll will die in place of its owner.

8B. COTTAGE BASEMENT

Beneath the cottage is Magra of the Evil Eye's personal lair. She has a large stone slab covered in furs and skins that serves as her bed in one corner of the room and a stone desk where she sometimes prepares her rituals in another. Unlike the upper floors, Magra makes no attempt to disguise the gruesomeness of her abode. Bloody ritual markings cover every surface. The flayed bodies of spell casters, kept alive by dark magic, cover the walls like grotesque tapestries, groaning in agony. In the northern corner of the room is a large furanese with a caged door. Inside of it the familiars of the spellcaster burn in a perpetual state of agonising destruction and rebirth. Each time they are incinerated, a small vial of their essence is distilled into an alembic which is used to spread Magra's corrupting influence and grow the cursed sweets. Magra does not hesitate in attacking those who enter her lair. She has no time for the curses and fey pledges that entertain the rest of her coven. She has foreseen the adventurers' arrival and knows that it must end with their death or her's. If the Hags upstairs are still alive and the characters have not made a deal with them, they assist Magra by attacking the adventurers. If Magra is killed, the dark magic keeping the flayed mages alive ends and they die with her.

9. OVERGROWN TUNNEL

Though all of the Feydark is generally overgrown with climbing vines and strange subterranean mosses, lichen and fungi, this tunnel in particular is more verdant than most. The fey flora makes this space difficult terrain and in two particularly tight choke points it becomes impassable. The overgrown choke points have an AC of 13 and 30 hit points.

The source of most of the foliage is a pervasive **Bodytaker Plant**. The fomorians regularly send their underlings to this part of the labyrinth to slow the advance of the plants growing here. So far they have managed to keep it at bay, but they've learned the hard way that anything more than a light pruning tends to provoke the Bodytaker. One unlucky soul who attempted to use necrotic power to rot the Bodytaker was slain by the plant. From his grave a **Corpse Flower** has bloomed.

Three **Assassin Vines** have formed a symbiotic relationship with the two other carnivorous plants.

Treasure. If the party manages to kill the Corpse Flower, they can reclaim the necromancer's wand. Though it has no magical properties it is adorned with a black opal worth 1000 gold.

10. GALLERY OF LIVING MASKS

Hanging on the walls of this luminous tunnel are exactly [one hundred masks](#) each with a unique appearance, powers and personality. When first entering the tunnel the masks become animated and greet the characters with friendly conversation. Most of the masks compete for the character's attention and the sound of nearly one hundred voices each speaking over one another soon becomes cacophonous. Despite being overenthusiastic, the masks are generally helpful and soon offer to bestow the characters with various powers if the characters are willing to take them on their journey and wear them on occasion. There is also a 25% chance that any given mask will know the way to reach the fomorian stronghold and a 10% chance that they will know a way out of the labyrinth.

The gallery and all of the masks are under the effect of a powerful curse. If a character takes a mask down off the wall and wears it, they immediately see a mask resembling their own face appear on the wall in its place. Each time that the character wears the mask, they must make an Intelligence save DC 15. On a failed save, one of their memories is replaced with that of the person who the mask is based on. Additionally, the character loses proficiency in a random skill, and gains proficiency in a new skill or tool related to the life of the person that the mask is based off. On a successful save nothing happens, but the mask of their face still remains on the gallery wall. Once a character has taken a mask they find themselves unable to take another, including the mask of their own face. A Remove Curse spell allows the character to reclaim the

mask of their own face, however if they do not return the mask they have taken within ten minutes it will reappear in the same place and the curse will continue.

II. SLAVE CAMP

A single vindictive **Formarian** slavedriver watches over this encampment of prisoners taken from various communities throughout the Feydark. Among the slaves are a **Gloura**, two **Chitine**, a **Troglodyte Champion**, two **Derro** and their pet **Gorgon**. At any given time four out of the eight slaves are suffering from a level of exhaustion. The slaves have been set to collect the eggs and larvae of 15 **Giant Dragonflies** which have made their nests in the murky pools of this swampy tunnel. The giant dragonflies lack the maternal instinct to protect their clutches, but they act aggressively towards a slave that moves too quickly through their marsh. The Formarian has prohibited the slaves from defending themselves against the dragonflies bites in order to prevent the food source from being diminished. The fomorian revels in the pain inflicted upon the slaves. The slaves fear their Formarians captive's cruelty. If the slavedriver spots the characters and commands the slaves to attack they do so, using the nets and shovels as weapons.

Despite their fear, the slaves can be easily turned against their captives. A character can turn their attention towards a slave and make a Persuasion check DC 13 to convince a creature to turn on it's Fomorian master.

Convincing one of the Derros or Chitine convinces both of them. The Fomorian has no control over the dragonflies, but if they are overwhelmed they will dive down into the marsh and hurl rocks up at the adventures. From beneath the water, the fomorian is safe from the Dragonfly and lets the insects swarm on anyone who comes too close.

If the Fomorian is killed the remaining slaves surrender. The Gloura doesn't like the idea of facing off against the Formorians but will do all in their power to help, provided they aren't involved in more combat. The Troglodyte will happily help it's liberators since it's mate is still being held captive in the fortress, however it's stench is just as likely to be a hindrance as it is to be a help. The Derro have no interest in helping the adventurers and will return to harvesting dragonfly eggs for some unclear reason. The Chitine hate the Fomorians and will happily fight

alongside the adventurers in order to have their revenge.

12. WATCH TOWERS

[Mag Tureah Fortress DM Version](#) | [Player Version](#)

Two simple dry-stone domed watchtowers, overgrown with vines and lichen, flank the passage to the cavern where the fortice stands. The towers stand 60 feet tall and are built on a scale large enough for fomorians to move around in easily. Large oak doors which are kept locked and barred most of the time, provide a single point of entry. The doors have an AC of 15 and 30 hit points. They have resistance piercing damage and are immune to poison and psychic damage.

Within the towers is a stone staircase without railings that spirals around the circumference of the room twice before reaching the next story. A single bedroll made of hide and fur and a small table and chair is the only furnishing. The upper level provides a vantage for a single **Fomorian** in each tower, accompanied by an animated ballista (**Oaken Bolter**). The fomorians have each been equipped with a carnyx and six javelins that deal 3d6+6 piercing damage and have a range of range 60/240. If one of the Formrians spots an intruder they immediately call out to the Formarian positioned in the other tower. A half wall on the upper level provides the Fomarians and ballista partial cover.

If the fighting continues for more than two turns, or one of the fomorians is killed, the other fomorian will use their action to play a long harrowing note on their carnyx. This puts the rest of the fortress on high alert.

The fomorian from area 15 (the Privy) will immediately run to join the fight at the towers, still with his trousers around his ankles, as will two fomorians from area 16 (Sleeping Quarters). The other two fomorians in area 16 move to guard area 21 (Arcane Laboratory) from the hallway, while Celadaine will move to area 20 to guard First Lord Thrumbolg.

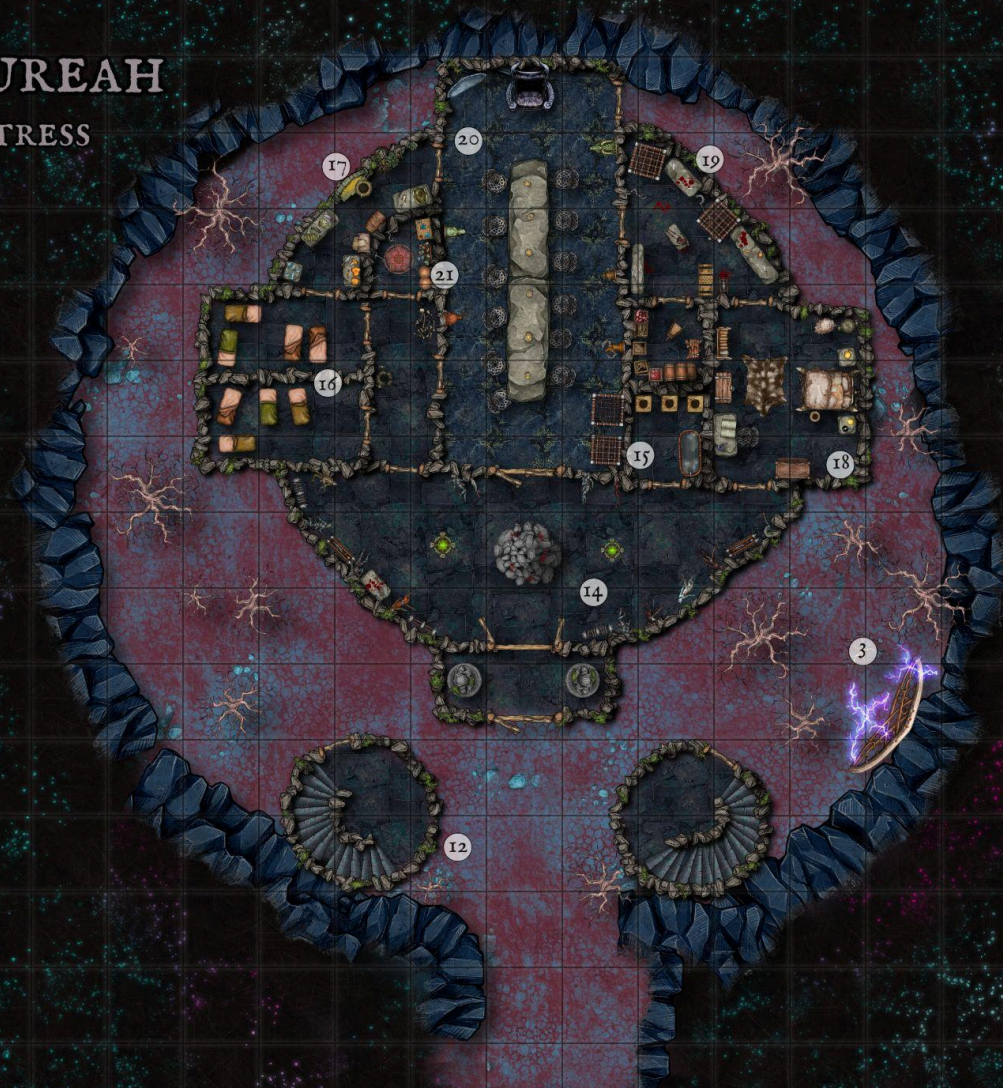
Treasure. The carnyx are each worth 50 gold.

13. FORTRESS

The Formrian Fortress stands at the rear of a vast cavern at the centre of the labyrinth. The cavern is just as verdant as the rest of the Mag Tureah. A seemingly gravity-defying forest of strange trees and other flora grows from the ceiling and walls of the cavern, making it seem as though the horizon is curving up around into the sky.

MAG TUREAH

THE FORTRESS



TO THE LABYRINTH

1 SQUARE = 10 FEET

The Fortress is an enormous hemispherical building with four chambers protruding at each cardinal direction. The building was made using the same dry-stone construction as the watchtowers, giving it a primal ancient celtic style.

A large set of siege doors are set into the southern chamber facing the tunnel that leads into the cavern.

There is a simple opening in the roof of the western chamber designed to act as a chimney.

A less fortified door, set into the eastern side of the northern chamber, is hidden from the exterior by plants overgrowing the fortress. A DC 15 Wisdom (Perception) check is required to notice it.

None of the rooms have windows. Some of the luminous plants provide dim light in the cavern, but the interior of the Fortress is in complete darkness, aside from the kitchen, shrine and arcane laboratory.

14. SHRINE OF KARONTOR

A vestibule with a second set of siege doors separates the entry from the Shrine of Karontor. Standing in the vestibule on either side of the room are two statues of Fomorian First Lords carved prior to their disfigurement. Though they appear incredibly beautiful, both wear a harsh expression that betrays the hideousness that lies within.

Just beyond the vestibule is the Shrine of Karontor, a monument to cruelty and torture. Every inch of the room is covered in corpses in various stages of decay. Each of the bodies have been preserved in horrifying, torturous fashion that they were killed.

In the centre of the room is a blood soaked cairn flanked by two braziers that cast sickly green light across the room.

When a character enters the room they must make a DC 12 Wisdom saving throw. On a failed save they

become Frightened of the room and all fomorians in it. On a successful save they can continue without issue. A creature remains frightened for the next minute at which point they can attempt to continue through the room by making another Wisdom saving throw.

Another large set of double doors and three singular doors lead from this room deeper into the fortress.

15. PRIVY

This room serves as the communal privy and bathroom for the Fomorians of Mag Tureah. Along the northern wall is built a long wooden bench with three holes cut in it and a deep pit dug underneath. Along the eastern wall is a long wooden bath large enough for a Fomorian to lay in. There is only one door leading from the privy to the Shrine.

A single **fomorian** is currently indisposed, seated on a privy. If a character enters the room, he charges into battle, forgetting that his trousers are down. For the first turn of combat he moves half his speed and rolls all attacks, Dexterity saving throws and Dexterity ability checks with Disadvantage.

Beneath the privy is a **Regenerating Black Pudding**. It remains in the pit unless a creature moves within 5 feet of the western most hole. After silencing the indisposed fomorian, a loud squelching can be heard emanating from the pit.

16. SLEEPING QUARTERS

Leading from the Shrine's western most door is a short hallway that can be used to access two sleeping quarters furnished with bedrolls. At any time there are generally four **Fomorians** sleeping in one of these two rooms. Since there is no clear night a day in the Feydark, they sleep in three shifts with the other Fomorians, guarding the Fortress and overseeing the slaves. Despite being asleep, the Fomrians have exceptional hearing. Any creature attempting to sneak past them must succeed on a DC 18 Stealth check with advantage.

If the Fomorians have been alerted, two of these Fomroaians will have made their way to the Watchtowers while the other two wait in the hallway.

At the end of the hallway outside these rooms is a door that leads to the Arcane Laboratory. In the second of the sleeping quarters is a door that leads to the kitchen.

17. KITCHENS

Watching over the kitchens is a Cyclops named Slambort. Slaving over the hot stove and preparing food in a chaotic fashion are three **deep gnomes**, a **Xvart Warlock of Raxivort**, three **Quicklings** and two **Sprigans**. Each of these nasty fey are loyal to the First Lord and prepare food frantically for their master. Unlike most of the inhabitants of the fortress the cooks aren't likely to attack on sight. Instead they'll interrogate the characters until they determine whether they're a threat to the First Lord or not. The characters must succeed on a DC 13 Deception check to overcome the cooks.

18. FIRST LORD'S QUARTERS

Leading from the Shrine's easternmost door is the First Lord's personal **Quarters**. This door is generally kept locked to protect his personal possessions.

Unlike most rooms in Mag Tureah, the First Lord's quarters are relatively lavish. Warm exotic furs carpet the cold stone floor. A large well packed bookcase stands aside an elegantly crafted chest and wardrobe. Even a well made desk carved from rock serves as a comfortable place to study.

If the characters wait long enough the First Lord will head to his quarters to sleep.

Treasure. The first lord keeps a treasury of rare gems and gold in a secret cavity hidden behind his wardrobe. A character must succeed on a DC 25 Strength check to move the wardrobe. The cavity contains 1d12x200 gold and 1d6+1 precious gems each valued at 500 gold.

19. TORTURE CHAMBER

Leading from a door in the back of the First Lord's Quarters is a **Torture Chamber**, where the master **Formorian Torturer** works. Much like the Shrine to Karontor, this room is particularly gruesome and terrifying to behold. If the characters have not passed through the Shrine yet, they must make a DC 12 Wisdom saving throw when they enter this room or be Frightened.

Various disturbing torture devices furnish the room, seperated by large stone slabs where the tortuer keeps their tools. In the far corner of the room are two wooden cages, large enough to keep a dozen medium creatures captive, or two large creatures. Currently

they contain an eladrin **Scout** who is conscious but suffering from four levels of exhaustion, an incapacitated **Boggle** and a dead myconid.

Chained to one of the devices growling in pain is a **Troglodyte Champion Of Laogzed** at half health who is currently emitting an awful odour.

As soon as the characters enter, the Torturer attacks. If it is reduced below half health it will attempt to flee to the Throne Room. If freed, the Troglodyte will be happy to help but they cannot stop releasing their odour. The eladrin cannot be removed without help and is in no state to fight. The Boggle has no hit points left. If it is healed it will attempt to flee as quickly as possible.

A door on the southern wall of the Torture chamber leads to a storeroom where food and supplies are kept.

Another door on the western wall leads to the Throne Room.

The Torturer is the same as a fomorian with the following changes -

The torturer uses a Cat-of-nine-tails. Melee Weapon Attack: +10 to hit, reach 20 ft., one target. Hit: 19 (3d4 + 7) slashing damage.

After hitting a creature with its Cat-of-nine-tails the Fomorian Torturer can use its bonus action to force a creature to make a DC 14 Wisdom saving throw. On a failed save the creature takes 8 (2d8) psychic damage on a failed save, or half as much damage on a successful one and they gain one level of Exhaustion.

20. THRONE ROOM

The double doors leading from the shrine open to the Throne Room. A long stone table fills most of the space, with enough seats to host twelve fomorians and their lord. Sat half way up the table are two **Fomorians** enjoying a drink and laughing about their cruel dealings. Two open cages stand next to the doorway that house a pair of **Quaggoth Thonot** trained to serve the First Lord. As the characters enter the room they perk up ready to attack at the First Lord's command. Adorning the walls are trophies taken from a menagerie of rare fey beasts.

In the far corner of the room is a huge polished lead mirror engraved with the Uvar rune. Once per day the First Lord can use the mirror to contact the Court of the Storm Giants. This audio and visual communication lasts up to an hour. The ruler of the Storm Giants can end the communication at any time.

A character can spend one minute to transfer the rune from the mirror to a broken conch of teleportation.

Next to the mirror, seated on a grand throne made of dark stone, inlaid with silver, is **Thrumbolg, the First Lord**. Regardless of whether the characters have alerted the guards in the watchtowers, he is awaiting their arrival. **Magara Curse-Eye** foresaw that they would come to challenge him and warned the First Lord to be ready.

Thrumbolg's Deal. Rather than attack, the First Lord commands the other Fomroians to stand down, offering the characters a deal. He knows that one of his prisoners is valuable to adventurers. He also knows that they desire the power of his mirror, which he has little use for. In exchange for releasing the prisoner and providing the power of the mirror, Thrumbolg wants a powerful spellcaster to help master the portals of Mag Tureah. He will expect one of the party to take the prisoner's place. Alternatively, he will arrange for them to take a draught from the Sleepwalkers Falls and instruct them to administer it to a powerful wizard within a month. He suggests they use it on **Krowen Valharrow**, but does not care who receives the poison, provided they are at least as powerful as the characters. If they accept the deal, and fail to honour it, the power of the Fey will force them to honour the pledge by transporting their most powerful spellcaster back to the Mag Tureah.

If they refuse his offer he will rise from his throne and charge into battle. If **Celadaine** is in the room with the First Lord, he will deliberately attempt to sabotage the deal by messaging lies to the character. One of the spellcasters is his long lost daughter and does not wish to give her up.

Treasure. Thrumbolg wears an adamantite crown that is worth 1000 gold. The mirror weighs about 450lbs and is considered an art piece worth 800 gold without the rune.

21. ARCAN E LABORATORY

Leading from the hallway next to the Sleeping Quarters is a small room set aside for the Spellcasting prisoners to work on solving the portals of Mag Tureah. The entry to the laboratory is locked with a reinforced prison door. There is a slot at the bottom of the door so that food can be slid into the room. The door has an AC of 16 and 35 hit points. It has resistance to piercing damage and is immune to poison and

psychic damage. It can be picked with a successful DC 18 Thieves Tools check.

Glyph of Warding. Above the doorway, in the hallway is a Glyph of Warding, triggered to activate if a creature attempts to leave the room without the expressed permission of someone native to the Feywild. If the ward is triggered, each target in the hallway must make a Constitution saving throw, taking 10d10 necrotic damage on a failed save, or half as much damage on a successful save. On the interior of the room above the door is another Glyph of Warding that triggers if someone attempts to enter the room without permission. If triggered, each target must make a Constitution saving throw. On a failed save, a target bickers and argues with other Creatures for 1 minute. During this time, it is incapable of meaningful Communication and has disadvantage on Attack rolls and Ability Checks. The wards only target those who are not native to the Feywild. The imprisoned mages are aware that the Fomorians utter a phrase that translates to “You may pass.” each time they enter or exit the room, but have not discovered the wards. They require a DC 18 Investigation check to notice them.

Arcane Tools. The laboratory is equipped with an extensive collection of arcane tools, focuses, magical tomes, scrolls and ritual components. Laying across the floor is one of the portals which is temporarily deactivated. A few scorch marks and patches of dried blood on the walls and roof act as grizzly reminders of failed attempts to master the portal. In one corner of the room is a large pile of straw where the spellcasters sleep next to a bucket of their waste. Built into one of the walls is a metal runner with chains and manacles designed to allow the spellcasters to move up and down the room without leaving it. The keyholes of the manacles have all been filled with tar to prevent the magic users from simply casting spells to unlock them.

The room is lit with dim candlelight, just enough for the spellcasters to read by.

Imprisoned Mages. Four spellcasters are currently imprisoned in the room. The first is Rohan, an older Eladrin Bard that was taken from the Everwyvern House in Tribor. The second is Chastity, Celadaine’s daughter. She is a young Eladrin sorcerer (***Illusionist***) who left the feywild after her father was corrupted and took up an unassuming job as a bartender at Bargwright Inn. The third is Vari, a dwarven necromancer (***Necromancer***) who happened to be drinking at Bargewright Inn when it was attacked and Chastity was taken. He can cast Speak with Dead

instead of Vampiric Touch, and Shadow of Moil instead of Dimension Door. The last other is a gnomish wizard (***Enchanter***) named Rosiphina Togglespring. She is a member of the Arcane Brotherhood. All of the spellcasters are at half health and have expended all except for a single level one spell slot.

Celadaine. Overseeing the spellcasters’ progress is ***Celadaine***. He has a single Accursed Spectre that vaguely resembles the wizard Kolbaz watching the door for intruders. He is trying to win over Chastity by explaining that Seelie Fey will betray her, but she is refusing to acknowledge him. Celadaine is not willing to allow the characters to take Chastity, however he is smart enough not to engage the characters while outnumbered. At first he will try to trick them that he is willing to help them, provided he can stay with his Chastity. He will even explain who he is and why he has taken a special interest in Chastity. But if he manages to convince the characters he immediately leads them towards Thumbolg. If Thumbolg is dead, but Magara Curse-Eye is still alive, he will attempt to lead them to her instead. If this fails, he will attempt to escape with Chastity. He does this by polymorphing Chastity into an ***Almiraj***. He then commands his spectre to scoop her up in a sack and hand her off to him. Finally he uses his Misty Escape to teleport to the Throne Room, the first time he takes damage. If his plan to escape with Chastity fails or if both Magara and Thumbolg are dead, he will instead fight to the death. Once the wizards are rescued they will offer to help in whatever way they can, however they will likely be unable to cast much magic.

Treasure. There are 500 gold worth of spell components scattered around the room.

