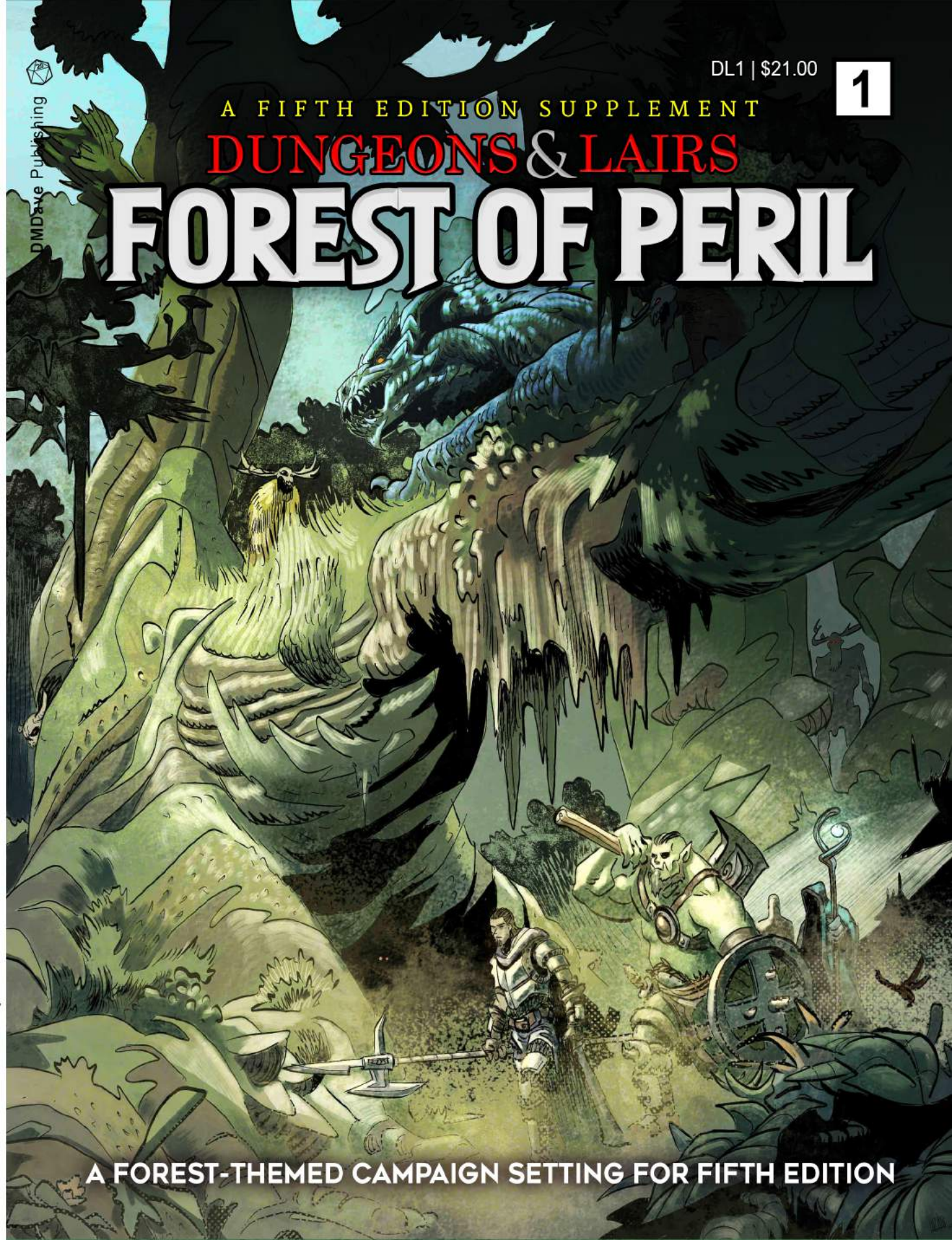


A FIFTH EDITION SUPPLEMENT
DUNGEONS & LAIRS

FOREST OF PERIL



A FOREST-THEMED CAMPAIGN SETTING FOR FIFTH EDITION

DUNGEONS & LAIRS • 1

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**A FOREST-THEMED CAMPAIGN SETTING
FOR FIFTH EDITION**

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How to Use This Book

Welcome to the *Dungeons & Lairs: Forest of Peril* campaign setting book, designed for Fifth Edition gamemasters looking to challenge their players with exciting and dangerous adventures in the wilds of the forest. This book contains a range of content that can be used as it is detailed in the book or used separately in your own campaign.

Below is a breakdown of the chapters.

Chapter 1. Forest of Peril. This chapter details the eponymous sandbox region featured in this book, the Forest of Peril, and all of its keyed locations.

Chapter 2. Towns and Villages. This chapter details three different settlements in the Forest of Peril which can be used as part of the sandbox or used separately in a campaign of your own.

Chapter 3. Dungeons & Lairs. This chapter offers five scalable, flexible adventures for you to use in your own campaign or as part of the sandbox adventure series included in this campaign book.

Appendix. New Monsters. The appendix includes twelve new monsters featured in Chapter 3's adventures. You may also use these monsters in your own campaigns.

Two Ways to Use the Content

There is no limit to the ways you can use the content featured in this book. However, we've found that there are two popular ways to use the content in this book.

As a Campaign Setting

If you're looking for a fully-realized campaign setting that's ready to play straight out of the book, the Forest of Peril has everything you need. With enough settlements, NPCs, and adventure hooks to take characters from level 1 to 10, this book can serve as the foundation of an entire campaign.

If you wish to use the book this way, follow the steps on this page.

1. Establish a Base

The first step in using the Forest of Peril as a campaign setting is to establish a base of operations for the characters. Chapter 2 details three different settlements found in the Forest of Peril region: Fairmeadow, Fernwood, and Greenhaven. Alternatively, the characters could start in a village, fortress, trading post, castle, or some other locations of your own design.

Once the players have a home base, they will be able to explore the surrounding wilderness and engage in a variety of adventures.

2. Introduce the First Hook

Once the base of operations has been established, you can introduce an adventure hook for one of the adventures included in Chapter 3 of this book. All of the adventures are scalable, so the GM can adjust them to fit the level of the party. Each adventure provides a unique challenge and a chance for the players to gain experience and treasure.

3. Award Milestone Levels

After completing an adventure, you can use the progression details below to determine how many levels the characters gain as they complete the adventures.

- **1st-level characters** will earn the 2nd level after they complete the first half of any of the adventures and complete a long rest.
- **2nd-level characters** will earn the 3rd level after they complete half of any of the adventures and complete a long rest.
- **Characters of 3rd level or higher** gain one level every time they complete one of the adventures featured in this book.

4. Add More Adventures

Finally, you can use additional Dungeons & Lairs supplements from DMDave Publishing to create additional hooks and adventures set in the Forest of Peril. These supplements provide additional creatures, NPCs, and adventure ideas that can be easily integrated into the existing campaign setting. You can get more Dungeons & Lairs adventures from dmdavepublishing.com.

As Individual Parts

If you're a GM looking to integrate the Forest of Peril into your own campaign, the book provides a wealth of resources for you to draw from. You can use the settlements, NPCs, and random encounter tables to create a living and breathing world for your players to explore. The adventures included in the book can also be easily adapted to fit into your existing campaign, providing exciting and challenging encounters for your players to face.



Chapter 1. Forest of Peril

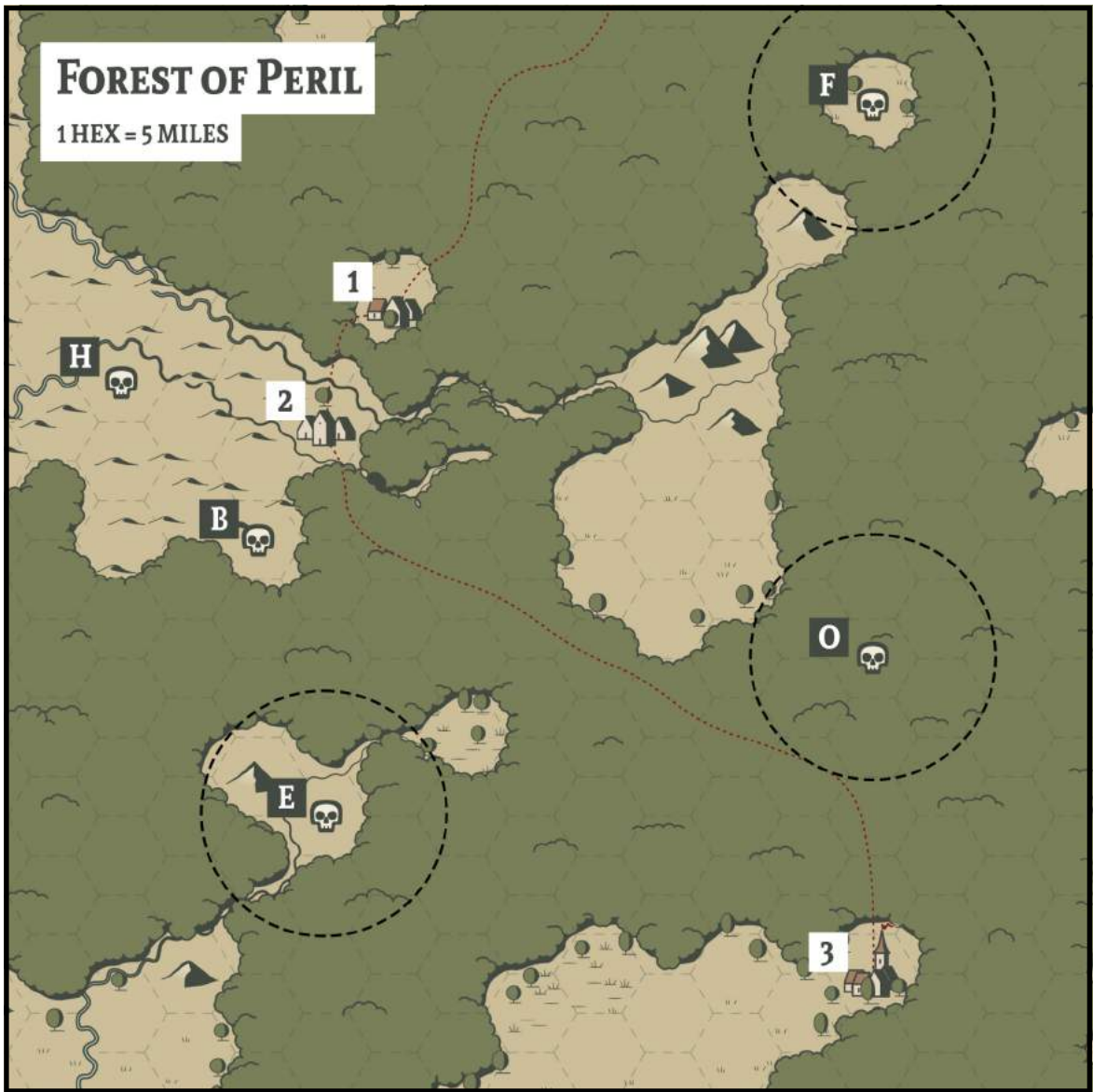
The Forest of Peril is a campaign setting designed for Fifth Edition, set in a vast forest full of dangers and secrets. The forest is home to several settlements, each with their own unique challenges and opportunities. Within the forest, characters will face a range of threats, from marauding bands of hobgoblins to ancient elven temples filled with dangerous traps and guardians.

General Features

The Forest of Peril is a vast expanse of wilderness covering over 6,500 square miles, featuring a mix of deciduous and coniferous trees. The weather is temperate, with regular seasonal changes that bring snow in the winter and warm sun in the summer.

For the most part, the forest has been untouched by humans until recently, leaving the forest thick and hard to traverse. As a result, the forest is home to many dangerous monsters, from hordes of goblins to powerful ogres and trolls. The creatures that dwell within the forest are fiercely territorial and often fight over resources, making the forest a dangerous and unpredictable place for any who dare to venture into it.

Despite the danger, the Forest of Peril is also home to a strong presence of fey creatures, such as satyrs, dryads, sprites, and other magical beings. These creatures are fiercely protective of the forest and its inhabitants, and often use their powers to aid those who show respect and kindness toward them. However, they can also be mischievous and capricious, and their help often comes at a price.



KEYED LOCATIONS

1. Fernwood, page 14
2. Fairmeadow, page 18
3. Greenhaven, page 22

- B. The Banshee Tower, page 30
E. Ettercap Forest, page 40
F. Fey Dragon Hollow, page 50
H. Hogoblin Hideout, page 60
O. Owlbear Wood, page 73

Travel Times

There are two ways to travel in the Forest of Peril: on-road and offroad.

On-Road Travel Times

There is a single road that cuts through the Forest of Peril. This road starts in the town of Greenhaven (area 3) and twists its way toward the hills around Fairmeadow and Fernwood. The Travel Times table below lists the times it takes to move between each of the settlements, assuming that the characters stick to the road and don't enter the forest or become slowed by an encounter or other distraction.

If characters wish to move at a faster pace, reduce the travel times by half. And if the characters wish to move at a slower pace, double the travel times.

ON-ROAD TRAVEL TIMES

	Fairmeadow	Fernwood	Greenhaven
Fairmeadow	—	3 hours	2 days
Fernwood	3 hours	—	3 days
Greenhaven	2 days	3 days	—

OFFROAD TRAVEL TIMES

Terrain	Fast	Normal	Slow
Forest	2 hours	3 hours	4 hours
Grassland	1 hour	2 hours	3 hours
Hills	2 hours	3 hours	4 hours
Mountains	5 hours	7 hours	9 hours
River	1 hour	2 hours	3 hours
Road	1 hour	2 hours	3 hours

Offroad Travel Times

Of course, traveling by road is only useful when the characters wish to travel between settlements. Nearly all of the adventures featured in this book require the characters to go offroad and into the eponymous forest. The table below lists the time in hours it takes to cross from one end of a hex to the other. When traveling at a slow pace, characters are able to use Stealth while traveling and are less likely to be surprised by enemies. When traveling at a fast pace, character have a disadvantage on Wisdom (Perception) checks, and a -5 to passive Wisdom (Perception) checks.

The river travel times assume that the characters have access to a boat or other way to move quickly within or on the water.

Navigation

Many of the adventures have their own methods for navigating their respective areas due to the strange or mysterious conditions that beset that particular section of the Forest of Peril. As an option, you can employ the following rules for navigating the forest when the characters are outside of those areas.

At the start of each day of traveling offroad, the players should designate a navigator. The navigator makes a Wisdom (Survival) check. The DC for the check is 15 for forests and mountains, and 10 for other types of terrain. If the check succeeds, the party travels in the desired direction without becoming lost. You can show the party where they are on the Forest of Peril map.

If the check fails, the party becomes lost for the day. Roll a d6 to determine the random hex that the characters enter, the results referencing the side of the hex the characters enter. The party remains lost until the next morning, when they can make another Wisdom (Survival) check to find their bearings.

Foraging

The forest and surrounding areas have abundant food and water sources for the characters. Each day, one or more characters that aren't navigating or keeping watch can make a DC 10 Wisdom (Survival) check to find food and water. On a successful check, roll 1d6 + the forager's Wisdom modifier to determine how much food (in pounds) the character finds, then repeat the roll for water (in gallons). The DC for this check increases by 5 in the winter.

Weather

For the most part, the weather is comfortable in the Forest of Peril in the Spring, Summer, and Fall months. You can pick whatever weather best fits your campaign, or roll on the Weather tables to determine the weather for a given day.

The different types of weather temperatures are detailed below.

WEATHER TEMPERATURES

d20	Spring	Summer	Fall	Winter
1–14	Temperate	Warm	Cold	Cold
15–17	Cold	Temperate	Cold	Extreme cold
18–20	Warm	Extreme heat	Warm	Temperate

WEATHER PRECIPITATION

d20	Spring	Summer	Fall	Winter
1–10	None	None	None	None
11–13	Light rain	None	None	Light snowfall
14–17	Heavy rain	Light rain	Light rain	Light snowfall
18–20	Heavy rain	Heavy rain	Light snowfall	Heavy snowfall

Cold: Temperatures ranging from 0° to 40° F (-17° to 4° C).

Extreme Cold: Temperatures ranging from -20° to 0° F (-29° to -17° C). Creatures exposed to extreme cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

Extreme Heat: Temperatures ranging from 100° to 120° F (37° to 48° C). Creatures exposed to extreme heat that do not have access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor or who are clad in heavy clothing have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

Heavy Precipitation: Everything within an area of heavy rain or heavy snowfall is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

Temperate: Temperatures ranging from 40° to 80° F (4° to 27° C).

Warm: Temperatures ranging from 80° to 100° F (27° to 37° C).



Random Encounters

Roll a d20 three times each day that the characters are traveling in the Forest of Peril: once in the morning, once in the afternoon, and once in the evening (or when the characters are camping). The characters happen upon a random encounter on a result of 18-20 if they are offroad, or 19-20 if they are on the road. Roll percentile dice on the appropriate tables on the next two pages to determine the encounter that the characters experience. Creatures marked with an asterisk are featured in the appendix.

Some of the adventures in this book have different rules for random encounters, which may supersede these, even if they use the same tables (see Fey Dragon Hollow and Owlbear Wood for details).

RANDOM FOREST ENCOUNTERS LEVELS 1 TO 4

d100	Encounter
01–02	1d4 commoner lumberjacks
03–04	1d6 deer
05–06	1d4 + 1 bandits
07–08	3d4 awakened shrubs
09–10	2d4 giant rats
11–12	1 brown bear
13–14	1d6 + 1 blood hawks
15–16	2d4 poisonous snakes
17–18	1d4 boars
19–20	1d6 + 2 tribal warriors
21–22	1d6 + 2 kobolds
23–24	1d3 black bears
25–26	1d4 + 1 giant wolf spiders
27–28	1d6 giant poisonous snakes
29–30	1d6 giant frogs
31–32	1 blink dog and 1 dryad
33–34	1d2 swarms of poisonous snakes
35–36	1d6 + 2 wolves
37–38	1 awakened tree
39–40	1d3 elven scouts
41–42	1 ankheg
43–44	1 giant elk
45–46	3d4 stirges
47–48	1d4 swarms of insects
49–50	1d4 phantoms*

d100	Encounter
51–52	1d3 dire wolves
53–54	1d4 goblins riding wolves
55–56	1d6 worgs
57–58	1 green hag
59–60	1d4 + 1 hobgoblins
61–62	1 owlbear
63–64	1 will-o'-wisp
65–66	1 berserker and 1d6 + 1 tribal warriors
67–68	1d6 + 2 orcs
69–70	1d4 dryads
71–72	1d4 bugbears
73–74	2d4 lizardfolk
75–76	2d4 + 3 giant bats
77–78	1d2 giant boars
79–80	1d2 centaurs
81–82	1 wereboar
83–84	1 bandit captain and 2d4 bandits
85–86	1d3 gricks
87–88	1 ettercap and 1d6 + 1 giant wolf spiders
89–90	1d4 gnolls riding giant hyenas
91–92	1d2 werewolves
93–94	2d6 giant wasps
95–96	1 shambling mound
97–98	1 troll
99–00	1d4 giant spiders

RANDOM FOREST ENCOUNTERS LEVELS 5 TO 10

d100	Encounter
01–02	1 druid and 1 brown bear
03–04	1 wereboar
05–06	1d3 ettercaps
07–08	1d3 giant constrictor snakes
09–10	1d4 giant toads and 2d4 swarms of insects
11–12	2d4 + 2 lizardfolk
13–14	1 werebear
15–16	1 gorgon
17–18	1 unicorn
19–20	1 hill giant
21–22	1d3 owlbears
23–24	1d3 werewolves
25–26	1d4 bugbears and 3d4 goblins
27–28	1d6 harpies and 2d6 blood hawks
29–30	1 satyr and 2d4 dryads
31–32	1d4 ogres
33–34	1d4 giant elk
35–36	2d4 + 1 giant spiders
37–38	2d6 gnolls and 4d4 hyenas
39–40	1 giant ape
41–42	1d6 ankhegs
43–44	1d6 ettercaps
45–46	1d4 + 1 swarms of poisonous snakes
47–48	1d6 wererats
49–50	1d3 coatl s

d100	Encounter
51–52	1 hobgoblin veteran and 2d4 + 2 hobgoblins
53–54	1 young green dragon
55–56	1 deathweaver* and 1d4 + 1 zombies
57–58	1d2 trolls
59–60	3 green hags
61–62	1 druid and 1d4 owlbears
63–64	2d4 will-o'-wisps
65–66	1d4 orc berserkers and 2d6 orcs
67–68	1d6 shadow cats* and 1d8 zombies
69–70	1d6 veteran adventurers
71–72	1 treant
73–74	1 young gold dragon
75–76	1 guardian naga
77–78	1d6 + 1 death vultures*
79–80	3d10 giant wasps
81–82	1 oni and 1d6 + 1 scouts
83–84	1 shambling mound and 1d4 + 1 will-o'-wisps
85–86	2d6 phase spiders
87–88	2d6 centaurs
89–90	3d4 will-o'-wisps
91–92	1d4 willowhaunts*
93–94	1d4 trolls
95–96	1d4 dryads and 2d4 awakened trees
97–98	1 adult green dragon
99–00	1 adult gold dragon



Chapter 2. Towns & Villages

This chapter details the two villages and one town featured on the map of the Forest of Peril on page 6. Each of these settlements offers notable NPCs, locations, and adventure hooks to keep your players busy while they're traveling through this area. You are also free to use these settlements in your own campaign, changing the names and features as it befits the setting.

Here is a rundown of each section and how to use it. If you need additional villages and towns, be sure to check out the *Just Passing Through* series from DMDave Publishing.

Read-Aloud Text. The read-aloud text block section of the listing (in yellow) provides a scripted passage that the GM can read to the players when their characters first arrive in the settlement. This helps set the mood and establish the atmosphere of the

settlement, as well as give the players an initial impression of the place.

Basic Information. The basic information section of the settlement listing provides an overview of the settlement, including its population, government, defense, commerce, and important organizations. This section gives you a quick idea of what the settlement is like and what its people are focused on.

Important NPCs. The important NPCs section lists six to twelve notable personalities the characters may encounter while they are in the settlement. Each NPC is described briefly along with any important information you may need to know about them.

Settlement Map. The map of the settlement provides a detailed visual representation of the settlement's layout, including important locations and special features.

Notable Locations. The notable locations section lists six or more locations that are more prominent than the rest of the settlement. These places can be used to direct the characters toward interesting encounters or events.

Adventure Hooks. The hooks section provides ways in which the character can get involved with the adventures in Chapter 3. Each hook includes a quest giver, reasons for venturing to the location, and any potential rewards that the party may earn for successfully completing the adventure on behalf of the quest giver.

Random Encounters. Finally, the random encounters section provides 12 events or encounters that are intended to introduce the characters to the settlement and its people. These encounters can be used to help flesh out the atmosphere of the settlement and give the characters a sense of what life is like there. You can use these tables to help shake things up, too.



SETTLEMENTS LIST

Settlement	Page	Population	Theme
Fairmeadow	18	800	A mysterious necromancer has appeared in the local cemetery and is creating undead.
Fernwood	14	1,000	The druids and loggers of the village are at odds with each other.
Greenhaven	22	12,500	A cursed artifact is causing rampant greed among the townsfolk

1. Fernwood

As you emerge from the dense forest, you come upon a small logging community. The sound of axes and saws fill the air, and the smell of fresh-cut wood is thick. The village itself is made up of simple wooden buildings, with the occasional stone structure here and there.

Fernwood is a logging community in the midst of the Forest of Peril. The townsfolk are hardworking and rugged, but tensions are high as the local druids view the forest as sacred while the loggers rely on it for their livelihood.

Basic Information

Population: 1,000

Government: Fernwood has a council, whose members are chosen by the people of Fernwood. The council is led by Mayor Oliver Thornwood, who was elected by the council members and is nearly at the end of his term.

Defense: Fernwood has a small but skilled militia that patrols the village and the surrounding forest. They are led by Captain Janus, a grizzled war veteran.

Commerce: Fernwood is a logging village, and as such, the village's economy revolves around the cutting and export of timber.

Organizations: Fernwood's local druid circle is a group of protectors dedicated to preserving the natural world around the village. However, the logging industry has been causing conflict with the druids for years.

Notable NPCs

Below are some of Fernwood's most notable non-player characters.

Oliver Thornwood. Thornwood (N human **noble**) is young mayor who inherited the role after his father's death. The townsfolk feel he's too inexperienced to lead. Oliver's family was responsible for driving out the local tribe of halflings many years ago and there is still a lot of animosity.

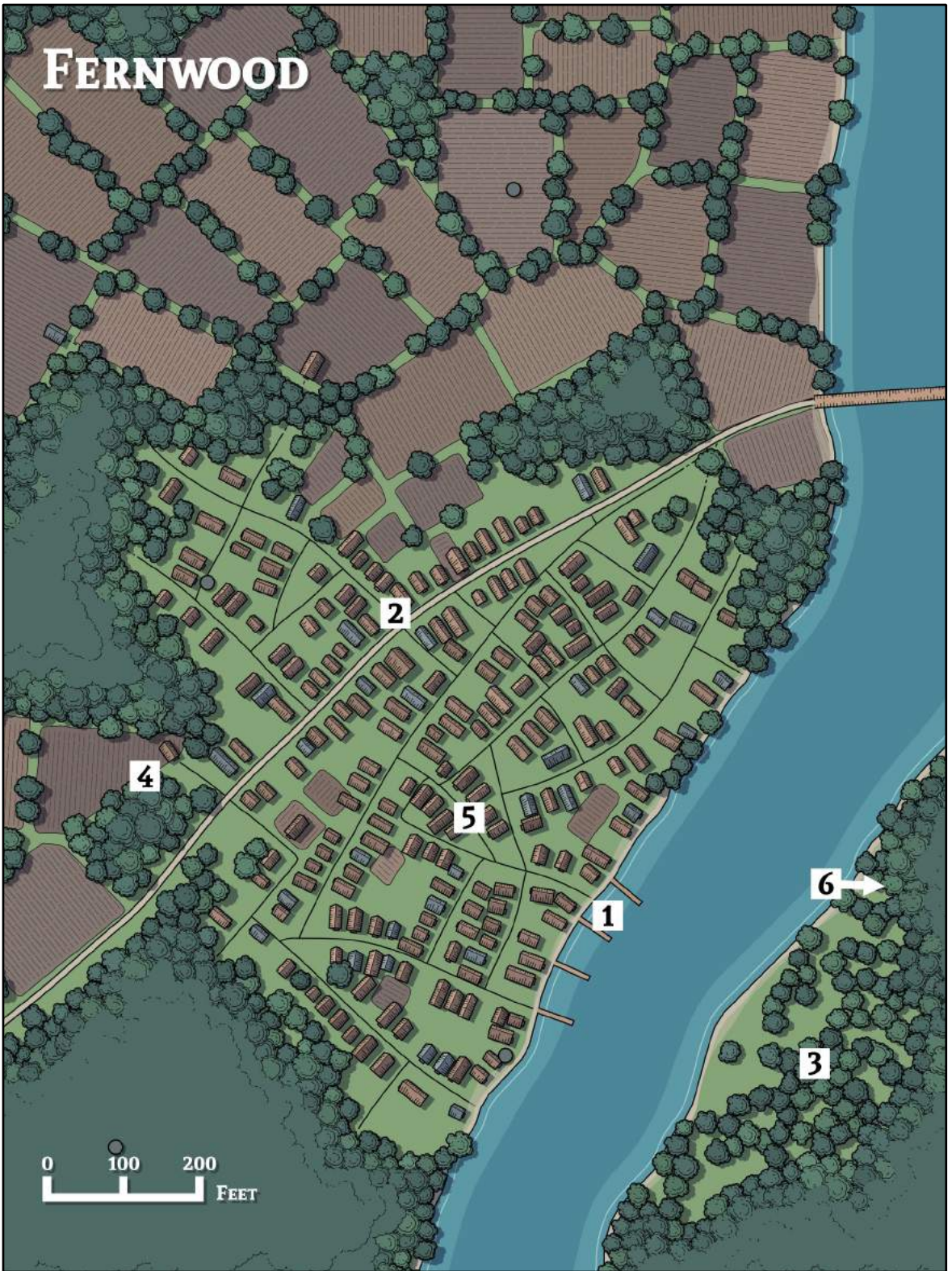
Captain Janus. Janus (LN human **veteran**), the grizzled captain of the local guard, is often found drinking in the local tavern. Janus has a gambling addiction and is deep in debt with Hal Thorne.

Arinthea. Arinthea is a powerful elven **druid** (N) who has lived in the forest for centuries. She's at odds with the town's logging industry and seeks to preserve the forest. She has a deep-seated fear of fire after witnessing a forest fire that destroyed her home village.

Hal Thorne. Hal (LE human **noble**) is the head of the loggers guild who is known for his ruthless business tactics. He has been illegally logging in protected areas of the forest for years, and has been blackmailing Captain Janus to look the other way.

Remy. The owner of the local tavern and inn, which is the center of social life in Fernwood, Remy (NE human **commoner**) has been skimming money from the business for years.

Clara. Clara (LG human **scout**) is a retired adventurer who has settled in Fernwood. She's known for her sharp tongue and no-nonsense attitude. Clara has a past romantic history with Hal Thorne, which has contributed to her sour attitude toward him.



Notable Locations

Below are six notable locations in Fernwood keyed to the map on page 15.

1 - Thorne Lumber Co. Sawmill. This towering sawmill dominates the skyline of Fernwood and is owned by Hal Thorne, a ruthless businessman.

2 - The Moonstone Inn. An ancient stone inn run by the mysterious and enigmatic Remy Van Dune, the Moonstone is always busy, filled with travelers and locals alike, who come to listen to the bardic music and stories or to take a room for the night.

3 - The Bower of Ferns. This serene and peaceful garden is filled with various species of ferns. The garden is tended to by the druids of the local circle, who come here to meditate and conduct their rituals.

4 - The Old Wagon Wheel. This antique store is owned by a gnomish couple, Penelope and Puck. The store is filled with oddities, curiosities, and trinkets from all over the world, and is rumored to have the largest collection of magical items in the village.

5 - The Lumberjack's Rest. This rowdy tavern is where the loggers of Fernwood come to unwind after a hard day's work. The atmosphere is boisterous, and the ale flows freely, but fights are known to break out occasionally, so visitors should be wary.

6 - The Hidden Clearing. This small, secluded clearing in the forest is said to be the entrance to an underground tunnel system. Many villagers whisper that the druids of the local circle use it as a secret entrance to their underground sanctuary, but no one knows for sure.

Adventure Hooks

Here are a few adventure hooks related to the adventures detailed in this book.

Banshee Tower (page 30). Arinthea has been investigating the source of the mournful wails that have been causing chaos in the forest. She believes that the spirit of a woman who died in the tower centuries ago is responsible, and asks the party to lay her to rest. Arinthea explains that the spirit's wails are causing the forest to become twisted and corrupt, leading to an increase in dangerous monsters and a decrease in the natural beauty of the forest.

The party must venture into the abandoned keep and search for the remains of the woman, so that they can give her a proper burial. In return for their assistance, Arinthea offers them a powerful magic item that she believes will aid them in their future adventures. The item is an uncommon magic item of your choice for parties of 1 to 4, and rare for parties of 5 to 10.

Ettercap Forest (page 40). Clara has been tracking a group of giant spiders that have been terrorizing travelers in the forest. She believes that they are located in a specific section of the forest and asks the party to clear them out. She also believes that they are under the control of an ettercap that possesses a potent artifact, making it more intelligent and deadly.

The party must navigate the dangerous forest and fight their way through the web-filled lair in order to stop the ettercaps from causing any more harm. In return for their assistance, Clara offers them 100 gp per level of the party.

Fey Dragon Hollow (page 50). Arinthea has been studying the magical properties of the forest. She believes that

there is a portal to the realm of the fey located in a specific section of the forest and asks the party to investigate. Arinthea explains that the portal is said to be guarded by powerful magic and fierce creatures, but that it could offer a path to great power and knowledge.

The party must venture into the magical section of the forest and search for the portal, navigating its dangerous guardians and traps. In return for their assistance, Arinthea offers them a book of ancient lore that she believes will be of great use to them in their future adventures.

Hobgoblin Hideout (page 60). Mayor Thornwood has been receiving reports of hobgoblin attacks on the road. He believes that the attacks are coming from a fortress in the hills and asks the party to investigate. Thornwood explains that the hobgoblins are led by a powerful mage who has been raiding villages for magical artifacts and powerful weapons. The party must infiltrate the fortress and defeat the hobgoblin mage, stopping his reign of terror. In return for their assistance, Darian offers them a substantial sum of gold (500 gp per level of the adventure) and promises to use his influence to aid them in their future endeavors.

Random Encounters

Every eight hours the characters are wandering through Fernwood, roll a d20. On a result of 18 or higher, an encounter occurs. Roll on or choose from the table on the right to determine the nature of the encounter.

d12	Encounter
1	The village is celebrating the arrival of a new baron.
2	The local blacksmith needs help retrieving a rare metal ore from a nearby mine.
3	A group of young adventurers challenge the characters to a fencing tournament.
4	The village is hosting a trial for one of the druids and the characters are asked to be jurors.
5	A traveling bard is offering to perform a play in the village square.
6	A local farmer needs help fending off an attack from giant spiders on his fields.
7	The village healer is looking for volunteers to help tend to the wounded in the nearby forest.
8	A group of villagers are putting on a reenactment of a famous battle in the village's history and need extra actors.
9	A traveling alchemist has set up a stall in the village and is offering a variety of potions and elixirs.
10	A small group of villagers discuss the dreaded phantom of Banshee Tower.
11	The characters overhear a group of nobles gossiping about the kingdom's politics while hanging out at the local tavern.
12	The characters bump into Hal Thorne and his bodyguards while they're walking through the village.

2. Fairmeadow

As you make your way toward the village of Fairmeadow, you pass through a dense forest and emerge onto a grassy plain dotted with wildflowers. In the distance, you can see the thatched roofs of buildings and a town square bustling with activity. You can hear the sound of a lute and singing coming from somewhere in the center of the town.

Fairmeadow is a quiet village nestled at the edge of the forest, surrounded by green fields and rolling hills. The townspeople are friendly and hardworking, their daily lives centered around the local marketplace.

Basic Information

Population: 800

Government: The leadership of Fairmeadow is in the hands of a council of elders made up of six prominent citizens. The council is led by a mayor, a stern, no-nonsense woman named Matilda Rook.

Defense: Fairmeadow relies on a small force of skilled soldiers to defend the village, who are supplemented by able-bodied citizens during times of conflict.

Commerce: Fairmeadow's commerce is based on agriculture and trade, with the surrounding countryside providing fertile land for crops and livestock.

Organizations: The local bardic college is the most important organization in Fairmeadow. It is a renowned institution that attracts many aspiring musicians and poets.

Notable NPCs

Below are some of Fairmeadow's most notable non-player characters.

Matilda Rook. Mayor Rook (NE human **noble**) is a sharp-tongued woman who rules with an iron fist. She secretly embezzles money from the town's coffers for her own gain.

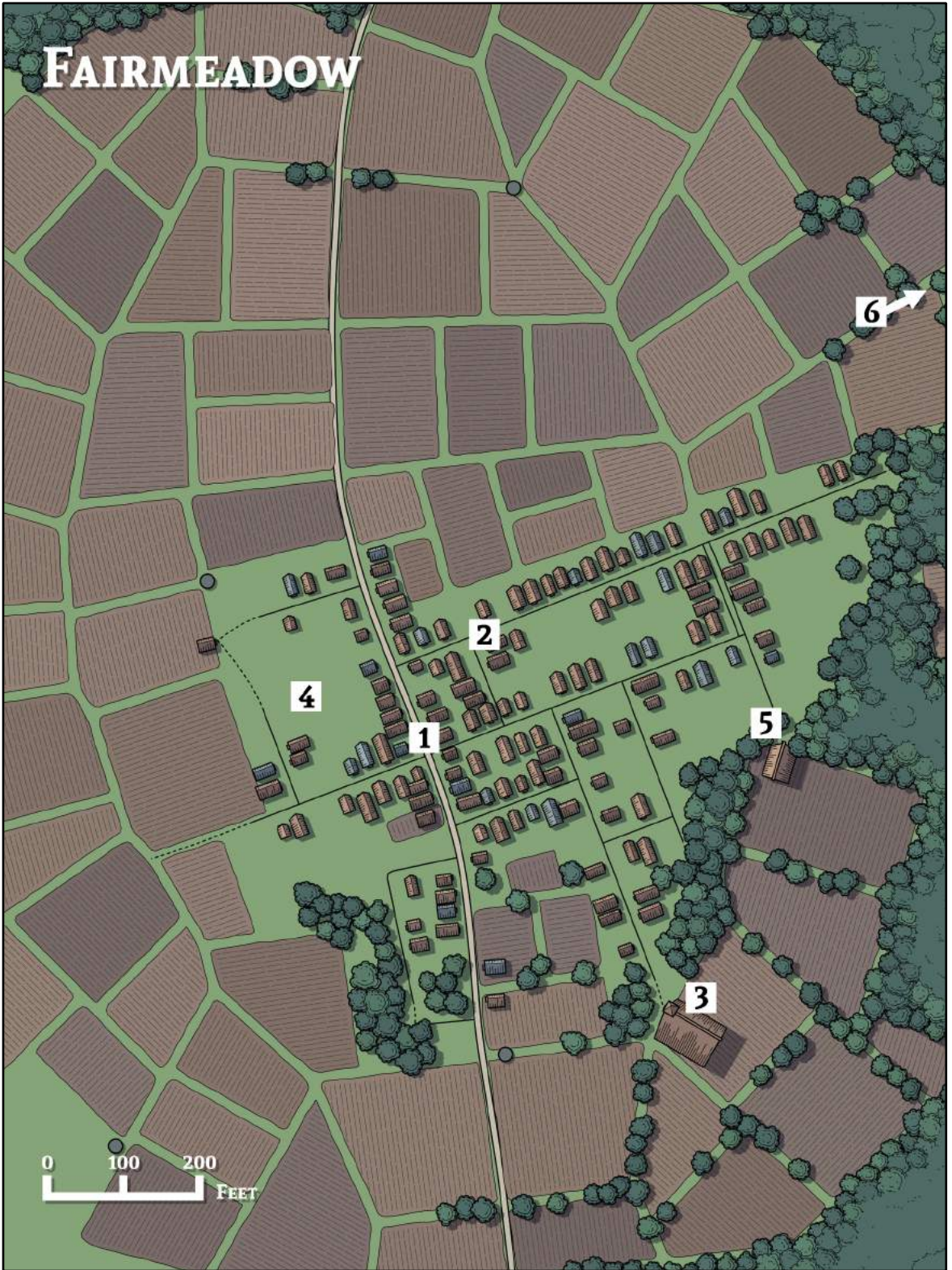
Master Silas. Silas (NG human **noble**) is a talented performer whose music is said to bring joy to even the most troubled soul. His secret is that he is in hiding from a vengeful rival who wants him dead.

Sable. A young and ambitious blacksmith, Sable (LG human **commoner**) dreams of crafting weapons and armor that will be famous throughout the land. She is in love with the town drunk, Garrick (CG human **commoner**), a hopeless case.

Grace. Grace (NG human **commoner**) is an elderly woman who is rumored to have a vast knowledge of local history and folklore. She has been known to steal rare and valuable books from the library for her own collection. The council has warned her that if she does it again, she'll be relieved of her position.

The Gravekeeper, a necromancer. This reclusive spellcaster (N half-elf **mage**) has been rumored to be raising the dead from the local cemetery. His secret is that he is actually working to save the souls of those he has resurrected, and is not the evil monster that many believe him to be.

Samson. Known for his famous honey ale, Samson (N human **commoner**) is secretly in debt to Mayor Rook who is pressuring him to smuggle illegal goods through his inn.



Notable Locations

Below are six notable locations in Fairmeadow keyed to the map on page 19.

1 - Fairmeadow Town Square. The town square is the heart of Fairmeadow where farmers sell their produce, artisans display their crafts, and the occasional travelling circus sets up shop.

2 - The Silver Trout Inn. Owned by the jovial barkeep Samson, is known for its hearty fare, cozy rooms, and famous apple brandy. A secret room in the basement contains the goods Samson smuggles for Mayor Rook.

3 - The Bard College. Headed by Master Silas, the Bard College is a magnificent building with a stunning garden, where aspiring musicians and bards from across the kingdom come to hone their craft.

4 - Fairmeadow Cemetery. The local graveyard is a sprawling, peaceful space where the dearly departed are laid to rest. But lately, strange noises have been heard emanating from the oldest section, and many are afraid to visit after dark.

5 - Sable's Hammer. This large, noisy forge is where the village's blacksmith, Sable, spends most of her time. The forge is always abuzz with activity as Sable and her apprentices hammer out weapons, tools, and other metal goods for the villagers. A constant stream of smoke billows from the forge, filling the air with the scent of hot metal and burnt coal.

6 - The Haunted Watchtower. This abandoned watchtower, built in ancient times, looms on a nearby hill, rumored to be haunted by ghosts of its former defenders. Some believe that a powerful magic artifact may be hidden within its walls.

Adventure Hooks

Here are a few adventure hooks related to the adventures detailed in this book.

Banshee Tower (page 30). Silas has been hearing the mournful wails of the banshee from her village for weeks. He is concerned that the spirit's cries will drive the village to ruin and asks the party to lay her to rest. Silas explains that the banshee's cries have already driven many of the villagers mad, and he fears for the safety of the entire forest.

The party must venture into the abandoned keep and search for the remains of the woman, so that they can give her a proper burial. In return for their assistance, Mariel offers them a magical musical instrument that he believes will aid them in their future adventures.

Ettercap Forest (page 40). A dwarf miner named Drogan (**commoner**) has discovered a rich vein of precious gems in the forest, but he needs the party's help to extract them. Drogan explains that the section of the forest where the gems are located is infested with deadly giant spiders and ettercaps, making it impossible for him to mine the gems on his own.

The party must navigate the dangerous forest and fight their way through the web-filled lair in order to extract the gems. In return for their assistance, Drogan offers them a portion of the gems worth 100 gp per level of the adventure.

Hobgoblin Hideout (page 60). The reclusive necromancer, the Gravekeeper, has been monitoring the hobgoblins' activities from his tower in the forest. He believes that the hobgoblins are stealing magical artifacts that they don't understand. The necromancer explains that the hobgoblin's fortress in the

hills is heavily guarded and that the party will need to be careful.

The party must infiltrate the fortress and defeat the hobgoblin mage, and recover the artifacts. In return for their assistance, the Gravekeeper offers to leave Fairmeadow's cemetery.

Owlbear Wood (page 73). A courier was traveling through the forest carrying an important trinket, but was lost in owlbear territory. A diviner has reported that the trinket is on the move, likely being carried by the owlbear that ate the courier. The party is asked to retrieve the trinket, however they see fit.

The party must navigate the dangerous forest and fight the owlbear, as well as locate the trinket and ensure that it is cleaned before returning it. In return for their assistance, the courier offers them a *spell scroll*. The scroll is from the school of divination, and is one level higher than what the party's highest level caster can cast (your choice).

Random Encounters

Every eight hours the characters are wandering through Fairmeadow, roll a d20. On a result of 18 or higher, an encounter occurs. Roll on or choose from the table on the right to determine the nature of the encounter.

d12	Encounter
1	While walking through town, the characters overhear a heated argument between a shopkeeper and a customer.
2	The characters come across a street performer with an incredible voice.
3	A local farmer rushes up to the characters, begging for help with a sick cow.
4	The characters witness a heated debate between two council members about a proposed tax hike.
5	A young girl approaches the characters, begging for their help in finding her lost cat.
6	While browsing the local marketplace, the characters come across a shady merchant trying to sell them a mysterious potion.
7	A sudden storm rolls in, forcing the characters to seek shelter in a nearby tavern.
8	A wealthy noblewoman approaches the characters, seeking their help in finding a rare and valuable gemstone that was stolen from her.
9	The characters come across a group of townsfolk performing a ritual to put restless spirits to rest.
10	The characters stumble upon a heated argument between a baker and a chef.
11	A villager approaches the characters and accuses them of stealing a valuable artifact from the old watchtower.
12	The characters come across a group of street performers putting on a play about the legendary hero.

3. Greenhaven

As you approach the town of Greenhaven, you are struck by the peaceful and idyllic atmosphere of the surrounding forests. The quaint wooden houses and shops of the town are nestled amongst the trees, and the sounds of birds chirping and leaves rustling in the wind fill the air. However, as you get closer to the town, you begin to sense a subtle aura of magic that permeates the area. The townsfolk appear to be busy with their daily routines, but there is an underlying sense of unease that you can't quite put your finger on. You hear rumors of strange and dangerous magical anomalies that are occurring throughout the town, and the townsfolk appear to be in desperate need of help. It seems that your arrival in Greenhaven has come just in time to potentially save the town from a looming catastrophe.

Greenhaven, a mid-sized town surrounded by dense forests, is known for its skilled craftsmen and enchanters. However, the people here have been acting strangely lately, displaying greedy and selfish behavior that seems out of character. The magical energy field that powers the town is weakening, causing dangerous magical anomalies that make the situation even worse. Objects move on their own, uncontrolled magic bursts out, and some even claim to have seen apparitions and heard strange whispers. The townsfolk urgently need adventurers to help them solve the mystery behind these strange occurrences before it's too late.

Basic Information

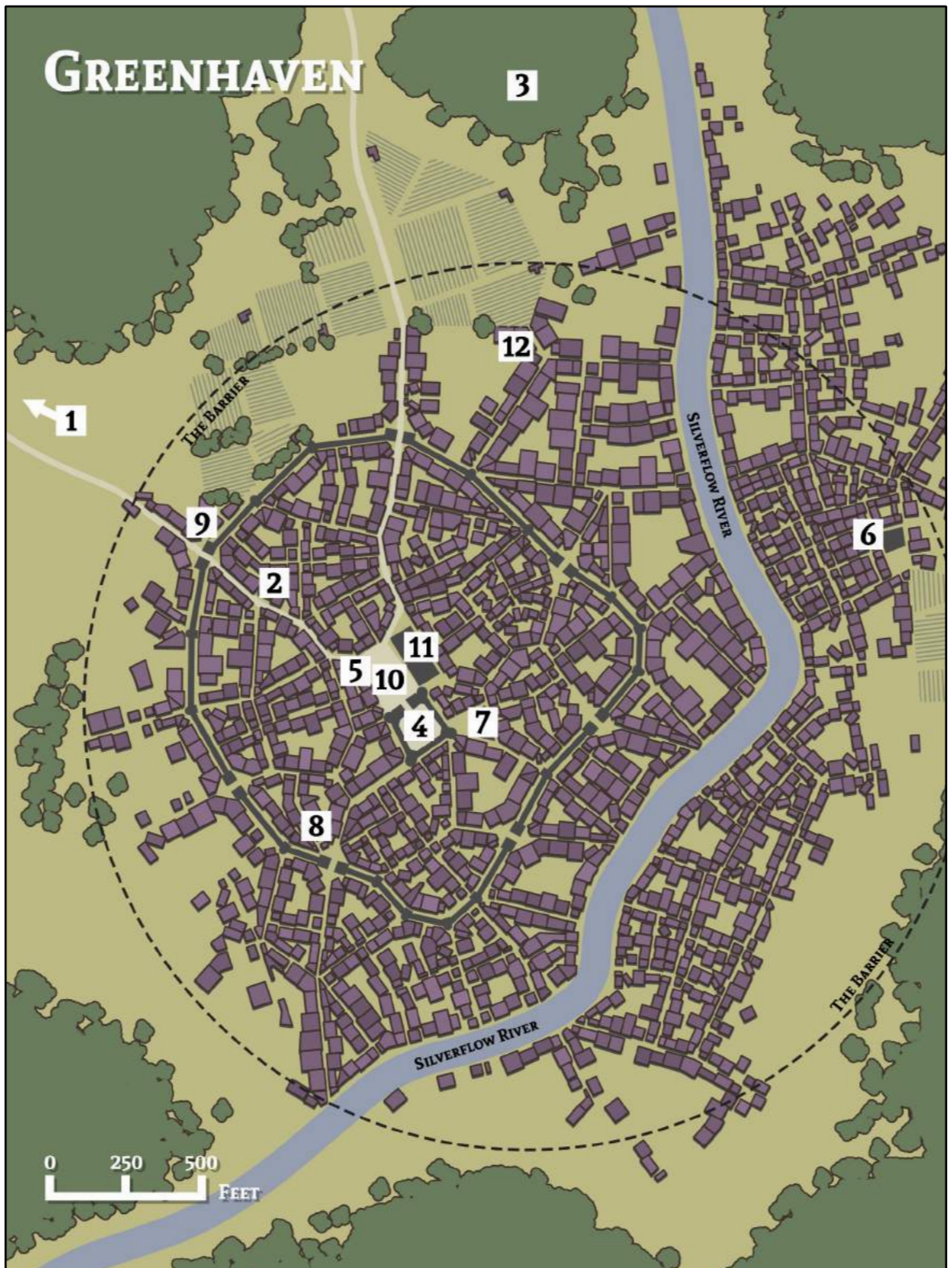
Population: 12,500

Government: The government of

Greenhaven is a council of five elected officials, led by the town's mayor, Nessa Grayson. The council is responsible for the day-to-day operations of the town and for ensuring that the magical energy field that powers the town is functioning properly. Other important NPCs involved in the government include the town's chief magical researcher, Mistress Isadora Frost, and the head of the town guard, Captain Adira Nightshade.

Defense: The defense of Greenhaven is primarily handled by the town guard, led by Captain Adira Nightshade. The Greenhaven Guard is responsible for patrolling the town and protecting it from any external threats, including the dangerous magical creatures that inhabit the surrounding forests. In addition, the town has several magical barriers that are maintained by the town's chief magical researcher, Mistress Isadora Frost, which help to keep out unwanted intruders.

Commerce: Greenhaven's primary commerce revolves around the harvesting and trade of magical herbs and plants that grow in the surrounding forests. The town's economy is also heavily reliant on the sale of magical artifacts and enchanted items, which are created and sold by the town's skilled craftsmen and enchanters. The town's most prominent merchants include Master Caleb Stone, a skilled enchanter and magical artifact dealer, and Madame Astrid Woods, a respected herbalist and expert on the town's flora and fauna.



Notable Locations

The following locations are keyed to the map of Greenhaven as seen on page 23.

1 - The Crystal Caverns. This deep mine is where the magical crystal that powers the town is extracted. Foreman Heinrich oversees the workers here and ensures the safety of the mine while overseeing the production of the town's primary power source.

2 - The Enchanter's Emporium. This guild hall is where enchanters gather to practice their craft and sell magical artifacts. Guildmaster Greta is a respected and skilled enchanter who runs the guild with a keen eye for quality control and a passion for creating truly unique items.

3 - The Druid's Grove. A serene and magical grove, here is where druids and nature enthusiasts gather to connect with nature. Druid Adalwolfa is the guardian of the grove and offers guidance to those who seek it, serving as a knowledgeable and caring mentor.

4 - The Arcane Archives. The Arcane Archives is a grand library dedicated to the study of magic and its history. Librarian Theodoric is a knowledgeable and respected mage who oversees the library, offering research assistance and providing access to rare and valuable tomes.

5 - The Alchemist's Apothecary. This lively shop sells various potions, salves, and ointments. Apothecary Isolde is a skilled herbalist and potion maker who runs the shop, providing the townspeople with remedies for a variety of ailments.

6 - The Forgemaster's Forge. Greenhaven's skilled smiths craft weapons and armor here at the forge. Forgemaster Tomas is a respected craftsman who runs the

forge, using his years of experience to create high-quality gear for the town's defenders.

7 - The Mayor's Office. Mayor Grayson handles the day-to-day operations of the town from this office, working tirelessly to maintain the delicate balance between the town's magical energy and the surrounding forests.

8 - The Magical Menagerie. The Magical Menagerie is a shop that sells magical creatures as familiars and companions. Shopkeeper Ingrid is the mysterious and eccentric woman who runs the shop.

9 - The Gilded Stein. Greenhaven's most popular watering hole, the Stein is a lively tavern where the townsfolk gather to drink and socialize. Innkeeper Jakob is the friendly and welcoming host who runs the tavern, offering a wide selection of local brews and a warm atmosphere for relaxation and fun.

10 - The Town Square. A bustling square in the center of the town, this is where vendors sell their wares and performers entertain the crowds. Here, various merchants and entertainers offer their wares and talents to the townspeople, making it a hub of activity and excitement.

11 - The Temple of Magic. A temple dedicated to the goddess of magic, worshippers come from all over to pay their respects and seek guidance. High Priestess Lina presides over the temple and is a source of counsel for those who seek it.

12 - The Watchtower. This tall tower overlooks the village, serving as a lookout for any threats to Greenhaven. Watchman Henrik is responsible for keeping an eye out for danger and sounds the alarm if he spots anything suspicious, making him a vital part of the town's defense.

Notable Organizations

The three most important organizations in Greenhaven are detailed below.

The Council of Elders. This council of respected and influential citizens advise Mayor Grayson on important matters affecting the town. Led by Elder Ulrich, a wise and experienced advisor, the council is responsible for making important decisions regarding the town's policies and governance. The council members are chosen by Mayor Grayson for their wisdom and integrity, and they play a crucial role in shaping the future of Greenhaven.

The Mage's Circle. This secretive organization of powerful mages keep a close watch on the magical energies that power the town. Led by Mistress Isadora Frost, the Circle is responsible for monitoring the magical anomalies that have been occurring and devising ways to maintain the delicate balance between the magical energy and the surrounding forests. The members of the Circle are some of the most knowledgeable and skilled mages in the land, making them a valuable resource for the town.

The Greenhaven Guard. The Greenhaven Guard is the town's primary defense force, tasked with protecting the town from external threats and maintaining order within its borders. Led by Captain Adira Nightshade, a stern and experienced warrior, the Guard is composed of skilled fighters and defenders who undergo rigorous training to prepare them for the dangers they may face. The Guard is responsible for maintaining the town's safety and upholding the law, making them a crucial part of Greenhaven's politics and governance.

Notable NPCs

The following NPCs are important and influential people in Greenhaven.

Heinrich. Heinrich (N dragonborn **commoner**) oversees the Crystal Caverns and ensures the safety of the mine while producing the town's primary power source. However, Heinrich is the one responsible for stealing the crystals that power the magical field surrounding the town.

Greta. Greta (N half-elf **mage**) is a respected and skilled enchanter with a keen eye for quality control who runs the Enchanter's Emporium. She's been purchasing crystals from Heinrich to amplify her magical ability.

Adalwolfa. Ada (N elf **druid**) is the guardian of the Druid's Grove and offers guidance to those who seek it. Unbeknownst to others, she has a pact with a powerful nature spirit that sometimes causes her to act erratically.

Theodoric. Theo (LN human **archmage**) oversees the Arcane Archives, a grand library dedicated to the study of magic and its history. He's been secretly collecting and studying dangerous and forbidden tomes.

Isolde. Isolde (LN half-orc **mage**) runs the Alchemist's Apothecary. Like others in town, she's been secretly purchasing magical crystals from Heinrich, using them to make her potions more effective.

Tomas. Tomas (N human **veteran**) runs the Forgemaster's Forge, where Greenhaven's skilled smiths craft weapons and armor. He has been secretly selling inferior gear to the town's defenders to make a profit. Recently, a shoddy shield caused a close friend of his to become gravely injured in combat.

Nessa Grayson. Mayor Grayson (LE human **noble**) works to maintain the delicate balance between the town's magical energy and the surrounding forests. She has been embezzling town funds to pay off a debt to a criminal organization in the nearest city.

Ingrid. Ingrid (N halfling **scout**) runs the Magical Menagerie, a shop that sells magical creatures as familiars and companions. She's been smuggling dangerous and illegal creatures into the shop.

Jakob. Jakob (LN elf **commoner**) runs the Gilded Stein, Greenhaven's most popular watering hole. His secret is that he's been serving watered-down drinks to patrons to increase his profits.

The Amazing Amalia. A world-renowned magician and performer, Amalia (N human **noble**) has traveled across the continent and performed in some of the most prestigious venues. Despite her success, she's never forgotten her roots and enjoys performing for the people of Greenhaven. However, her magic tricks are just a cover for her true talent: pickpocketing. Amalia has honed her thieving skills over the years and has amassed a considerable fortune through her illicit activities.

High Priestess Lina. Lina (NG human **priest**) presides over the Temple of Magic, a temple dedicated to the goddess of magic. A few months ago, Lina purchased an artifact from a friend. However, the artifact is cursed, and it's been affecting the people of Greenhaven, making them greedy and selfish.

Henrik. Henrik (LE human **guard**) is responsible for keeping an eye out for danger at the Watchtower and sounding the alarm if he spots anything suspicious. Lately, he's been selling information about the town's defenses to hobgoblins.

Adventure Hooks

Here are a few adventure hooks related to the adventures detailed in this book.

Ettercap Forest (page 40). Jakob the bartender at the local tavern has been caught watering down drinks, and to make it up to his patrons, he wants to brew a special ale that he promises will be the best they've ever tasted. However, he needs ettercap venom as a key ingredient. Jakob asks the party to venture into the Ettercap Forest and retrieve the venom for him. Jakob offers the party a night of free drinks at the tavern as a reward for their assistance, as well as a bonus reward of 1,000 gp if the ale is successful.

Fey Dragon Hollow (page 50). High Priestess Lina of the nearby temple possesses a cursed artifact that she believes can only be destroyed by piercing it with a weapon made in the realm of the fey. She sends the party to the Fey Dragon Hollow, a magical section of the forest, to find a portal to the fey realm and retrieve such a weapon. Lina warns the party that the forest is home to many powerful fey creatures, and they must be careful not to anger them. The journey through the forest may be fraught with danger, but the reward for success will be great. In return for their assistance, Lina offers the party a powerful divine spell that she believes will aid them in their future adventures, as well as her gratitude and the respect of the temple.

Hobgoblin Hideout (page 60). Henrik, a guardsman in the town of Greenhaven, has been caught selling the town's secrets to a band of hobgoblins who recently attacked the town. The party is sent to stop the hobgoblins and put an end to their raids. Henrik offers to lead the party to the hobgoblin's hideout, as he knows the area

well. However, he warns them that the hobgoblins are heavily armed and well-organized, and that they will need to plan their attack carefully.

The party may need to gather information and allies in order to successfully defeat the hobgoblins. In return for their assistance, Greenhaven's mayor, Nessa Grayson offers the party a set of *+1 arrows* that she had been saving for a special occasion, as well as the promise of future favors from the town and its people.

Owlbear Wood (page 73). Ingrid, the eccentric owner of the Magical Menagerie, is always on the lookout for new and unusual creatures to add to her collection of exotic pets. She has heard rumors of an owlbear living in the nearby wood and sends the party to retrieve one of its eggs for her. Ingrid warns the party that the owlbear is very protective of its eggs and that they will need to be careful not to anger it. The journey through the forest may be perilous, as the party will need to navigate through dangerous terrain and fend off bandits who are also after the owlbear egg. In return for their assistance, Ingrid offers the party a selection of magical potions and elixirs from her shop (common for parties below 5th level, and uncommon for parties of 5th level or higher), as well as a promise to inform them of any other rare creatures that she hears about in the future.

Random Encounters

Every eight hours the characters are wandering through Greenhaven, roll a d20. On a result of 18 or higher, an encounter occurs. Roll on or choose from the table on the right to determine the nature of the encounter.

d12	Encounter
1	A group of children taunt the characters and demand money.
2	A merchant offers a rare and expensive magical trinket to the characters. Upon closer examination, the trinket is a fraud.
3	The townspeople glare at the characters suspiciously as they walk by.
4	Mayor Grayson stops the characters and demands to know their business. She looks stressed.
5	A townspeople offers to sell the characters a magical crystal.
6	The town crier announces that a reward is being offered for information on a missing person.
7	A drunken patron at the Gilded Stein picks a fight with the characters, claiming that the characters stole their coin purse.
8	The characters overhear a group of townsfolk whispering about a haunted tower.
9	A group of wealthy merchants mock the characters' appearance and clothing.
10	The characters witness a street performer stealing from the crowd.
11	A beggar approaches the characters and begs for food or money. If the characters refuse, they spit and curse at the characters.
12	The characters notice a group of townsfolk stealing from a nearby store.



Chapter 3. Dungeons & Lairs

The adventures in this chapter are all designed for four characters with an average party level (APL) of 1, 3, 5, or 8. This section offers general guidelines on scaling the adventures to better fit your party's level. You are free to run these adventures individually or part of a larger campaign, in any order that you like.

Running the Adventures

To run the adventures, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy. You can also find many of the monsters for free on open source websites like 5thsrd.org.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block to say, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game

masters unless the adventure's text directs you to an item's description in the appendix.

Level Selection

Before playing, know the level at which you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 1, 3, 5, or 8, the chart below shows you which version of the adventure you should select for each level.

Adventure Hooks

The towns and villages listed in Chapter 2 offer adventure hooks, many of which lead directly to the adventures listed in this chapter. While most of the hooks offer

specific rewards, if you need to motivate the party with a monetary reward, the quest giver offers 500 gp per level of the adventure.

SCALING THE ADVENTURE

Average Party Level	Recommended Adventure Version	Relative Difficulty
1	1st-Level	Hard
2	1st-Level	Medium
3	3rd-Level	Hard
4	3rd-Level	Medium
5	5th-Level	Hard
6	5th-Level	Medium
7	5th-Level	Easy
8	8th-Level	Hard
9	8th-Level	Medium
10	8th-Level	Easy

ADVENTURE LIST

Adventure Name	Page	Theme
Banshee Tower	30	A mournful spirit's wails are causing chaos in the forest.
Ettercap Forest	40	Deadly spiders under the control of an intelligent ettercap haunt the forest.
Fey Dragon Hollow	50	The characters are drawn to the mysterious fey dragon hollow, rumored to hide portals to the realm of the fey.
Hobgoblin Hideout	60	A band of hobgoblins and other fearsome goblinoids lurk within a fortress at the edge of the forest.
Owbear Wood	73	A dangerous monstrosity has been attacking nearby travelers and livestock.



B. Banshee Tower

In this adventure, the party enters the ruins of an old, overgrown keep in the forest, from within which a spirit's mournful wails can be heard for miles around. To stop the spirit's incessant keening, the adventurers must discover her remains and give them a proper burial. Until then, her presence will continue to endanger life in the forest.

Banshee Tower

Long forgotten by most historical texts, the banshee's tower was once the manor home for a powerful lord and lady. Eventually, the lord's own dabbling in the dark arts drove him insane. In a fit of rage, he murdered his entire family, brutally slaying his loving wife and two darling daughters. He then took his own life. This act of extreme violence cursed the manor forever; all four members of the

family returned as undead spirits, doomed to interminably haunt the location. The tower can work as a stopover for adventurers crossing through a dense forest, jungle, or swamp, or it can work as a campaign goal in of itself. Although the tower is overgrown in the provided maps, you can easily place the tower in a snowy or arid environment with just a few changes.

General Features

Unless otherwise stated, the Banshee Tower has the following features.

Architecture. Although the tower was originally built from dressed stone, the long years and encroaching forest have not been kind to its walls. Most of the stone that once made up the tower is crumbling or completely collapsed. If they haven't been totally consumed by creepers and topsoil,

most of the tower's floors are shattered and hardly recognizable. Ceilings in the tower proper are 12 feet high, but only 8 feet high in the dungeon.

Illumination. Although natural light pours through the clearing in which the tower stands, the interior of the buildings are cast in dim light at best. The dungeon level is completely dark.

Doors. Any doors still standing in the above-ground buildings are in a horrible state of disrepair thanks to the weather and termites. Even if the doors could lock—all of their iron hardware is rusted beyond repair—they fall over with barely any effort.

It's a different story downstairs. All of the doors in the dungeon are locked. Despite the rust, a successful DC 15 Dexterity check using proficiency in thieves' tools opens a downstairs door. Also, they can be broken down with a successful DC 18 Strength (Athletics) check. These doors have AC 16, 22 hp, and immunity to poison and psychic damage.

Curse of Banshee Tower. Characters who enter the tower with intent to end the curse must properly lay to rest the bodies of the manor's four former inhabitants. Regardless of the adventure's level, the bodies can be found in areas B01 (both daughters), B08 (the lord), and area B16b (the lady). A character proficient in the Religion skill knows that a proper burial requires that the four bodies be interred into the ground with the proper rites given. Even then, there is a 25% chance per body that it returns unless holy water is sprinkled on the corpse. Once all four bodies are laid to rest, the curse ends.

Keening. The lady's keening (see area B08) can be heard within 1 mile of the tower. A creature in the area that can hear her

keening must make a Wisdom saving throw. The save DC is 11 during the day and 13 during the night. On a failure, the target becomes charmed by the lady for 24 hours. While charmed, the target has disadvantage on Wisdom and Charisma saving throws. A creature that succeeds on its saving throw is immune to the lady's keening for 24 hours.

Desecrated Ground. Until the tower's curse is removed, the tower, its dungeon, and the area within 1 mile of the grounds are desecrated. Undead within this area have advantage on all saving throws.

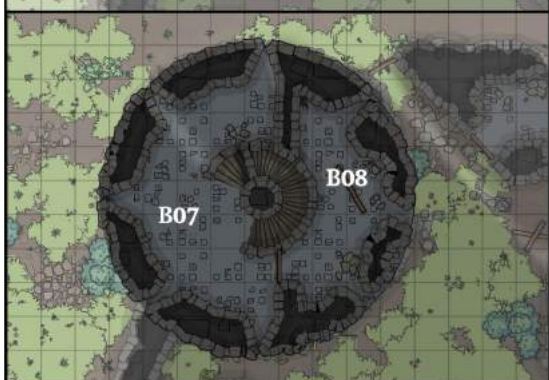
Tenacious Spirits. The spirits of the daughters (area B01), lady (area B08), and lord (area B16c) are permanently tied to the keep. If they are destroyed, they return to the area they haunt in 24 hours, regaining all their hit points and becoming active again. Only removing the Banshee Tower's curse (see the left column) will allow them to rest.

Difficult Terrain. Horribly overgrown, the entire exterior of the tower is considered difficult terrain—this includes the courtyard, area B01.

Finding the Tower. A character who hopes to find the tower can do so by spending 1 hour or longer combing the forest near the tower. On a successful DC 15 Wisdom (Survival) check, the character discovers the tower. The character gains a +1 bonus to their check for every hour they spend past the first searching for the tower (maximum bonus of +5). Additionally, a character who spends at least 1 week of downtime researching the tower's history makes this check with advantage. On a failed check, the character must spend another hour searching before they can repeat the check.

BANSHEE TOWER

1 SQUARE = 5 FEET



Keyed Locations

The following locations are keyed to the map of the Banshee Tower on page 32.

B01 - Courtyard

When the characters first enter this area, read the following:

Underbrush, weeds, and stray roots grip this open-air area amidst the old keep's crumbling walls. A tall, sleepy willow brushes the ground with its slumped branches at the south end of the courtyard.

The Daughters. The lord and lady's twin daughters' bodies are strewn about the courtyard and covered with loose topsoil and undergrowth. Finding the corpses requires a character to spend at least 1 hour inspecting the courtyard. At the end of the hour, the character can make an Intelligence (Investigation) check. The character adds a +1 bonus for each hour they spend past the first searching for the body and an additional +1 for every character that assists them (maximum bonus of +10). The character has advantage on the check if they learned from one of the creatures in the keep that the girls were killed in this area. Refer to the Searching for the Daughters table on the right to determine the outcome of the check. To repeat this check, the character performing the search must spend another 4 hours searching before they can repeat their check; this follow-up check does not gain any bonuses. If the second check brings up poor results, the character must complete a long rest before they can search again.

Encounter: Wolves. In all versions of this adventure, three hungry **wolves** den in the southwestern corner of the courtyard. If

SEARCHING FOR THE DAUGHTERS

Check Result	Outcome
0–14	Nothing found
15–24	The characters find one of the girls' bodies
25+	The characters find both of the girls' bodies

outnumbered, they merely growl and bark; despite their hunger, they're wise enough to know not to attack a party of well-armed humans. If the party has three or fewer members, they attack. A successful DC 15 Wisdom (Animal Handling) check calms the wolves down; this check is made with advantage if they're fed first.

In every version of this adventure except for 1st-level, the daughters haunt the courtyard. When the characters first enter this area and then once every 8 hours, roll a d20. During the day, the girls appear on a result of 18-20; at night, the girls appear on a result of 16-20. Their arrival is always preceded by them singing a nursery rhyme together. They both use the **myling** stat block featured in the appendix. The wolves are terrified of the girls, but the girls won't mess with the wolves.

In the 5th- and 8th-level versions of this adventure, the willow tree is a vile undead creature called a **willowhaunt** (see the appendix). It attacks any living creature that comes within its reach.

Vulture Food. The vultures in area B08 keep a close eye on the courtyard, especially if they see or hear a combat break out there. Any creature in the courtyard with half its hit points or less draws the attention of the vultures. When this happens, one or more of the vultures swoops down, grabs the target,

and brings it back to their lair in area B08. If the vultures are dead, ignore this.

Treasure: Dead Adventurer. The first time the characters inspect the grounds, they find the remains of a dead adventurer in the undergrowth, regardless of the check's outcome. The adventurer carries a backpack containing the contents of a burglar's pack (sans food and water) plus a pouch containing 100 gp per level of the adventure.

B02. Kitchen

Thin, brown-colored webs cover parts of this old, crumbling chamber.

The only hint that this was once the house's kitchen are the remains of an old stove and a few rusted cooking utensils lying amid the rubble.

Hazard: Rust Webs. Although the webs don't do much to block a creature's passage to the trapdoor in the western part of the room, they do cause nonmagical ferrous metal objects that come into contact with them to rust. If the object isn't being worn or carried, the webs automatically destroy a 1-foot cube of it. If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If the penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that touches the webs are destroyed immediately.

A creature who spends at least 1 round examining the webs and succeeds on a DC 11

Intelligence (Nature) check recognizes the webbing for what it is.

Trapdoor. A trapdoor in the floor leads down to area B10.

Treasure: Magical Mace. A mace dressed with gold and gems lies amid the rubble and webs at the eastern side of this room. For 1st and 3rd-level adventures, the mace is a +1 *weapon*. For 5th- and 8th-level adventures, it's a +2 *weapon*. The rust webs have no effect on the mace.

B03. Entry Room

Nothing here but rotting leaves, errant vines, and rubbish.

A staircase of questionable integrity winds its way up to the second floor, transporting climbers into area B07.

Trap: Concealed Pit Trap. At the foot of the stairs, there is a hidden trapdoor in the floor. When a creature weighing more than 100 pounds steps onto the trapdoor, it breaks open at its center and deposits the target 10 feet below into a vat of acid. The first time a target falls into the acid and each time they start their turn in the acid, they take 2 (1d4) acid damage (or 5 (2d4) for 5th- and 8th-level versions of the adventure). A target can climb out of the pit with a successful DC 15 Strength (Athletics) check. Spotting the trapdoor requires a successful DC 16 Wisdom (Perception) check. A character with proficiency in thieves' tools can rig the trapdoor not to open with a successful DC 10 Dexterity check.

B04 - Workshop

There's no way to tell what this mostly ruined room used to be.



Encounter: Blink Dog. A lone **blink dog** camps in this area. Drawn to the sadness here, it hopes to share what it knows about the tower and its inhabitants. So long as the characters are friendly to the blink dog, it will tell them—in its native tongue—how to end the tower’s curse. The blink dog will also aid the characters in their fight against the malicious undead that loiter in the tower’s grounds.

AREA B05 ENCOUNTERS

Adventure Level	Encounter
1st	3 skeletons
3rd	1 wight
5th	1 wight and 4 zombies
8th	4 wights

B05. Guardhouse

The moldy remains of bunk beds and chests long-since looted are all that remain of this old guardhouse.

Encounter: Undead. The nature of the encounter here depends on the adventure’s level, as shown on the Area B05 Encounters table on the left. Vicious and arrogant, the undead attack without provocation, assuming the grounds’ desecration will provide safety from those who’d hope to turn them. In encounters with wights, the leader of the wights (your choice) uses *pipes of haunting* to assault the characters.

Treasure: Pipes of Haunting. The wight’s *pipes of haunting* are cursed. Until the curse is removed, the cursed character gains Sunlight Sensitivity. The character has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when

they, the target of their attack, or whatever they are trying to perceive is in direct sunlight.

B06. Stable

The remains of a dead horse make this area's old use quite obvious—stables.

Trap: Spears. In all versions of this adventure except for 1st-level, any creature who comes within 5 feet of the dead horse triggers a trap. Spears spring from under the horse's desiccated corpse; the triggering target must make a DC 13 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save or half as much damage on a successful one. The spears are attached to small bells that alert the undead in area B05 to the target's presence. The undead immediately rush to investigate.

B07. Parlor

The stairs that climb up from area B03 lead to this area, then continue upward to area B09. The lady's keening can be heard from behind the door that leads to area B08.

B08. Children's Room

Peeling paintings of unicorns and fairies cover the walls of this once lovely room. Whether it be from the moon, stars, or sun, a gaping hole in the roof permits natural light. The floor is a mess of twigs, branches, and garbage cobbled together as a large bird's nest.

Encounter: The Lady and the Vultures. Anyone who opens the door connecting this area to area B07 immediately comes face to face with the vulture(s) here. The number and types of vultures depends

AREA B08 ENCOUNTERS

Adventure Level	Encounter
1st	1 giant vulture
3rd	2 giant vultures
5th	1 death vulture
8th	2 death vultures

on the level of the adventure, as shown on the Area B08 Encounter table. Death vultures are new monsters featured in the appendix. Hatched not far from the keep, the vultures are immune to the lady's wails.

The lady of the manor (she uses the **phantom** stat block detailed in the appendix) hides and moans in the northernmost corner of this area. An incorporeal crown of white flowers rests on her head. She clutches the tattered remains of a pair of dolls made in the likeness of her deceased daughters. Driven quite mad by her own undeath, she is less than helpful, but not outwardly harmful. She uses her moan when she can (i.e. whenever it recharges)—totally unaware that it affects the living. Between her sobs, she asks over and over again, "Why? Why did you do this?"

Clue: Willow Tree Painting. The wall near the moaning phantom is painted with a depiction of the two girls playing by the willow tree in the courtyard. A character who observes this painting and succeeds on a DC 10 Wisdom saving throw, has advantage on their check to find the bones of the daughters in area B01.



B09. Lord and Lady's Chambers

The entire roof of the manor collapsed years ago, leaving this large, expansive bedroom in ruins. Beyond a great view of the keep and surrounding forest, there is nothing else of interest here.

B10. Downstairs

The trapdoor from area B02 leads down into this area. It's filled with cobwebs (normal cobwebs, thankfully) and smells of mold.

B11. Cistern

A pool of murky brown water dominates the southern half of this room. Hogsheads filled with moldy ale stand against the curved northern wall.

The Lord's Body. After the lord killed his family, he realized the horror of what he'd done. At the edge of the cistern, he

AREA B12 ENCOUNTERS

Adventure Level	Encounter
1st	2 shadows
3rd	2 specters
5th	4 specters
8th	6 specters

slashed his throat, then tumbled into the water. His bones lie at the bottom of the pool. Only by entering the 10-foot-deep pool and feeling around will a character be able to find the lord's corpse.

B12. Storage

The lord didn't just kill his family—he also killed all of his servants by locking them in this old storage room. They have since risen as vengeful spirits.

Encounter: Undead Servants. The nature of this encounter depends on the level of this adventure as shown on the Area B12 Encounters table above. The undead attack anyone who enters areas B10, B11, or this area. They especially don't want anyone to find the lord's body in area B11; so long as his corpse remains unburied, his curse continues. This pleases them.

Treasure: Hidden Cache. Amid the servants' remains and destroyed storage preserves, a character who succeeds on a DC 20 Wisdom (Perception) check notices that a large rock resting against the southern wall hides a cubby within which the lord used to store his treasure. The cubby hole contains a sack holding 1,000 gp per level of adventure.

B13. Meeting Room

The shattered remains of a conference table and broken chairs litter the floors of this chamber.

Hazard: Faulty Floor. Any creature weighing 50 pounds or more who stands in the northwestern corner of the room forces the floor to collapse. The floor and the character tumble down into area B15 as a result, taking no damage.

B14. Guard Room

Not only is the door that leads to area B15 here locked, but it's stuck, too, thanks to shifting earth above. Even after the lock is picked (as described in the General Features), it still requires a successful DC 25 Strength (Athletics) check to break the door down.

B15. Torture Chamber

Rusty manacles still hang from the walls of this natural cavern.

Dim Light. Sources of nonmagical light, such as those created by torches or lanterns, shed only half as much bright light and dim light as normal.

Whispers in the Dark. The first time a creature enters this area, they hear strange whispers coming from the manacles at the walls. No matter how hard the creature tries to make out what the whispers say, they can't. But they always sound strangely familiar. The moment a character calls out to them, the whispers stop immediately. If the characters are near the door to area B16, that's when the skull appears (see below).

AREA B16B ENCOUNTERS

Adventure Level	Encounter
1st	1 shadow
3rd	1 specter
5th	2 specters
8th	4 specters

B16. Dungeon

The first time the characters approach one of the entrances into this area, they witness an illusory effect: a massive skull bathed in purplish flames appears before them. It then croaks in a low, unearthly voice, "Go away!" before it vanishes.

Five rooms branch off from this long hallway. Each door is locked, as described in the General Features section on page 30.

B16b. The Lady's Rest. A servant (or servants) of the undead lord lurks in this cell. The nature of the encounter depends on the adventure's level, as shown on the Area B16b Encounters table above. The servant(s) guard(s) the bones of the lady, placed here by the lord before he took his own life. Her skull wears a crown of white flowers.

B16c. The Lord's Cell. Despite taking his own life, the lord fancies this cell as his own. The nature of the encounter here depends on the adventure's level, as shown on the Area B16c Encounters table on the next page. Creatures marked with an asterisk are detailed in the appendix. Before the battle begins, the lord growls, "Come for justice, have you? No need! I sent myself to my own watery grave." This is a hint at the location of the lord's body (see area B11).

B16d. Ooze Cell. The nature of the

AREA B16C ENCOUNTERS

Adventure Level	Encounter
1st	1 specter
3rd	1 wraith
5th	1 wraith and 1 specter
8th	1 boneshard wraith*

AREA B16D ENCOUNTERS

Adventure Level	Encounter
1st	1 gray ooze
3rd	2 gray oozes
5th	1 black pudding
8th	1 black pudding

encounter in this cell depends on the adventure's level as shown on the Area B16d Encounters table above.

16e. Stuck Door. The door to this room is stuck shut. Even after the lock is picked, a character must succeed on a DC 20 Strength (Athletics) check to push the door open.

16f. Guard Room. This room once served as the guardroom for the dungeon. It's now covered in thick, brown webs. A creature who enters the area for the first time or who starts their turn here must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) check or Dexterity (Acrobatics) check. Each 10-foot cube of giant webs has AC 10, 15 hit points, vulnerability to fire, and immunity to blud-



geoning, piercing, and psychic damage. To make matters worse, these webs function the same way as the webs in area B02.

Treasure: Small Chest. There is a small chest tucked into the far northwestern corner of the room. The chest contains 2 ep.

Aftermath

The party finally discovers the remains of the spirit and gives her a proper burial, putting her to rest. The mournful wails that had once filled the forest are now replaced with a peaceful breeze, and the forest comes alive with newfound vitality. The adventurers feel a sense of accomplishment as they make their way back to civilization, knowing that they have saved the forest and laid a spirit to rest. Ω



E. Ettercap Forest

The party is sent to an ancient forest to investigate a series of disappearances. They soon discover the creepy crawling critters responsible for the crime: giant spiders.

Background

Every traveler, merchant, and soldier knows to walk the other way when they see the silken strands of giant spiders hanging nearby. But to a large enough force or a band of powerful adventurers, spiderkin are nothing more than dumb brutes, an annoyance at most.

Occasionally, however, a clutch of spiders will be led by one of their more intelligent kin, the humanoid-shaped ettercaps. These monstrous creatures can devise and create rudimentary traps and snares and even plan simple ambushes. Even still, these creatures

are not normally clever enough to present a threat to experienced adventurers.

Recently, a clutch of spiderkin in the Ettercap Forest happened upon the body of a mage and the items he left behind. One such item was a silver circlet set with an emerald. The ettercap leader was so enthralled by this trinket, it took the band for itself. In the darkness of its hollow, it gazed into the refracted light of the gem and wondered at its beauty, until sometime later, it began to understand... everything!

Ettercap Forest

The Ettercap Forest has always been considered an ancient place, a balance of the light and dark, a place where the veil between this world and the next is thin. Recently, a new power has grown from the

dark places and the forest has become dangerous, harboring pathways silent with deadly intent.

As the adventurers journey deeper into the forest, they will find it ever more thickly suffocated by webbing and can follow this growing blight to its source, an underground hollow infested with spiderkin.

General Features

Unless stated otherwise, the following features are common to the Ettercap Forest.

Gloomy. The thick canopy is choked and tangled with webbing, making the entire forest dark. Any read-aloud text assumes the characters have darkvision or a light source of their own.

Threatening Silence. The creatures of the forest do not stray far from their dens and burrows, nor do they make too much noise, lest they alert the spiders to their presence. The forest feels as though it is holding its breath, and the silence is total. Any Wisdom (Perception) checks made to hear something while in the forest are made with advantage.

Webbing. Some areas are noted as being hung with the sticky, gossamer strands of spider webs. A web-filled area is considered difficult terrain. Moreover, a creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.

Each 10-foot cube of giant webs has AC 10, 15 hit points, vulnerability to fire damage, and immunity to bludgeoning, piercing, and psychic damage.

Web Zombies. The zombies within the woods have been created by the magic of the spiderkin. Web zombies are **zombies** that have the Spider Climb and Web Walker traits of ettercaps.

Ettercap Forest Encounters

The characters will need to explore the forest for six hours, following signs of the ettercap's influence, until they reach the glade of the dryad Elewyn. The Ettercap Forest has become a dangerous place to venture and the party is likely to run into several problems.

The map of the Forest of Peril on page 6 shows section of the forest considered the Ettercap Forest. When the characters enter the Ettercap Forest, roll twice on the Ettercap Forest encounter table to decide the encounters they face (described in the section on the next page). These encounters happen two and four hours into the party's exploration.

If the characters choose to take a long rest or backtrack, roll for an additional encounter.

ETTERCAP FOREST ENCOUNTERS

d6	Encounter
1	Giant Web
2	It's Gigantic
3	Spider Trap
4	Chilly Gorge
5	Ettercap-Made Trap
6	Uncanny Undead

E01 GIANT WEB ENCOUNTERS

Adventure Level	Encounter
1st	1 giant spider
3rd	2 giant spiders
5th	5 giant spiders
8th	8 giant spiders

E01. Giant Web

The spiderkin have spun webs and snares all over the woods. Read or paraphrase the following:

The trees here are covered in freshly spun strands of webbing. Each strand appears as thick as rope and glistens with a sticky, glue-like substance. Stuck to the webbing is a tiny, winged man struggling to free himself.

Encounter: A Spider! Lurking nearby are spiders, ready to pounce. The nature of the encounter depends on the level of the adventure, as shown in the table above. The tiny man is the **sprite** Brightelm. If freed he will offer to stay with the party and help them fight, but he knows nothing about the source of the troubles.

E02. It's Gigantic!

Heard long before she's seen, an emaciated giant lumbers into view.

Encounter: Giant. The spiderkin have made hunting much more difficult and the starving giant Blogark-Morspark must travel far and wide to feed herself. The characters will make for good eating, but she will give

E02 IT'S GIGANTIC! ENCOUNTER

Adventure Level	Encounter
1st	1 ogre
3rd	1 ogre with 93 hit points
5th	1 ettin
8th	1 frost giant

E03 SPIDER TRAP ENCOUNTER

Adventure Level	Encounter
1st	2 giant wolf spiders
3rd	4 giant wolf spiders
5th	2 giant spiders
8th	4 giant spiders

up her meal and run if she drops below half her hit point maximum. The nature of the encounter depends on the level of the adventure, as shown in the table above.

E03. Spider Trap

This section of the forest is filled with sticky, gossamer strands of spider webs, which crisscross the path.

Encounter: Spiders! Spiders lurk in the trees, awaiting prey. They remain hidden, and will only attack if a creature becomes restrained or they are spotted. The nature of the encounter depends on the level of the adventure, as shown in the table above.

Treasure: Merchant Leftovers.

Enclosed in web sacs that hang 30 feet above the ground are the corpses of two

merchants who were seized by the spiders more than a week ago. Each corpse has a purse. Between them, the contents amount to 5 pp, 25 gp, and 30 sp.

E04. Chilly Gorge

The path leads into a naturally formed gorge, the walls of which are 30 feet high, and the gap between the walls is 10 feet across.

Hazard: Frigid Mold. After a mile or so, a thirty-foot patch of frigid mold carpets the gorge floor, completely covering the muddy path. The mold feeds on warmth, and the temperature within 30 feet of it is always frigid. Noticing the temperature change requires a passive Wisdom (Perception) score of at least 14. If none of the characters notice the mold, they will move close enough to take damage. When a character moves within 5 feet of the mold for the first time on a turn or starts its turn there, it must make a Constitution saving throw, taking cold damage as noted below on a failed save, or half as much damage on a successful one. The save DC and amount of damage are detailed below.

Frigid mold is immune to fire damage, and any source of fire brought within 5 feet of a patch of it causes it to instantly expand

outward in the direction of the fire, covering a 15-foot-square area (with the source of the fire at the center of that area).

A patch of frigid mold that takes cold damage is instantly destroyed. Climbing along either side of the gorge requires a successful DC 14 Strength (Athletics) check.

E05. Ettercap-Made Trap

The ettercap has laid traps on the pathways to capture food. While potent against most small beasts, there is a 25 percent chance that the characters find only the remains of a trap, torn into pieces.

Trap: Noose Snare. These simple traps—made by bending branches and concealing a noose within the foliage—are better used against beasts than intelligent beings, but they have proven effective enough. These snares are triggered by a creature stepping into a noose made of spider silk. Noticing one of these silk nooses requires a passive Wisdom (Perception) score of at least 14. Once noticed, they can be easily avoided or disarmed with a successful DC 12 Dexterity check using proficiency in thieves' tools. A creature that steps into a noose must succeed on a Dexterity saving throw or trigger the trap. Once triggered, the branch whips upwards,

E04 CHILLY GORGE DETAILS

Adventure Level	DC	Damage
1st	12	5 (1d10)
3rd	12	11 (2d10)
5th	15	11 (2d10)
8th	15	22 (4d10)

E05 ETTERCAP-MADE TRAP DETAILS

Adventure Level	DC	Damage
1st	13	2 (1d4)
3rd	15	7 (2d6)
5th	15	14 (4d6)
8th	17	21 (6d6)

E06 UNCANNY UNDEAD ENCOUNTERS

Adventure Level	Encounter
1st	2 web zombies
3rd	4 web zombies
5th	2 ghouls and 8 web zombies
8th	2 ghasts , 2 ghouls , and 6 web zombies

E06. Uncanny Undead

Your first warning of trouble is the shuffling of leaves from above, quickly followed by a dull and lifeless groaning. That, however, is all the warning you get as undead spill out of the canopy above you.

Encounter: Undead. A group of undead has found the characters, and they have come to kill, plain and simple. The nature of the undead creatures is detailed in the table above. See “Web Zombies” in the General Features section on page 41 for details on web zombies.

Elwyn’s Glade

Allying with powerful beasts and the mighty trees of the forest, the dryad Elewyn has always kept the Ettercap Forest safe from the most potent evils. However, the newly enhanced mind of the ettercap enabled it to trap the dryad within her own bonded tree.

Once the party has journeyed for a few hours they will happen upon the dryad’s glade, although the area is now suffocated in thick strands of poison-coated webbing that are slowly draining the life force from the dryad.

Read or paraphrase the following:

You have entered an area that must have once been a beautiful glade, dominated by a massive oak tree that stands at its heart. You can imagine that the oak once provided protection and succor to the animals of the forest, but now it is a blighted and sickly thing, barely clinging to life.

The once mighty oak is covered in webbing. Normally this would be a fruitless attempt to imprison the **dryad** Elewyn, but the ettercap has found a way to coat the silk in a necrotic venom that has managed to succeed where its brethren have previously failed.

Hazard: Necrotic Webbing. This webbing acts as all the other webbing with one additional trait: any creature coming into contact with the web must succeed on a Constitution saving throw, taking necrotic damage as noted below on a failed save, or half as much damage on a successful one. The save DC and amount of damage are detailed below.

Encounter: Blight Spiderkin. Several spiders and zombies lurk within the branches of the tree. These spiderkin are no

NECROTIC WEBBING DETAILS

Adventure Level	DC	Damage
1st	13	3 (1d6)
3rd	15	9 (2d8)
5th	15	18 (4d8)
8th	17	27 (6d8)

ELWYN'S GLADE ENCOUNTERS

Adventure Level	Encounter
1st	2 giant wolf spiders and 1 web zombie
3rd	2 giant spiders and 2 web zombies
5th	1 deathweaver* and 4 web zombies
8th	2 deathweavers* and 4 web zombies

ordinary beasts, but rather creatures enhanced by death magic that have the following changes:

- Their poison damage is changed to necrotic damage.
- Spiderkin with a challenge rating of 1 or higher can control the web zombies.

The nature of the encounter depends on the level of the adventure, as shown in the table above. See “Web Zombies” in the General Features section on page 41 for details on web zombies. Creatures marked with an asterisk are new creatures featured in the appendix.

Development: Freeing Elewyn. The only means to free Elewyn is to destroy or remove the webbing from the tree. The tree is covered in three 10-foot cubes of webbing. While setting fire to the webbing would normally be an efficient way of destroying it, in its current state the tree is vulnerable to fire damage. If the tree suffers more than 50 points of fire damage, it and Elewyn die.

If she is freed, Elewyn will leave her tree and join the characters in battling the

ELWYN'S ACORN

Adventure Level	Healing
1st	1d4 + 1
3rd	2d4 + 2
5th	3d4 + 3
8th	4d4 + 4

spiderkin.

Treasure: Elwyn's Acorn. If she survives, Elewyn gives the characters each an acorn, promising that eating it will heal their wounds. As an action, a creature can eat an acorn to regain hit points. The number of hit points regained depends on the level of the adventure, as shown in the table above.

Moving On. If Elewyn survives the encounter, she will escort the party directly to the entrance of the spiderkin hollow. If she doesn't survive, the party will still be able to follow the same signs they have already been following to the hollow, but they must roll for another encounter on the Ettercap Forest Encounter table.

Spiderkin Hollow

When the circlet first enlightened the ettercap, the spiderkin leader noticed that the muddy dell its clutter was living in was a poor defense, and it went in search of a place more fitting for its newfound power. Its search led it to a series of tunnels that extended deep underground.

When the characters arrive at the entrance to the hollow, read or paraphrase the following:



Ahead a yawning cavern opens into the side of a shallow hill and descends deep underground. The gossamer strands of death that you've been following lead directly into this gloomy tunnel. Whatever is causing the local troubles must surely reside within.

General Features

Unless stated otherwise, Spiderkin Hollow has the following features.

Ceilings. Passageway ceilings are 10 feet high, while caverns extend 20 feet high.

Dark. The tunnels are dark. Any read-aloud text assumes the characters have darkvision or a light source of their own.

Tunnels. The passages are naturally formed limestone tunnels. These tunnels are irregularly shaped and narrow. Ask the party to establish their marching order before entering.

Webbing and Web Zombies. The webbing and zombies within the hollow act in an identical manner to those found in the Etter Forest (see page 41 for details); however, this webbing has been specially constructed by the ettercap to warn it of any trespassers. By the time the characters reach the lair of the enhanced ettercap, it is alerted to their presence and can't be surprised.

Mud Pit Ambush

A series of sharp turns and narrow passages opens out into a larger cavern.

Hazard: Mud Pit. Entering from the west, the passageway opens into a roughly 30-foot-square cavern. The floor of this area is a mud pit created by the runoff from the valleys above. When the ettercap discovered this hollow, its newfound intelligence

recognized the area as a natural defense against invaders, as while the spiderkin can safely traverse the walls, other creatures would become mired below.

The entire area is considered difficult terrain. The first two characters in the party's marching order step into the muddy area, sinking 1d4 + 1 feet into the mud and becoming restrained before they realize anything is amiss. When a non-spiderkin creature enters the muddy area or starts its turn there, it sinks another 1d4 feet.

As long as a creature is not completely submerged in the mud, it can escape by using its action and succeeding on a Strength (Athletics) check. The DC for this check is equal to 10 plus the number of feet the creature has sunk into the mud. A creature that is completely submerged in the mud can't breathe.

A creature can pull another creature within its reach out of the mud pit by using its action and succeeding on a Strength check. The DC for this check is equal to 5 plus the number of feet the restrained creature has sunk.

Encounter: Spiderkin. As the characters fight to escape the mud, the spiderkin ambush them. One creature approaches from behind them, while the others attack from the east end of the area, attempting to corral the characters into the mud pit's center.

The nature of the encounter depends on the level of the adventure, as shown in the table on the next page. See "Web Zombies" in the General Features section on page 41 for details on web zombies. Creatures marked with an asterisk are new creatures featured in the appendix.

MUD PIT AMBUSH ENCOUNTERS

Adventure Level	Encounter
1st	1 giant wolf spider and 1 swarm of spiders
3rd	1 giant spider and 2 web zombies
5th	2 ettercaps and 2 web zombies
8th	1 deathweaver* and 2 swarms of spiders

Ettercap Lair

Another, albeit shorter, twisting tunnel opens into the ettercap's lair. Once again the ettercap has chosen its lair carefully, picking a location that offers the natural defense of a 20-foot-wide and 60-foot-deep chasm that bisects the cave.

Here the ettercap stores the food the spiders bring and doles it out in quantities only large enough to guarantee they remain subservient. Meanwhile, the greedy creature's already bulbous abdomen is now bloated and swollen with avarice.

Nevertheless, the ettercap has recognized the value in keeping one captive alive: the sprite princess Blodwyn. She is encased in a poisonous web sac that keeps her paralyzed.

Encounter: Enhanced Ettercap. The ettercap is enhanced with a *headband of intellect* that has allowed it to learn much. As mentioned above, the ettercap is prepared for the party's arrival and is hiding on the ceiling of the cavern, intending to ambush the party as they enter. The stalactites give the ettercap advantage on its Dexterity (Stealth) check.

If the ettercap surprises the party, it will attempt to drag the weakest-looking character and shove them over the lip of the chasm that divides the cavern. If the ettercap loses up to half its hit points, it flees to the other side of the chasm. It then uses its action to free Blodwyn the sprite from her webbing and hold a claw to her throat.

Each turn thereafter, the ettercap will climb back towards the tunnel entrance while carrying Blodwyn with it. Although it can't speak any form of language the characters might understand, its intention is clear enough, "Let me go, or the fairy gets it!"

At higher levels of play, the ettercap can be enhanced and supported by other minions as detailed below. See "Web Zombies" in the General Features section on page 41 for details on web zombies. Creatures marked with an asterisk are new creatures featured in the appendix.

Hazard: Chasm. Although it will seem bottomless to most characters, the chasm is only 60-feet deep. If a creature falls into the chasm it falls to the bottom, it takes a maximum of 21 (6d6) bludgeoning damage. The creature lands prone unless it avoids taking damage from the fall. A fall from this height is likely a death sentence to a 1st-level character.

Climbing from the bottom of the chasm requires a creature to make a successful DC 13 Strength (Athletics) check. Webbing stretches across the chasm in a few places. This webbing can be used to cross the chasm, but a creature that starts its turn on the webbing or moves onto for the first time on a turn must succeed on a DC 12 Dexterity saving throw or become restrained by the webs.

ETTERCAP LAIR ENCOUNTERS

Adventure Level	Encounter
1st	Only the ettercap.
3rd	The ettercap is joined by 2 giant spiders .
5th	The ettercap has 71 hit points and can cast <i>thunderwave</i> (DC 14, 3/day). It is joined by 2 phase spiders and 2 web zombies .
8th	The ettercap has 71 hit points and can cast <i>thunderwave</i> (DC 14, 3/day) and <i>blight</i> (DC 14, 1/day). It is joined by 2 deathweavers .*

Development: Blodwyn. As noted above, while she is wrapped in the webbing, Blodwyn is paralyzed, but if she is freed from the webbing, Blodwyn enters the initiative order. At the end of each of her turns, Blodwyn must make a DC 11 Constitution saving throw. On a success, she is no longer paralyzed and will fight to escape and defend herself.

Treasure: Ill-Gotten Gains. The spiders have been taking captives for weeks, most of whom have been dragged back here. Amongst the desiccated corpses, characters can find treasure. The nature of the treasure depends on the level of the adventure, as shown in the table above.

Additionally, if they defeated the ettercap, they can take its headband of intellect. Tossed in a corner is a crate of medical supplies that the spiderkin considered worthless.

ETTERCAP LAIR TREASURE

Adventure Level	Treasure
1st	A <i>potion of healing</i> , a +1 <i>dagger</i> , and assorted coins with a combined value of 159 gp
3rd	A <i>potion of healing</i> , a <i>potion of diminution</i> , a +1 <i>dagger</i> , a suit of scale mail, and assorted coins with a combined value of 259 gp
5th	A <i>potion of greater healing</i> , a <i>potion of fire resistance</i> , a +1 <i>longsword</i> , a suit of scale mail, and assorted coins with a combined value of 459 gp
8th	A <i>potion of greater healing</i> , a +1 <i>longsword</i> , a suit of +1 <i>scale mail</i> , and assorted coins with a combined value of 659 gp

Aftermath

If the characters succeed in destroying the ettercap, the other spiderkin that still infest the forest are quickly overcome without their cunning leader, and within a few weeks, the balance returns to Ettercap Forest. If, however, the ettercap escapes, it will likely find the means to breed another army of arachnid servants.

If the characters succeed in rescuing either Blodwyn or Elewyn, they organize the fey creatures of the forest and root out the remaining spiderkin themselves. They also remain vigilant against such an incursion happening again. Ω



F. Fey Dragon Hollow

While traveling through what seems like a mundane section of the forest, the characters quickly discover things are not exactly as they seem.

Fey Dragon Hollow

From the outside, there doesn't seem to be anything unusual about the part of the forest featured in this adventure. Few tales feature special and strange events happening in this part of the forest. Animal attacks are rare, and it seems like there are hardly any monsters in the area of which to concern oneself.

Of course, this is thanks to the concerted efforts of the forest's good-aligned fey inhabitants. The combined efforts of fey dragons, sprites, pixies, and dryads ensure that the forest remains safe. Furthermore,

they protect the forest's true wealth, multiple portals to the Realm of the Fey, magic items long thought lost to time, the wisdom of the trees, and so forth.

Whatever the hook that brings them into the forest, the characters must sort through the forest's illusions and defenses to find the forest's center.

Because this adventure takes place in an outdoor environment which relies more on overland exploration and random encounters than keyed encounters, this section details how to manage the adventure.

Into the Woods

For each day that the party travels inside this section of the forest, follow these steps:

- Let the players determine whether the party wants to try to leave the forest or

go deeper into its heart, and whether they plan to move at a normal pace, a fast pace, or a slow pace.

- If the players choose to leave the forest, they do so without any issue—suffering no random encounters, no chance of getting lost, etc. See "Leaving Fey Hollow" below for details.
- If the players choose to go deeper into the forest to find its core, they must navigate their way through its tricks and illusions. See "Traveling to the Core on the right for details.
- Resolve encounters and random encounters, if any.
- At the end of each day that the party spends in the forest, the party must make camping preparations and check to see if they have any supplies. See "Camping in the Forest" on the next page for details.

Leaving Fey Hollow

The actual section of forest featured in this adventure only covers 64 square miles (roughly 40,000 acres). If the characters' goal was to simply pass through the forest in order to reach the other side, they could do it in a day, even if they were moving at a slow pace. It's when the characters choose to find the forest's center that they discover that the forest is more than meets the eye. Frequent castings of hallucinatory terrain and mirage arcane by its fey denizens have transformed the forest into a veritable labyrinth where distance no longer matters. Even druids and rangers familiar with forests have difficulty finding their way through this wood.

As such, it's always much easier to leave the forest than it is to travel to its heart. No matter where the characters are in the forest

when they decide they want to leave, roll a d4. The result is the number of miles they must travel to reach the forest's edge, regardless of where they are within the forest.

While traveling towards the forest's edge, the characters will not experience random encounters or changes in terrain. Assuming that they don't choose to stop or turn around, it only takes them an hour to cover 1 ½ miles at a normal pace, 2 miles at a fast pace, and 1 mile at a slow pace.

Traveling to the Core

Things get tricky once the characters decide to travel to the forest's core. Have the players designate one party member as the navigator.

When the characters first enter the forest, and once every time they travel to a different area in the forest, have the navigator's player (or the GM, if it's an NPC) make a Wisdom (Survival) check. If the navigator has the Natural Explorer feature with forest as their chosen terrain type, they make this check with advantage.

Use the Fey Dragon Hollow Navigation table on the next page to determine what happens to the party based on the check's result. If the party travels deeper into the forest, roll the given number of dice to determine which area of the forest the party finds themselves. Locations marked with an asterisk can only be found if the party discovers clues which give them bonuses to the Fey Dragon Hollow Location check. With the exception of moving toward the forest's edge (see the left column), it always takes the characters 2 hours of traveling on foot to move between forest locations.

FEY DRAGON HOLLOW NAVIGATION

Check Result	Outcome
0–9	The party reaches the forest's edge and must start their journey anew.
10–14	The party travels deeper into the forest. Roll 1d4, then reference the forest location table to determine which part of the forest the characters discover.
15–24	The party travels deeper into the forest. Roll 2d4, then reference the Forest Location table to determine which part of the forest the characters discover.
25+	The party finds the forest's core, area 10.

Camping in the Forest

Sleeping in the Green Forest takes a bit more effort than setting up tents around a campfire. If the characters aren't careful, the forest's innate magic could push them to the edge of the forest. From there, they will have to start their journey to the edge of the forest anew.

To determine how the party fares during their overnight stay in the forest, the characters must make a special group check. The group check involves multiple checks, none of which are the same. Anyone can make any of the checks, but only one character can attempt each check and they can't receive help.

The party must make three checks:

FEY DRAGON HOLLOW LOCATION

Check Result	Location
1	F1. Blight's Edge
2	F2. Forest Trail
3	F3. Forest Stream
4	F4. Forest Cave
5	F5. Copse of Trees
6	F6. Forest Clearing
7	F7. Felled Monarch
8	F8. Forest Menhirs
9	F9. Fairy Circle*
10+	F10. Misty Forest

Intelligence (Nature), Wisdom (Survival), and a special Constitution check that has a bonus equal to a roll of the participating character's largest Hit Dice (this roll doesn't spend that die). The DC for each of the checks is determined by the last area of the forest through which the characters traveled, as shown on the table on the next page.

Once all the checks related to camping have been rolled, the party's success or failure is determined. There are four levels of success or failure, determined by the results of the party's group check. A total success or a total failure occurs when every roll in the group check is a success or a failure, respectively. Two successful checks indicate a success, and two failed checks indicate a failure.

CAMPING IN THE FOREST DCs

Forest Area	DC
1–4	10
5–6	15
7–8	20

CAMPING RESULTS

Result	Outcome
Total Failure	The party awakens to find themselves outside of the forest. They must begin their search for the forest's center anew.
Failure	The party is attacked during the night. Roll on the random encounter table to determine the nature of the encounter
Success	The party rests without any issue
Total Success	One of the characters experiences a vivid dream about the forest that serves as a clue. So long as the party doesn't opt to leave the forest, the party's navigator adds a cumulative +1 to all Wisdom (Survival) checks they make to navigate through the forest, as well as cumulative +1 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.

Random Encounters

Many of the forest's areas require you to make checks for random encounters. When a random encounter occurs, roll percentile dice and check the Random Encounters

Forest Locations

After the characters discover a location in the forest, refer to the appropriate location below to determine what they find there.

F01. Blight's Edge

Some fifty feet ahead of you, the trees and foliage part, revealing a blighted part of the forest. The few trees which still stand within this area are dark and withered. Black char and thick gray ash cover the ground. No birds sing here, no frogs croak, nor do insects chirp. A dread chill slides down your spine.

This blighted region of the forest is fake. It was created by the fey dragon using its mirage arcane spells. Then, gnomish illusionists in league with the forest's fey cast arcanist's magic aura upon the area so that it emits a false aura of strong necromancy.

Creatures with truesight can see through the illusion to the terrain's true form; however, all other elements of the illusion remain, so while the creature is aware of the illusion's presence, the creature can still physically interact with the illusion. Otherwise, there is no other way to see through the illusion until it is dispelled.

Encounters: Fey Creatures. Regardless of the adventure's level, the encounter is



always the same: a **fey dragon** (see the appendix) and four **sprites**, all invisible, use their illusions to create an illusory creature at the blighted edge of this area.

First, the fey dragon uses its minor illusion spells to create minor visual and auditory effects among the darkened trees.

These effects include growls, red or yellow glowing eyes, whispers in the dark, etc.

If these illusions fail to deter the characters, the fey dragon then puts itself in range so it can use its fear spell, hoping the fear effect causes the characters to run away from the blight's edge.

Finally, if the fear spell fails, the fey dragon "reveals" the creature using its major image spell, creating a horrific beast that defies all explanation—or, if you need a monster description, just insert any creature

whose challenge rating far exceeds what the party is capable of handling, such as an ancient red dragon, a warband of fire giants, or even a tarrasque.

If the sight alone isn't enough to drive off the characters, the fey dragon and sprites use their innate invisibility and magic in tandem to make it seem like the creature is fighting them. These illusions even go so far as to show the character's weapons "damage" the creature and mask the sprites' arrows.

Their goal is to drive the characters away, not hurt them. Characters knocked unconscious during the fight will later find themselves at the edge of the forest, in stable condition. Although characters without truesight can't sense the illusory nature of the blighted area, they can see through the fey dragon's minor illusion and

major image spells by using their action to make a DC 15 Intelligence (Investigation) check, seeing through the spells with a success.

Leaving the Blight. If the characters flee this area from any edge of the map other than the blighted edge, they automatically leave the forest as if they'd opted to do so.

F02. Forest Trail

A narrow trail winds its way through the center of the forest.

Like areas 1 and 3, this part of the forest is designed to point the characters back towards the edge of the forest. If the characters opt to follow the trail—regardless of the direction they choose—they soon find themselves at the forest's edge, as if they'd opted to voluntarily leave the forest.

Random Encounters. When the characters enter this part of the forest, roll a d20. On a result of 17-20, an encounter occurs. See Random Encounters on pages 9-11 for details.

F03. Forest Stream

A fast-moving stream cuts its way through the forest.

Similar to areas 2 and 3, this part of the forest is designed to point the characters back towards the edge of the forest. If the characters opt to follow the stream—regardless of the direction they choose—they soon find themselves at the forest's edge, as if they'd opted to voluntarily leave the forest.

Random Encounters. When the characters enter this part of the forest, roll a d20. On a result of 17-20, an encounter occurs. See Random Encounters on page 9-11 for details.

4 - Copse of Trees

The trees' thick canopies cast heavy shadows over this region of the forest. Judging by the dense undergrowth, you've entered an older part of the forest.

This copse of trees is the characters' first step in the right direction, as they now find themselves deeper in the forest. So long as the party doesn't opt to leave the forest, the party's navigator adds +1 to the next Wisdom (Survival) check they make to navigate through the forest, and +1 to the next roll they make on the Forest Locations table.

Random Encounters. When the characters enter this part of the forest, roll a d20. On a result of 16-20, an encounter occurs. See Random Encounters on page 9-11 for details.

F05. Forest Clearing

The trees momentarily break, revealing a quiet clearing measuring seventy-five feet across.

Like the copse of trees, this clearing places the characters one step closer to reaching their goal of finding the forest's center. So long as the party doesn't opt to leave the forest, the party's navigator adds a cumulative +1 to all Wisdom (Survival) checks they make to navigate through the

CAVE CLUES DISCOVERED

Check Result	Clues Found
1–5	No clues found.
6–9	The character discovers a minor clue. So long as the party doesn't opt to leave the forest, the party's navigator adds a cumulative +1 to all Wisdom (Survival) checks they make to navigate through the forest, as well as cumulative +1 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.
10–19	The characters discover a major clue. So long as the party doesn't opt to leave the forest, the party's navigator adds a cumulative +2 to all Wisdom (Survival) checks they make to navigate through the forest, as well as cumulative +2 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.
20+	The characters discover a significant clue. So long as the party doesn't opt to find the forest's edge, the next area they discover is area F10, Misty Forest, regardless of the result of their Wisdom (Survival) checks and Forest Location rolls.

FELLED MONARCH CLUES DISCOVERED

Check Result	Clues Found
1–9	The character discovers a minor clue. So long as the party doesn't opt to leave the forest, the party's navigator adds a cumulative +1 to all Wisdom (Survival) checks they make to navigate through the forest, as well as cumulative +1 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.
10–19	The characters discover a major clue. So long as the party doesn't opt to leave the forest, the party's navigator adds a cumulative +2 to all Wisdom (Survival) checks they make to navigate through the forest, as well as cumulative +2 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.
20+	The characters discover a significant clue. So long as the party doesn't opt to find the forest's edge, the next area they discover is area F10, Misty Forest, regardless of the result of their Wisdom (Survival) checks and Forest Location rolls.

forest, as well as cumulative +1 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.

Random Encounters. When the characters enter this part of the forest, roll a d20. On a result of 15-20, an encounter occurs. See Random Encounters on pages 9-11 for details.

F06. Forest Cave

From seemingly nowhere, a sheer cliff rises from the floor of the forest. Thick creepers cling to the cliff's rocky sides, nearly concealing the presence of a gaping cavern entrance set at its center.

The cave leads into a cavern within the cliff. You're free to detail the nature of the cavern and its contents, or you can have it be nothing more than a one-room chamber measuring 20 feet across.

Encounter: Cave Monster. If you choose to make the cavern more than a simple cave, ignore this section. Otherwise, roll a d20 to determine if there is a creature in the cavern. On a result of 15-20, the characters encounter a creature. The nature of the creature depends on the level of the

adventure as shown on the Cave Monster Encounter table below. Creatures marked with an asterisk are detailed in the appendix.

Clues. Regardless of the encounter (or lack thereof), if the characters search the cavern, there is a chance that they discover clues that will lead them deeper into the forest. Have a designated member of the party make an Intelligence (Investigation), Intelligence (Nature), or Wisdom (Perception) check (the player's choice). Refer to the table on page 56 to determine what the party finds.

F07. Felled Monarch

The trees are not nearly as dense in this area. Ahead, a colossal tree lies on its side, its snake-like roots exposed. Three-foot-tall mushrooms measuring one to five feet across surround the fallen monarch.

Encounter: Forest Protectors. When the characters enter this area, they arouse the suspicions of the forest's protectors, the nature of which depends on the level of this adventure as shown on the table below.

Clues. The fallen monarch is a major landmark in the forest, which will help point the characters in the direction they need to

CAVE MONSTER ENCOUNTER

Adventure Level	Encounter
1st	1 shadow cat
3rd	1 bulette
5th	1d4 + 1 trolls
8th	1 adult green dragon

FELLED MONARCH ENCOUNTER

Adventure Level	Encounter
1st	1 satyr and 4 sprites
3rd	4 dryads
5th	1 treant
8th	1 adult gold dragon

FOREST MENHIRS CLUES DISCOVERED

Check Result	Clues Found
1–5	The character discovers a minor clue. So long as the party doesn't opt to leave the forest, the party's navigator adds a cumulative +1 to all Wisdom (Survival) checks they make to navigate through the forest, as well as cumulative +1 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.
6–15	The characters discover a major clue. So long as the party doesn't opt to leave the forest, the party's navigator adds a cumulative +2 to all Wisdom (Survival) checks they make to navigate through the forest, as well as cumulative +2 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.
16+	The characters discover a significant clue. So long as the party doesn't opt to find the forest's edge, the next area they discover is area F10, Misty Forest, regardless of the result of their Wisdom (Survival) checks and Forest Location rolls.

go to find their way through the forest. Have a designated member of the party make an Intelligence (Investigation), Intelligence (Nature), or Wisdom (Perception) check (the player's choice). Refer to the table on page 56 to determine what the party finds.

F08. Forest Menhirs

The trees break to reveal a twenty-foot-tall hill upon which a circle of vine-stricken menhirs stand. A crumbling flight of steps offers access to the top of the mound. Although the width varies for each standing stone, they all stand thirteen feet high. The stones surround a large natural rock marked with druidic symbols.

This set of menhirs is another strong clue that the characters are close to their goal of

finding the center of the forest.

Encounter: Druids. More of the forests' defenders protect this area. Like the creatures encountered in areas 7 and 9, they prefer peace to fighting, but will turn to magic if the need arises. The nature of this encounter depends on the level of the adventure as shown on the table on the next page.

Clues. The forest menhirs will help point the characters in the direction they need to go to find the forest's center. Have a designated member of the party make an Intelligence (Investigation), Intelligence (Nature), or Wisdom (Perception) check (the player's choice). Refer to the table above to determine what the party finds.

FOREST MENHIRS ENCOUNTER

Adventure Level	Encounter
1st	1 druid and 1 wolf
3rd	2 druids and 2 wolves
5th	4 druids and 4 wolves
8th	4 druids and 4 dire wolves

F09. Fairy Circle

A small mound dominates the center of this forest clearing. Huge red and orange mushrooms rise from the ground, forming an irregular circle around the mound. The grass shimmers with supernatural iridescence.

The fairy circle is one of the last areas the characters will discover before they discover the forest's center (see area F10). It is here that the forest's native fey creatures make their last stand to deter the characters from traveling further into the forest.

Encounter: Fey Dragon. The adventure's eponymous creature, a **fey dragon** (see the appendix), meets the characters here. The dragon uses its invisibility and illusions to mask its true form and its position relative to the party (similar to how the *mislead* spell functions). Instead of trying to scare or assault the characters, it turns to diplomacy and persuasion, hoping it can convince the characters to leave on their own. If its words won't work, it will go so far as to offer a portion of its own treasure hoard, hoping the characters' greed will turn them around. The nature of what the fey dragon offers

FEY DRAGON BRIBE

Adventure Level	Bribe
1st	Gems worth 350 gp total or one uncommon magic item (your discretion).
3rd	Gems worth 700 gp total or two uncommon magic items (your discretion).
5th	Gems worth 3,500 gp total or one uncommon magic item per character (characters choose the magic items).
8th	Gems worth 7,000 gp total or two rare magic items (your discretion).

depends on the level of the adventure as shown on the table above.

F10. Misty Forest

Thick, chilly mist surrounds you on all sides, heavily obscuring everything in front of you. All that you can see through the mist are the vague outlines of the forest's huge, primordial trees, as well as soft fairy lights which appear, then vanish in random succession.

Whatever adventure hook drove the characters to find the center of the forest is found in this location. Ω



H. Hobgoblin Hideout

A band of hobgoblins and other goblinoids reside within an old bandit fortress, creating trouble across the countryside.

Hobgoblin Hideout

The hobgoblins featured in this adventure claimed an old bandit hideout as their base of operations. The top portion of the hideout is in rough shape due to the bad weather that constantly bashes the area. A set of double doors in area H03b leads down to the actual hideout, a grotto within which the hobgoblin's war chief, Krorburg, resides.

While Krorburg certainly dresses the part of a decorated hobgoblin war chief, he lacks honor and is something of a coward. He delegates actions to the other goblinoids, preferring to stay in his chambers (see area

H12) reading magic texts. Krorburg uses the other goblinoids as a way to fund this obsession.

General Features

Unless stated otherwise, the hobgoblin hideout has the following features in common.

Natural Caverns. The subterranean portion of the hideout consists of natural stone floors, walls, and ceilings. Ceilings belowground are a minimum of 7 feet high. Natural springs keep these corridors and chambers damp; the smell of mold is common throughout the entire area.

Illumination. The aboveground hideout is bathed in natural light during the day. At night, the area is dark, save for a few fires around the camp. Much of the belowground hideout is dark as the hobgoblins do not

require light to see.

Structures. The structures aboveground are made from warped wooden planks. Doors are relatively weak and lack locks. If pressed, a creature may block a door with furniture or a post. Doors secured this way require a successful DC 15 Strength (Athletics) check to shove open.

Palisades. 15-foot-high palisades surround the aboveground hideout. Most of these palisades have walkways that offer cover for defending archers.

Tents. Areas H03 and H10 include a handful of tents within which the hobgoblins and their minions rest. Each time the characters search a tent, roll a d20 and refer to the table on the right to determine the tent's contents.

Low Morale. The goblinoids that inhabit this hideout enjoy the wealth that their campaigns have brought them, but suspect that their "fearless" leader Krorburg is actually a coward. As such, many of the goblinoids here—particularly the goblins and bugbears—refuse to fight to the death.

A goblinoid or group of goblinoids might flee under any of the following circumstances:

- The goblinoid or group is surprised.
- The group's leader is reduced to 0 hit points, incapacitated, taken prisoner, or otherwise removed from battle.
- A lone goblinoid is reduced to half its hit points or fewer for the first time in the battle.
- The group is reduced to half its original size with no losses on the opposing side.

To determine whether a goblinoid or a group of goblinoids flees, make a DC 10

HOBGOBLIN TENT CONTENTS

d20	Contents
1–10	Beyond a few blankets and a bedroll, the tent offers nothing of value.
11–14	There is a sleeping hobgoblin inside the tent.
18–19	The characters discover a suit of chain mail, a shield, a longsword, and a longbow with 20 arrows.
20	The same as 18-19, but there are also 1d2 <i>potions of healing</i> .

Wisdom saving throw for the creature or the group's leader (whichever has the highest Charisma or CR of the bunch).

If there are no hobgoblins present, make the check with disadvantage. On a failed saving throw, the affected creature or group flees by the most expeditious route. If escape is impossible, the creature or group surrenders unless the opposition continues the attack.

Goblinoids that surrender will reveal their frustration with Krorburg. Although they won't fight him (they fear his "kaboom" magic), they will share his location and other information regarding the hideout's traps and hazards.

Elite NPCs

Many of the goblinoids encountered in this adventure use the NPC stat blocks found in the Fifth Edition manual of monsters. Adjust these stat blocks based on the

creature's race, as noted below.

Bugbears

Bugbear NPCs have the following adjustments:

- Unless the NPC already has expertise in Stealth, the bugbear has expertise in the Stealth skill—double its proficiency bonus plus its Dexterity modifier.
- The bugbear has proficiency in Survival checks.
- The bugbear has darkvision out to 60 feet.
- The bugbear speaks Common and Goblin.
- **New Trait: Brute.** A melee weapon deals one extra die of its damage when the bugbear hits with it.
- **New Trait: Surprise Attack.** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.
- **Challenge Rating Increase.** Increase the bugbear NPC's CR by 1.

Goblins

Goblin NPCs have the following adjustments:

- The goblin's size is Small.
- Unless the NPC already has expertise in Stealth, the goblin has expertise in the Stealth skill—double its proficiency bonus plus its Dexterity modifier.
- The goblin has darkvision out to 60 feet.
- The goblin speaks Common and Goblin.
- **New Trait: Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Hobgoblins

Hobgoblin NPCs have the following adjustments:

- The hobgoblin has darkvision out to 60 feet.
- The hobgoblin speaks Common and Goblin.
- **New Trait: Martial Advantage.** Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't

Keyed Locations

The map of the hobgoblin hideout on page 63 shows the position of the following detailed locations.

H01. Hideout Exterior

Right away, the characters should see that the fortress looks somewhat dilapidated. If it weren't for the guardian standing at the front gate and the goblinoids operating the watch towers, one would be forgiven for thinking it is empty.

Encounter: Guardian. The goblinoids placed a guardian at the front gate to deter invaders and trespassers. The guardian's nature depends on the adventure level, as shown in the table on page 64. Regardless of the creature guarding the front, it attacks any creature that comes within 30 feet of it, except for the hobgoblins (who keep the beast fed). A thick, 15-foot length of chain keeps the guardian from wandering off. The chain has AC 18, 10 hit points, and immunity to poison and psychic damage. A creature, including the guardian, can break the chain with a successful DC 20 Strength check.



Cartography by Tom Cartos - <https://www.patreon.com/tomcartos>

AREA H01 ENCOUNTERS

Adventure Level	Encounter
1st	1 brown bear
3rd	1 owlbear
5th	1 bulette
8th	1 tyrannosaurus rex

SNEAKING INTO THE HIDEOUT DCs

Adventure Level	DC Day	DC Night
1st	10	5
3rd	15	10
5th	15	10
8th	17	12

AREA H02 ENCOUNTERS (PER TOWER)

Adventure Level	Encounter
1st	1 hobgoblin
3rd	2 hobgoblins
5th	3 hobgoblins
8th	2 hobgoblin veterans

A fight with the guardian draws the attention of the guards on the watchtowers (see area H02).

Rear Entrance. Characters who want to avoid the guardian at the front gate might look around the hideout's rear. Fortunately, there is a hole in the fence at the north end of the hideout. Characters who succeed on a group Dexterity (Stealth) check may slip through this hole undetected. The DC for the check depends on the level of the adventure, as shown in the Sneaking into the Hideout DCs table on the left. If the characters fail the check, the creatures in the watchtower and bailey notice them and attack.

H02. Watchtowers

Three 20-foot-high watchtowers offer the goblinoids a clear view of the surrounding terrain: one to the northeast, one to the southeast, and one to the west.

Encounter: Watchers. The creatures positioned at each of these towers depend on the adventure level, as shown in the table on the left.

H03. Bailey

The bailey of the hideout is divided into three sections: the lower bailey (H03a), the upper bailey (H03b), and the latrines (H03c). Tents and carts crowd most of the bailey. A 10-foot-tall rise divides the lower and upper bailey. The rise's cliff offers a doorway down to the subterranean section of the hideout; it is marked with a "D" on the map.

Encounter: Goblinoid Minions. Except for the mimic (see next page), the lower bailey is empty. However, goblinoids and other creatures are lurking on the upper bailey (3b). If the characters enter from the

AREA H03B ENCOUNTERS (UPPER BAILEY)

Adventure Level	Encounter
1st	3 goblins
3rd	8 goblins
5th	3 ogres and 3 goblins
8th	1 hill giant, 3 ogres, and 3 goblins

AREA H03A MIMIC SIZE

Adventure Level	Mimic Size
1st	Medium mimic
3rd	Medium mimic
5th	Large mimic
8th	Huge mimic

rear of the hideout, they must sneak past these guards. Otherwise, these creatures won't notice the characters unless they make a lot of noise coming into the fortress. The nature of the encounter in the upper bailey depends on the adventure level, as shown in the table below.

Encounter: Tricky Mimic. Dried blood mars the ground around one of the carts next to the old exterior barracks (area H04). When the goblinoids claimed the hideout, they discovered a tricky mimic posing as the cart. Amused by its presence, they decided to leave it where it was. Occasionally they feed it to keep it from exploring the camp. Fat and happy, the mimic remains in place. The mimic's size depends on the adventure level,

as shown in the table below. Medium mimics are the traditional fifth edition mimics. The Large and Huge mimics are detailed in the appendix.

Encounter and Treasure: Toilet Trouble. The latrines (H03c) are surprisingly clean, a testament to the disciplined nature of hobgoblins. However, one of the hobgoblins accidentally dropped a gold bracelet in the northernmost toilet. This particular toilet is also home to a pesky black widow. A character who reaches for the bracelet in the latrine, but fails to make a successful DC 14 Wisdom (Perception) first, gets attacked by the **spider**. The bracelet is worth 50 gp per level of the adventure.

H04. Barracks (Above Ground)

This ramshackle structure was once the barracks for the bandits who built the fortress. The mimic (see area H03a) devoured a few of the bandits that lived there and prevented the goblinoids from entering the old shack. Most of the goods in the old shed are rotten and useless.

Treasure: Secret Stash. The bandits that lived here—and were subsequently eaten by the mimic—left behind a stash of goods hidden under the floorboards. Finding the stash requires a successful DC 15 Intelligence (Investigation) check. The nature of the stash depends on the adventure level, as shown in the table on page 66.

H05. Storage Shed

Useless junk crowds the shelves of this old storage shed.

Encounter: Napping Goblinoid. Shirking their duties, a goblinoid sleeps in the corner of this old storage shed. The

AREA H05 ENCOUNTERS

Adventure Level	Encounter
1st	1 hobgoblin
3rd	1 bugbear
5th	1 hobgoblin veteran
8th	1 bugbear gladiator

AREA H04 TREASURE

Adventure Level	Treasure
1st	200 sp, 100 gp, 5 gold bracelets worth 25 gp each
3rd	200 sp, 100 gp, 5 gold bracelets worth 25 gp each, and a <i>bag of holding</i>
5th	500 gp, 500 pp, 5 large gold bracelets worth 250 gp each, and a <i>wand of secrets</i>
8th	500 gp, 500 pp, 5 large gold bracelets worth 250 gp each, a <i>wand of secrets</i> , and <i>bracers of defense</i>

goblinoid's stat block depends on the level of the adventure, as shown in the table above.

Treasure: Hidden Weapon. Unknown to even the goblinoids who live in the hideout, there is a magic shortsword stashed behind one of the shelves. Finding the weapon requires a successful DC 15 Intelligence (Investigation) check. The nature of this weapon depends on the level of the adventure, as shown in the table above.

AREA H05 TREASURE

Adventure Level	Treasure
1st	+1 <i>shortsword</i>
3rd	+1 <i>shortsword</i>
5th	+2 <i>shortsword</i>
8th	+3 <i>shortsword</i>

H06. Armory

When the characters first approach this building, the doors are barred—from the outside. Removing a bar is relatively simple. However, it should be the first indication that there is something amiss.

Initially, this was one of the few aboveground buildings that the hobgoblins deemed fit to reuse. It served as both an armory and a war room. Longswords, morning stars, and shortswords crowd the racks at the room's north end. There are also three suits of chainmail folded and stored in a locked chest.

Hazard: Russet Mold. The hobgoblins abandoned this area a few months ago after a nasty strain of russet mold found its way inside. The mold hides in the dark nooks and crannies of the room, such as in chests, under furniture, and below the floorboards themselves. A character with a passive Intelligence (Nature) check of 15 or better immediately notices the mold.

When a character disturbs the mold—by performing a search in the area or moving any furniture—the fungus releases a cloud of spores in a 5-foot-radius burst. Each creature in the area must make a DC 15 Constitution saving throw. Constructs, plants, and undead automatically pass their



saving throws. On a failed saving throw, the target becomes diseased. While diseased in this way, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every hour. If the target's hit point maximum drops to 0 due to this disease, the target dies. If the target is a Small or larger creature, a full-grown **vegepygmy** (see the appendix) bursts from the target's corpse 24 hours later.

Russet mold is immune to all damage except acid. Any amount of acid damage removes a 5-foot patch of russet mold. Pouring a pint or more of strong alcohol on the mold kills it, as does the lesser restoration spell or similar effects. Sunlight doesn't kill the mold but does render it dormant and harmless as long as the sunlight persists.

H07. Workshop

The double doors in area H03b lead into this expansive cavern. There is a message in Goblin painted over the doors that reads, "Don't forget your earplugs."

This area serves as both a crude kitchen and smithy for the goblinoids.

Hazard: Gibbering. The gibbering mouthers in the prison (see area H08) to the west constantly babble and moan. The goblinoids know about this danger and take precautions, jamming bees' wax into their ears as they pass through the area. Any creature that starts its turn within 20 feet of the mouthers and can hear them must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On

AREA H07 ENCOUNTERS

Adventure Level	Encounter
1st	1 bugbear
3rd	2 bugbears
5th	1 bugbear gladiator
8th	2 bugbear gladiators

a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Encounter: Bugbears Workers.

Kitchen and smithy duties go to the hideout's bugbears. The bugbears here constantly wear earplugs to avoid the gibbering coming from the prison (see above). They can communicate through crude hand gestures (primarily pointing and giving thumbs up). As such, they have a -5 penalty to their passive Wisdom (Perception) checks made to hear. The nature of the encounter here depends on the level of the adventure, as shown in the table above.

Treasure: Lucky Rabbit's Foot and Keys. One of the bugbear workers here carries a set of keys used to open the prison cell. A severed rabbit foot is attached to the keys—it functions as a *stone of good luck*.

H08. Prison

The door to this prison is kept locked. The bugbears in area H07 have the keys. Without a key, the door requires a successful DC 16

AREA H08 ENCOUNTER

Adventure Level	Encounter
1st	1 gibbering moulder
3rd	2 gibbering moulthers
5th	3 gibbering moulthers
8th	3 gibbering moulthers

Dexterity check using proficiency in thieves' tools to pick or a DC 23 Strength (Athletics) check to break open. Some time ago, the goblinoids captured a transmuter and stuffed her into the cell. Determined to get out, she used an experimental spell to alter the rock. Unfortunately, the spell backfired and altered her (along with a couple of guards), transforming her into a gibbering moulder. Too afraid to deal with the creature, the goblinoids use it as a defensive measure against would-be intruders.

Encounter: Gibbering Moulthers. The number of gibbering moulthers here depends on the level of the adventure, as shown in the table above.

Secret Tunnel. Unknown to the goblinoids—or the pour soul who transformed herself into a gibbering moulder (see above)—there is a secret passageway connecting this area to area H10. Finding the secret tunnel requires a successful DC 20 Wisdom (Perception) check. Unfortunately, the door is stuck, requiring a successful DC 22 Strength (Athletics) check to push it open.

H09. Haunted Secret Tunnel

Both passages into this secret tunnel are hidden, requiring successful DC 20 Wisdom

AREA H09 ENCOUNTER

Adventure Level	Encounter
1st	1 will-o'-wisp
3rd	1 will-o'-wisp
5th	2 will-o'-wisps
8th	3 will-o'-wisps

(Perception) checks to find. So far, none of the goblinoids have found it. However, some guards say they hear ghostly whispers from within the walls. The doors at both ends are jammed shut, requiring a successful DC 22 Strength (Athletics) check to push it open.

This tunnel connects the jail cell (area H08) to the barracks (area H10).

Encounter: Undead Bandits. Years ago, before the hobgoblins took control of this hideout, a group of bandits died of starvation in the tunnels. They now haunt this tunnel as angry undead spirits. The nature of this encounter depends on the level of the adventure, as shown in the table above. The creatures won't leave this area.

H10. Barracks (Below Ground)

A cluster of tents surrounds a smokey fire. Many hobgoblin soldiers working in the hideout use this cavern to rest and relax.

Encounter: Pord. Unless the characters encounter hobgoblins in their tents (see "General Features" on page 60-61 for details), there is only one person here when the characters arrive, a **goblin** named Pord. However, Pord is trapped. As a practical joke, the hobgoblins trapped Pord using *iron bands of binding*. They left him by the fire to squirm while they went about their tasks.

Pord struggles to get free, but the bands are too strong for him. Angry at his companions, Pord asks that the characters free him, promising he will help them if they do. Pord doesn't know the command word to open the bands. And breaking the bands destroys them. The only person who knows the command word to release the *bands* is Krorburg (see area H14). Pord suggests the characters find them there, get the command word, and return.

If the characters refuse to help, Pord cries out to the bugbears in area H07 and other goblinoids in area H12. However, the goblinoids throughout the hideout already had to listen to Pord scream earlier that day and know to ignore him.

H11. Bridge

A rickety wood and rope bridge hangs precariously over a 10-foot-deep pit filled with spikes.

Trap: Trick Slat. One of the slats is designed to break if anyone puts 50 pounds or more weight onto it. All the goblinoids in the hideout are aware of this trick slat and know to avoid it. If a character steps onto it, they must make a DC 15 Dexterity saving throw or fall into the pit. A character who falls into the pit takes 3 (1d6) bludgeoning damage from the fall, plus 3 (1d6) piercing damage from the spikes. They must then make a Constitution saving throw, as the spikes are poisoned. The DC and effect of the poison depend on the level of the adventure, as shown in the table on page 70. Spotting the trick slat in advance requires a successful DC 15 Intelligence (Investigation) check. After that, it is easily avoided.

Encounter: Bat Swarm. A swarm of bats clings to the ceiling 15 feet above the

AREA H11'S POISONED SPIKES

Adventure Level	DC	Poison Effect
1st	11	The target takes 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.
3rd	13	The target is poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or another creature takes an action to shake it awake.
5th or 8th	15	The target takes 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

bridge. Obscured by the dark, only characters with a passive Wisdom (Perception) score of 15 or higher will notice them. If the characters bring a torch or other source of light into the bridge, it disturbs the bats, causing them to fly to area H12. Immediately, the goblinoids there will recognize that something is wrong and investigate.

H12. Common Area

Easily the most enormous cavern in the hideout, this area boasts 20-foot-high ceilings. A pool of cold water dominates the northwestern side of the cavern, fed by a stream that enters through a passage to the north and exits through another to the west. Platforms cobbled together from loose planks offer a reprieve from the damp sand and slick stones of the cavern's lowest part. Crates, barrels, and chests crowd these structures.

Hazard: Sticky Sand, Slick Rocks. The lowest part of the cavern (area H12a) is deceptively slippery. A creature that moves through the area must make a DC 10 Dexterity (Acrobatics) check or fall prone. A

creature moving at half speed automatically succeeds on this check. The goblins know to avoid this area and fight from the platforms, and the crocodiles are too low to the ground to be affected.

Encounter: Gobs and Crocs. Unless already encountered, goblinoids are milling about on the northmost platform (H12b), performing tasks at the behest of the war chief (see area H13). When they see the characters, they grab their weapons and take cover. The goblinoids aren't the only creatures here, however. A large crocodile (or two) hides in the pool (H12c). It emerges and attacks as soon as a non-goblinoid creature walks on the sandy beach in area 12a. The nature of this encounter depends on the level of the adventure, as shown in the Area H12's Goblins and Crocodiles table on the next page.

Encounter: Treasure Cove Guardian. The northwestern corner of the cavern (H12d) contains the goblinoids' treasure hoard. Krorburg makes sure that it's guarded at all times by a dangerous magical construct. The construct won't let anyone into the treasure cove except for the

AREA H12D GUARDIAN

Adventure Level	Encounter
1st	1 animated armor
3rd	1 animated armor and 1 flying sword
5th	1 flesh golem
8th	1 clay golem

AREA H12D TREASURE

Adventure Level	Treasure
1st or 3rd	2,900 cp, 1,200 sp, 60 gp, five pieces of jewelry worth 25 gp each
5th or 8th	300 cp, 8,000 sp, 2,200 gp, 110 pp, ten gems worth 50 gp each

AREA H12'S GOBLINS AND CROCODILES

Adventure Level	Goblinoids	Crocodiles
1st	2 goblins	1 crocodile
3rd	6 goblins	2 crocodiles
5th or 8th	6 goblin scouts	1 giant crocodile

warchief—not even the other goblinoids! The nature of the guardian here depends on the level of the adventure, as shown in the table on the left. The guardian stays in the cove and won't assist this area's other inhabitants.

Treasure: Goblinoid Hoard. The northwestern cove holds the goblinoids' treasure hoard. It is relatively impressive despite the group's small size. The nature of the hoard depends on the level of the adventure, as shown on the table on the left.

Underground Stream. The two passages through which the stream travels are barred. Although the bars are rusty, they still require a successful DC 17 Strength check to pull apart. The stream continues through the western passage for a half mile before exiting through a cave mouth in the forest. If Krorburg manages to escape using *misty step* (see area H14), it's through this tunnel that he flees.

H13. War Chief's Chambers

The door to this room is barred shut.

These comfortable chambers belong to the goblinoid's chief, Krorburg. The room features a large bed filled with fresh hay, animal furs, and a large wooden chest at the foot of the bed. Shelves stuffed with books and knickknacks clutter the western wall. An open cage in the northwestern corner houses Krorburg's pet, Fang.

The chest and shelves only contain trinkets, clothing, and other mundane items.

Encounter: Fang. Unless the characters were exceptionally stealthy dealing with the goblinoids in area H12, Krorburg is not here. Instead, he hides in his panic room. He left his pet, Fang, to fend off the intruders. Fang's nature depends on the level of the

AREA H13 ENCOUNTER

Adventure Level	Encounter
1st	1 wolf
3rd	1 dire wolf
5th or 8th	1 winter wolf

adventure, as shown on the table above.

Secret Passage. The southeasternmost shelf hides a secret door to Krorburg's panic room. Finding the room requires a successful DC 15 Intelligence (Investigation) check. If Krorburg is inside, it is barred from within.

H14. Panic room

If Krorburg is in this room, the door is barred from this side. This hidden room contains the hobgoblin war chief Krorburg's secret stash.

Encounter: Krorburg the Hobgoblin Warchief. Unless the characters got the drop on Krorburg, the hobgoblin slips into this hidden room to wait out the invasion. As suspected by some of his subordinates, Krorburg is a coward who uses deceit and enchantment to get his way. Regardless of the adventure's level, Krorburg uses the **hobgoblin** stat block except with the following changes.

- Krorburg has an Intelligence score of 12 (+1) and a Charisma score of 15 (+2).
- Krorburg is proficient in the Arcana (+3) and Deception (+4) skills.
- **New Trait: Spellcasting.** Krorburg is a 3rd-level spellcaster. Intelligence is his spellcasting ability (spell save DC 11, +3



to hit with spell attacks). He has the following wizard spells prepared: Cantrips (at will)—*fire bolt*, *mage hand*, *prestidigitation*; 1st level (4 slots)—*burning hands*, *charm person*, *magic missile*; 2nd level (2 slots)—*misty step*

Krorburg surrenders when discovered, using his charm and Deception to lie his way back to area H12. If successful, he then uses his *misty step* spell to teleport into the western passage, and escape via the stream.

Treasure: Krorburg's Stash. Krorburg keeps his spellbook here, which contains all the spells he can cast. There are enough spell components here to create four component pouches. Krorburg also keeps his favorite magic items here: a *cloak of elvenkind*, a *gem of brightness*, and *slippers of spider climbing*.

Aftermath

The goblinoid attacks cease as soon as the characters defeat Krorburg and his horde. Of course, if Krorburg escapes, he makes it his personal mission to make the characters' lives hell. Ω



O. Owlbear Wood

The party is tasked with traveling into a deep forest crawling with beasts, bandits, and fey to hunt down an owlbear that has been attacking nearby people and livestock.

Owlbear Wood

The Owlbear Wood is a dense, sprawling forest filled with threats, secrets, and exploration opportunities. Many different creatures have called the forest home throughout history, and that remains true today. The ruins of long-lost elven communities, iniquitous bandit populations, ferociously territorial monsters, and magical ponds are just a few of the potential occupants of the wood. Though the forest itself is not magical, it has thus far resisted the efforts of any to tame it.

Whatever the hook that brings them into

the forest, the characters must delve into its depths and engage with its occupants to track down the supposed owlbear that they have been tasked with hunting. Because this adventure takes place in an outdoor environment which relies more on overland exploration and random encounters rather than keyed encounters, this section details the features of the forest and how to manage the adventure.

Into the Wood

Have the party designate one party member or NPC as the navigator. When the characters first enter the forest, have the navigator make a Wisdom (Survival) check. Each navigation check represents two hours of in-game travel time. The party spends much of this time clearing brush and navigating through winding paths.

NAVIGATION

Check Result	Outcome
1–9	The party loses its path, travels in a rough circle, and triggers an encounter from the Random Encounters table.
10–14	The party travels deeper into the forest. Roll 1d4, then reference the Forest Location table to determine which part of the forest the characters discover.
15–24	The party travels deeper into the forest. Roll 2d4, then reference the Forest Location table to determine which part of the forest the characters discover.
25+	The party finds the owlbear cave in the heart of the forest, area 10

Use the Navigation table above to determine what happens to the party based on the check's result. If the party travels deeper into the forest, roll the given number of dice to determine which area of the forest the party finds themselves via the Forest Location table. Locations marked with an asterisk can only be found if the party discovers clues that give them bonuses to the Forest Location check. Each time the characters discover a Forest Location, they must roll another Wisdom (Survival) check to continue traveling. If a roll on the Forest Location table would lead to a location the party already visited, reroll the result.

Camping in the Wood

The Owlbear Wood can be a dangerous place. Properly setting up camp is critical to

FOREST LOCATION

Check Result	Outcome
1	Area O01. Forked Path
2	Area O02. Campsite
3	Area O03. Lumber Camp
4	Area O04. Wood Copse
5	Area O05. Wood Clearing
6	Area O06. Hermit's Cabin
7	Area O07. Blightwoods
8	Area O08. Elven Ruin
9	Area O09. Satyr's Pond*
10+	Area O10. Owlbear Cave*

getting restorative rest and avoiding the ire of the wood's other occupants. To determine how the party fare during their overnight stay in the wood, the characters must make a special group check to represent their efforts finding a good site, scouting the perimeter, preparing food, and other camp activities. The group check involves multiple individual checks, none of which are the same. Anyone can make any of these checks, but only one character can attempt each check and they can't receive help.

Once all the checks related to camping have been rolled, the party's success or failure is determined. There are three levels of success or failure, determined by the results of the party's group check. A total success occurs when every roll in the group check is a success. Two successful checks indicate a success, and two or more failed checks indicate a failure. The party must make three checks: Intelligence (Nature),

CAMPING IN THE FOREST DCs

Forest Area	DC
1–4	10
5–6	15
7–8	20

CAMPING RESULTS

Result	Outcome
Failure	The party is attacked during the night. Roll on the Random Encounter table on pages 9 to 11 to determine the nature of the encounter
Success	The party rests without any issue
Total Success	The party experiences a particularly restorative rest. Each party member receives one point of Inspiration.

Wisdom (Survival), and an additional third check of a player's choice to represent a particular camp activity, such as a Charisma (Performance) check for fireside entertainment or a Strength (Athletics) check to help with brush clearing. The DC for each of the checks is determined by the last area of the forest through which the characters traveled, as shown on the table above.

Random Encounters

Many of the woods' areas require you to make checks for random encounters. When a random encounter occurs, roll percentile dice and check the Random Encounters table on pages 9-11 for the appropriate level.

Wood Locations

After the characters discover a location in the forest, refer to the appropriate location below to determine what they find there.

O01. Forked Path

The interior of the wood is dense and sparsely traveled, but rough paths are maintained at the outer edges of the wood, which are often used by hunters. These paths provide good opportunities for bandits to ambush unsuspecting targets.

A horse-drawn wagon lies overturned in the middle of the path before the fork, its horse absent and its ambiguous cargo spilled over the forest floor. Two men stand in front of the wagon; one waves both his arms over his head in your direction.

The overturned wagon completely blocks the path, forcing travelers to navigate around it through the dense brush. The bandits in this area target easier marks such as hunters and merchants, but aren't afraid of trying their luck against a group of adventurers.

Encounter: Bandit Ambush. The overturned wagon is, of course, an ambush. In addition to the two bandits standing out in the open, one bandit hides in the interior of the overturned wagon and several more have concealed themselves in the surrounding brush. The bandits attempt to stall for as long as possible in an attempt to drop the party's guard, explaining that their wagon of produce to a nearby village was overturned when their horse got spooked and violently freed itself from the wagon, tipping it over. Characters who make a successful DC 14 Wisdom (Perception)

AREA 001 ENCOUNTERS

Adventure Level	Encounter
1st	1 thug and 2 bandits
3rd	1 bandit captain and 7 bandits
5th	2 bandit captains and 5 thugs
8th	3 veterans and 6 thugs

check of their surroundings notice the signs of bandits lurking in the surrounding trees. The nature of the bandits depends on the level of the adventure as shown in the table above.

O02. Abandoned Campsite

The trees of the wood part to form a spacious clearing. Three tents surround a cold, smokeless campfire. Two humanoid bodies lie near the tents, the grass beneath them stained brown with blood.

This campsite belonged to a group of unterns before they were ambushed and murdered by bandits. There are three human male corpses at the campsite; two in the grass out in the open and one (who was attacked first in his sleep) in the northernmost tent. The body in the tent has had its throat slit; a DC 10 Wisdom (Medicine) check reveals the other two bodies show signs of a fight and injuries consistent with piercing and slashing weapons and that the bodies are probably a few days old. The bandits who attacked the camp stripped it of anything of value. Only empty bags and the stench of death remain.

Random Encounters. When the

characters enter this part of the wood, roll a d20. On a result of 15-20, an encounter occurs with creatures poking around the campsite. See the Random Encounters table on pages 9-11 for details.

O03. Lumber Camp

Before long, much of the trees have been reduced to stumps and you can spot the distant, wood-framed buildings of what looks to be an inactive lumber camp.

The site is littered with stacks of old lumber, empty wagons, and various rusted tools.

Encounter: Bandit Hideout.

Depending on the time of day the party approaches the camp, various members of the hideout may be sleeping or partaking in other activities such as drinking or card games. At night, the camp always has two guards posted while most of the other occupants are asleep. The nature of the bandits depends on the level of the adventure as shown in the table below.

Treasure: Bandit Cache. There is a locked chest within the northernmost

AREA 003 ENCOUNTERS

Adventure Level	Encounter
1st	1 thug and 6 bandits
3rd	1 bandit captain and 9 bandits
5th	2 bandit captains and 5 thugs
8th	4 veterans and 8 thugs

building. The chest can be opened with a successful DC 13 Dexterity check using thieves' tools, a DC 18 Strength (Athletics) check, or the chest key found on the bandit leader. The chest contains 50 gp per level of the adventure.

O04. Wood Clearing

The trees of the wood momentarily break to form a spacious clearing approximately seventy-five feet across.

This forest clearing is one of the characters' first steps in the right direction, as they now find themselves deeper in the forest. So long as the party doesn't opt to leave the forest, the party's navigator adds +1 to the next Wisdom (Survival) check they make to navigate through the forest, and +1 to the next roll they make on the Forest Locations table.

Random Encounters. When the characters enter this part of the forest, roll a d20. On a result of 16-20, an encounter occurs. See the Random Encounters table on page 9-11 for details.

O05. Copse of Trees

The trees here are denser and taller than the outskirts of the wood.

Like the wood clearing, this copse places the characters another step closer to reaching their goal of finding the wood's center. So long as the party doesn't opt to leave the forest, the party's navigator adds +1 to the next Wisdom (Survival) check they make to navigate through the forest, and +1 to the next roll they make on the Forest

Locations table.

Random Encounters. When the characters enter this part of the forest, roll a d20. On a result of 14-20, an encounter occurs. See the Random Encounters table on pages 9-11 for details.

O06. Hermit's Cabin

A lantern hangs in the doorway of this homely, single-story wood cabin deep within the forest. Smoke rises lazily from its stone chimney.

This cabin belongs to a halfling hermit named Norder (CG male halfling **spy**). Norder is a skilled hunter and survivalist, and makes his living deeper in the wood than any bandits are willing to venture. Depending on the time of day that the party approaches the cabin, Norder may be outside the property washing his clothes in the nearby stream or inside his cabin reading a book by candlelight. As long as the party does not approach Norder with violence, the halfling is outwardly friendly and explains that he is always willing to chat with travelers, considering how rare they tend to be this deep into the wood. Norder asks the party about their business and offers them tea and a hot meal. He speaks measuredly in a soothing, gravelly voice, and the gleam in his frequent smile matches the one in his bright blue eyes.

Owlbear Clue. If the topic of the owlbear comes up in conversation with Norder (which it should, as Norder is eager to ask the party about their intentions), the halfling can offer a clue to the owlbear's whereabouts, as he is very familiar with the wood. Explaining that he knows generally of

AREA O07 ENCOUNTERS

Adventure Level	Encounter
1st	4 magma mephits
3rd	1 fire elemental
5th	1 fire elemental and 2 fire spirits (use specter statistics, replacing necrotic damage with fire damage)
8th	2 fire elementals and 6 magma mephits

the owlbear's presence through previous tracks it has left through the brush, he suspects the owlbear to lair within a rough general area of a few square miles deeper within the wood. So long as the party does not opt to leave the forest, the party's navigator adds a cumulative +1 to all Wisdom (Survival) checks they make to navigate through the forest, as well as a cumulative +1 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.

O07. Blightwoods

This area of the wood has been ravaged by fire. Brush is burned away, and the few trees still standing are gnarled, blackened husks free of canopy.

Encounter: Blightwoods Guardians.

This area of the forest was cursed long ago by an angry Unseelie fey lord, who punished the druid who used to live here by burning it to the ground and promising that nothing

would ever grow in the area tended to by the druid again. To help enforce this mandate, a variety of creatures loyal to the Unseelie lord patrol the area, attacking any who enter and proclaiming its forbiddance. The nature of the blightwoods guardians depends on the level of the adventure as shown on the table on the left.

O08. Elven Ruin

An altar is mounted on a circular stepped dais in the middle of this clearing. The dais is surrounded by crumbling pillars suggestive of ancient elven architecture. Faint, indecipherable whispers are carried on the air.

This altar was built centuries ago by a small faction of wood elves. It is all that remains of their presence after they were forced out of the wood by Unseelie fey. The spirits of elves slain in the wood linger at this site. If the characters approach the altar, the spectral form of an elf appears and explains that the party treads on sacred land; it asks what business they have in the forest and demands that they offer a prayer of worship to the elven deity of the wood. The outcome of any prayers depends on the result of the characters' Wisdom (Religion or History) check as shown on the Prayer Results table on page 79.

Encounter: Elven Spirits. If the party offers an offensive prayer or refuses to pray at all, the spirits of the elves attack. The exact nature of the spirits depends on the adventure's level as shown on the table on page 79.

Owlbear Clue. If the party explains its goals and offers a pleasing prayer to the

PRAYER RESULTS

Check Result	Outcome
5 or lower	The spirits are angered by the prayer and attack. Refer to the Encounter: Elven Spirits section below.
6–10	The elves are satisfied by the prayer. The spirits disappear and let the party continue onward.
11–15	The spirits are pleased by the prayer. They can offer the party directions towards the owlbear's location. Refer to the Owlbear Clue section below.
16+	The elves are impressed by the knowledge and reverence of the prayer. The party receives the benefits of the bless spell until they leave the wood.

AREA 008 ENCOUNTERS

Adventure Level	Encounter
1st	1 specter
3rd	4 specters
5th	1 ghost and 3 specters
8th	2 wraiths and 3 specters

elves, the spirits can help guide the party to the owlbear's location. So long as the party does not opt to leave the forest, the party's navigator adds a cumulative +2 to all Wisdom (Survival) checks they make to navigate through the forest, as well as a cumulative +2 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.

O09. Satyr's Pond

Characters with a passive Perception of 12 or higher can hear faint flute music as they approach this area. The music gets louder the closer they get to the pond. When they come within sight of it, read aloud:

The trees of the wood part to reveal a small pond of sparkling water that is almost impossibly blue. A creature with the head and torso of a man but the lower body of a goat sits on a small island in the middle of the pond playing the flute, a mischievous smile splayed across his face.

The creature sitting on the island is a **satyr** native to the plane of fey named Qed. The pond is a crossing that can be used to travel between the plane of fey and the Material Plane. Qed keeps loose supervision of the crossing and the surrounding wood. He asks the party their business, and explains that he can help them find what they're looking for if they can join him in making beautiful music. To appease Qed, a character must make a successful DC 12 Charisma (Performance) check to sing a melody in harmony with Qed's flute playing. Each member of the party may only attempt this check once. Upon success, Qed can offer precise directions to the owlbear's lair

as well as information on the level of threat the party is up against, depending on the adventure's level (see the appropriate table in the Owlbear Lair section below).

Owlbear Clue. If the party agrees to offer Qed songs in exchange for information and is successful in their performance, Qed provides the party with general directions to the cave in which he knows the owlbear wells, as he is an expert on the wood and its inhabitants. So long as the party does not opt to leave the forest, the party's navigator adds a cumulative +3 to all Wisdom (Survival) checks they make to navigate through the forest, as well as a cumulative +3 to all rolls they make on the Forest Locations table. If the characters leave the forest, the bonus resets to 0.

O10. Owlbear Lair

A rock knoll marked with a yawning cave mouth fills the center of this forest clearing. The surrounding brush is well-tread.

The owlbear that the party is hunting lairs here in this small cave. The interior of the cave itself is littered with various carcasses picked clean.

Encounter: Owlbear Lair. Depending on what time the party approaches the lair, its occupants may or may not be asleep. If the party makes a successful group Dexterity (Stealth) check against the occupants' passive Perception, its occupants are surprised. Depending on the adventure's level, the party may be surprised to find that there is more than one owlbear that has been active in the wood. The nature of the lair's occupants are shown on the table above.

AREA O10 ENCOUNTERS

Adventure Level	Encounter
1st	1 injured owlbear with 40 hit points and an AC of 11
3rd	1 owlbear alpha with 80 hit points and an AC of 16
5th	A family of 3 owlbears
8th	1 dire owlbear and its owlbear mate

Dire owlbears are featured in the appendix.

Treasure: Carcass Ring. A character who makes a successful DC 16 Wisdom (Perception) check of the cave's interior notices a ring still worn by a dismembered finger lying against the east wall. The ring is a *ring of animal influence*.

Development: Owlbear Egg. If the characters came here looking for an owlbear egg they will find it here. A single egg lies in a nest and can be transported back, assuming it wasn't damaged by an area effect during the fight.

Aftermath

As long as the characters make it to the owlbear lair and kill or capture them, the faction that hired them will gladly pay the agreed upon price. Both the woods themselves and the surrounding areas are made safer by the removal of the monstrosity. Ω

Appendix: New Monsters

This appendix introduces 12 brand new monsters for use in Fifth Edition gameplay. These monsters are intended to be used alongside the monsters already found in the Fifth Edition manual for monsters, and are specifically tailored for the adventures included in this book.

However, gamemasters are free to replace these monsters with other monsters of similar challenge rating or style, if they prefer not to use them in the adventures detailed in this book. These monsters are versatile and can be adapted to fit a variety of different campaigns, making them an excellent addition to any gamemaster's toolkit. Whether you're looking to diversify your gameplay with unique creatures or

seeking to challenge your players with new and unexpected foes, these monsters are sure to provide plenty of excitement in any adventure you choose to use them in.

Boneshard Wraith

A vaguely humanoid form appears, dim and hazy amid the constant swirl of wind-racked grit and tainted dust of the magical wasteland.

Contorted and broken, the boneshard wraith is a ghostly horror, haphazardly assembled from mismatched bones and grave-scavenged shards. Shattered eye sockets burn with the black, icy glow of eternal madness and the spiteful hunger of the Void.

NEW MONSTERS

Monster	CR	Type	Terrain	Featured Adventure
Boneshard Wraith	12	Undead	Any	Banshee Tower
Death Vulture	4	Monstrosity	Forest, Desert	Banshee Tower
Deathweaver	5	Monstrosity	Forest, Underground	Ettercap Forest
Dire Owlbear	9	Monstrosity	Forest	Owlbear Wood
Fey Dragon	1/4	Dragon	Forest	Fey Dragon Hollow
Mimic, Huge	7	Monstrosity	Underground	Hobgoblin Hideout
Mimic, Large	4	Monstrosity	Underground	Hobgoblin Hideout
Myling	2	Undead	Forest	Banshee Tower
Phantom	1	Undead	Forest	Banshee Tower
Shadow Cat	3	Monstrosity	Forest	Fey Dragon Hollow
Willowhaunt	5	Undead	Forest	Fey Dragon Hollow
Vegepygmy	1/4	Plant	Forest	Hobgoblin Hideout

Boneshard Wraith

Medium Undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 127 (15d8 + 60)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	13 (+1)	14 (+2)	8 (-2)

Skills Perception +4, Stealth +5

Damage Resistances acid, cold, fire, lightning, thunder; piercing, bludgeoning, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhausted, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses darkvision 60 ft., passive Perception 16

Languages any languages it knew in life, Void Speech

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Special Traits

Incorporeal Movement. The boneshard wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Undead Nature. The wraith does not require air, food, drink, or sleep.

Actions

Multiattack. The wraith makes two spectral claw attacks. If both attacks damage the same creature, the target must make a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spectral Claw. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 21 (4d8 + 3) slashing damage, and the target must succeed on a DC 16 Constitution saving throw or suffer 1 level of exhaustion. A creature can suffer no more than 2 levels of exhaustion from the wraith's Spectral Claw.

Boneshard Cyclone (Recharge 5-6). The wraith chooses a creature it can see within 60 feet of it. The target must make a DC 16 Strength saving throw. On a failure, a creature takes 20 (3d12) slashing damage and 27 (6d8) necrotic damage and is enveloped in a whirlwind of sharp bone fragments for 1 minute or until the wraith dies. On a success, a creature takes half the damage and isn't enveloped. While enveloped, a creature is blinded and deafened and takes 18 (4d8) necrotic damage at the start of each of its turns. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature dies while enveloped, it rises as a boneshard wraith on the next new moon unless it is restored to life or the *bleed* spell is cast on the remains.

Death Vulture

The putrid stench of death wafts off a grotesquely muscled vulture with glowing green eyes. It opens its mouth in a shrill call, rotting meat dripping from its beak.

Death vultures are giant birds transformed by their diet of undead flesh.

When a giant vulture gorges on undead flesh, the necromantic magic suffused in the meal warps and changes the bird's body. The vulture's muscles bulge in odd places, making it stronger and tougher, its eyes burn with green fire, and it reeks of rot, earning these mutated monsters the name "death vultures." The vulture also gains the ability to regurgitate necromantic energy, which can cause the flesh of living creatures to decay and age rapidly.

Death Vulture

Large Monstrosity, neutral evil

Armor Class 12 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	12 (+1)	7 (-2)

Saving Throws Con +6

Skills Perception +3

Damage Resistances necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but can't speak

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Special Traits

Awful Stench. The vulture has a disgusting body odor. Any creature that starts its turn within 5 feet of the vulture must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn.

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics. The vulture has advantage on attack rolls against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The death vulture makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Decaying Breath (Recharge 6). The vulture breathes necrotic energy in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one. Creatures that fail this saving throw by 5 or more also age a number of years equal to half the damage taken.

Deathweaver

The black and crimson spider, its fangs dripping a dark poison, uses the two arms beside its fangs to pull a corpse from its tainted web.

Deathweavers are spiders who were once subjected to dark rituals and are now infused with necrotic energies. Their carapaces are mottled patterns of black, crimson, and ivory, and two arms flank their fangs.

Deathweaver

Huge Monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 40 ft., Climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	7 (-2)	12 (+1)	15 (+2)

Skills Perception +4, Stealth +5

Damage Resistances necrotic

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 14

Languages Deep Speech

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Special Traits

Spider Climb. The deathweaver can climb difficult surfaces, including upside down on ceilings, without an ability check.

Web Sense. While in contact with a web, the deathweaver knows the exact location of any other creature in contact with the same web.

Web Walker. The deathweaver ignores movement restrictions caused by webbing.

Actions

Multiattack. The deathweaver makes two bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 9 (2d8) necrotic damage on a failed save, or half as much damage on a successful one. If the necrotic damage reduces the target to 0 hp, the target is stable but poisoned for 1 hour, even after regaining hp, and is paralyzed while poisoned this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 40/80 ft., one creature. *Hit:* The target is restrained by webbing and takes 3 (1d6) necrotic damage each round. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, necrotic, poison, and psychic damage). A humanoid slain by this attack rises 24 hours later as a web zombie under the deathweaver's control, unless the humanoid is restored to life or its body is destroyed. The deathweaver can have no more than twelve web zombies under its control at one time. See page 41 for details on web zombies.

Innate Spellcasting. The deathweaver's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *chill touch*

3/day each: *darkness*, *ray of enfeeblement*

1/day: *vampiric touch*

Dire Owlbear

You hear the rustling of branches and the sound of heavy breathing, and as you turn around, you come face to face with a massive creature, with the head of an owl and the body of a bear, its sharp talons and beak poised to attack.

The origin of the owlbear is a subject of great debate among scholars of the monstrous creatures of the world. However, most concur that at some point in the distant past, a deranged wizard created the original specimens by crossing an owl with a bear—perhaps as proof of some insane concept about the nature of life, but possibly out of sheer lunacy. Whatever the original purpose of such a freakish creation as the owlbear, the creature bred true and has become quite well-established in woodlands across the world, where it plays a key role in a region's ecosystem as an apex predator.

Owlbears are notoriously bloodthirsty killers, well known for their short tempers, aggression, and savage nature. They tend to attack without provocation, slaughtering any living creatures that cross their paths. Many scholars that have encountered these creatures in the wild have noted that they all have red-rimmed eyes that roll about wildly when they close in for an attack. This is sometimes presented as a sign of madness, suggesting that all owlbears are born with a pathological need to fight and kill, but more level-headed researchers believe that it's simply part of the way the massive bird-beast's keen eyes are constructed.

Dire Owlbear

Huge Monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	21 (+5)	3 (-4)	9 (-1)	7 (-2)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Special Traits

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes three attacks: one with its beak and two with its claws.

Beak. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 18 (2d10 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Fey Dragon

As you round the corner, you spot a small, jewel-toned creature perched atop a nearby rock, its large eyes fixed upon you with a curious intensity as it begins to emit a series of melodic chirps and trills.

Fey dragons are small, mischievous creatures with iridescent, shimmering scales that range in color from bright greens and blues to deep purples and pinks. They possess a natural ability to become invisible at will, making them difficult to spot even for the keenest-eyed adventurers.

Fey Dragon

Tiny Dragon, chaotic neutral

Armor Class 19

Hit Points 27 (6d4 + 12)

Speed 25 ft., fly 45 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	14 (+2)	13 (+1)	12 (+1)	21 (+5)

Saving Throws Int +3, Wis +3

Skills Deception +7, Perception +3,
Performance +7, Stealth +6

Senses truesight 60 ft., passive Perception 13

Languages Common, Draconic, Sylvan

Challenge 1/4 (500 XP)

Proficiency Bonus +2

Special Traits

Draconic Blessing. The AC of the fey dragon includes its Charisma bonus.

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

Master Illusionist (1/Day). If the fey dragon fails a Constitution saving throw made to maintain its concentration on an illusion spell, it can choose to succeed instead.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

Charm Breath (Recharge 6). The fey dragon breathes brightly-colored gas targeting a creature within 5 feet of it. The target must succeed on a DC 15 Constitution saving throw, or become charmed by the dragon for 1 minute. Until the charmed condition ends, the target has disadvantage on saving throws against the fey dragon's innate spells. If the creature takes damage from the dragon or ones of its allies, it can repeat its saving throw, ending the effect on itself with a success. A creature that succeeds on its saving throw or the effect ends for it is immune to the dragon's charm breath for 24.

Spellcasting. The fey dragon's spellcasting ability is Charisma (spell save DC 15). It can cast the following spells, requiring no material components when it does:

At will: *mage hand, minor illusion, prestidigitation*

3/day: *fear, hypnotic pattern, mirror image*

1/day: *hallucinatory terrain, programmed illusion, seeming*

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



Mimic

Mimics are thought to be the result of an alchemist's attempt to grant life to an inanimate object through the application of an eldritch reagent, the recipe for which is long lost. Over time, these strange but clever creatures have learned the ability to transform themselves into simulacra of man-made objects, particularly in locations that have infrequent traffic by small numbers of creatures, thus increasing their odds of successfully attacking their victims.

Though mimics are not inherently evil, some sages believe that mimics attack humans and other intelligent creatures for sport rather than merely for sustenance. The desire to completely fool others is thought to be a part of their being, and their surprise attacks against others are a culmination of those desires.

This page and the next details two new sizes for mimics: Huge and Large.

Mimic, Huge

Huge Monstrosity (shapechanger), neutral

Armor Class 16 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	23 (+6)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Special Traits

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 17). Ability checks made to escape this grapple have disadvantage.

False Appearance. While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 6 (1d12) acid damage.

Pseudopod. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Change Shape. The mimic polymorphs into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Mimic, Large

Large Monstrosity (shapechanger), neutral

Armor Class 14 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +4

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Special Traits

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 15). Ability checks made to escape this grapple have disadvantage.

False Appearance. While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 5 (1d10) acid damage.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Change Shape. The mimic polymorphs into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Myling

As you wander through the dense forest, a mournful wail fills the air, and you catch sight of a small, ghostly figure flitting between the trees, its eyes fixed upon you with an unquenchable longing.

Mylings are the souls of the unburied, those who died in the forest from abandonment or exposure and can find no peace until their bodies are properly interred. Given the circumstances around their deaths, mylings tend to be solitary. They haunt the places where they died.

Myling

Small Undead, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (10d6 + 10)

Speed 30 ft., burrow 10 ft.

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

Skills Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, poisoned, stunned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

Actions

Multiattack. The myling makes one bite and two claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage, and the target is grappled (escape DC 12). If the target was grappled by the myling at the start of the myling's turn, the bite attack hits automatically.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Buried Alive. If the myling starts its turn on its chosen burial ground, it sinks into the earth. If it has a creature grappled, that creature sinks with the myling. A Medium or larger creature sinks up to its waist; a Small creature sinks up to its neck. If the myling still has the victim grappled at the start of the myling's next turn, both of them disappear into the earth. While buried this way, a creature is considered stunned. It can free itself with a successful DC 20 Strength (Athletics) check, but only one check is allowed; if it fails, the creature is powerless to aid itself except with magic. The creature must also make a DC 10 Constitution saving throw; if it succeeds, the creature has a lungful of air and can hold its breath for (Constitution modifier + 1) minutes before suffocation begins. Otherwise, it begins suffocating immediately. Allies equipped with digging tools can reach it in four minutes divided by the number of diggers; someone using an improvised tool (a sword, a plate, bare hands) counts as only one-half of a digger.

Phantom

The dark, vague outline of a person flickers in the gloom. The restless, angry spirits of those who have met a violent end, phantoms wander the night, vacillating between confusion, outrage, and misery.

Sometimes referred to as banshees, phantoms are moaning spirits created when someone dies in a state of great angst or sadness.

Those who have attempted communication with phantoms report that the phantoms have little, if any, awareness of their undead state, and they seem disoriented and permanently trapped in the traumatic moments surrounding their deaths.

Phantoms often approach the living with what seems like benign intent, but, when they draw close, they grab hold of living creatures and give voice to a terrifying, unearthly moan. They seem to be attempting communication, but, when their actions lead to the death of the creature, they wander away to find another.

Phantom

Small Undead, chaotic evil

Armor Class 11

Hit Points 22 (5d8)

Speed 0 ft., fly 40 ft. (hover)

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

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed,

exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 1 (200 XP)

Proficiency Bonus +2

Special Traits

Incorporeal Movement. The phantom can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Weakness. While in sunlight, the phantom has disadvantage on attack rolls, ability checks, and saving throws.

Undead Nature. A phantom doesn't require air, food, drink, or sleep.

Actions

Ghostly Grasp. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) necrotic damage.

Chilling Moan (Recharge 5-6). The phantom emits an eerie moan. Each creature within 30 feet that isn't an undead or a construct must make a DC 13 Wisdom saving throw. On a failure, the target takes 9 (2d8) cold damage and is frightened until the end of the phantom's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. On a success, the target takes half the damage and isn't frightened.

Shadow Cat

As you peer into the darkness ahead, you catch a glimpse of a pair of eyes that seem to glow with a sickly green light, and as you strain to get a better look, the shadows suddenly coalesce into the form of a large, sleek feline with a pitch-black coat.

Shadow cats are large, predatory felines that possess a close connection to the negative energy plane. Their black fur seems to absorb light, allowing them to blend seamlessly into the shadows. They are incredibly difficult to spot, even for those with sharp eyesight.

Shadow cats are known for their deadly bite, which carries a curse that can turn their victims into zombies. Once bitten, the curse takes hold quickly, and those who succumb to it are doomed to a life of undeath.

Shadow Cat

Large Monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	8 (-1)	12 (+1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Proficiency Bonus +2

Special Traits

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

Pounce. If the shadow cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the shadow cat can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the shadow cat's control, unless the humanoid is restored to life or its body is destroyed. The shadow cat can have no more than six zombies under its control at one time.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Spellcasting. The shadow cat's spellcasting ability is Wisdom (spell save DC 11). It can cast *blur* at will requiring no components when it does.

Willowhaunt

The ghostly image of a healthy willow overlays a smaller tree composed of bones. Piles of bones litter the ground at its base.

When victims of murder or other violent deaths die in view of an otherwise healthy willow tree, their spirits flock to the tree. This destroys the willow and causes it to return as a mockery of a living tree.

The willowhaunt projects an image of its former appearance to put creatures at ease, at least long enough to convince them to approach.

Willowhaunt

Huge Undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	12 (+1)	9 (-1)	14 (+2)	19 (+4)

Saving Throws Str +6, Cha +7

Skills Insight +5, Intimidation +7

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak, telepathy 60 ft.

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Special Traits

Living Projection. The willowhaunt's skeletal form is covered with a magical illusion that makes it look like a living willow tree. The willowhaunt can use a bonus action to dismiss this illusion until the end of its next turn. The changes wrought by this illusion fail to hold up to physical inspection. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern the willowhaunt's true appearance.

Actions

Multiattack. The willowhaunt makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. Hit: 9 (1d12 + 3) bludgeoning damage plus 7 (2d6) necrotic damage.

Provoke Murder. The willowhaunt chooses up to two creatures it can see within 30 feet of it. Each target must succeed on a DC 15 Wisdom saving throw or be overcome with murderous intent for 1 minute. While overcome with murderous intent, a creature has advantage on melee attack rolls and is compelled to kill creatures within 30 feet of the willowhaunt. The creature is unable to distinguish friend from foe and must attack the nearest creature other than the willowhaunt each turn. If no other creature is near enough to move to and attack, it stalks off in a random direction, seeking a new target to drag within 30 feet of the willowhaunt. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Whispers of Madness (Recharge 5-6).

The willowhaunt whispers in the minds of nearby creatures. Each creature of the willowhaunt's choice within 30 feet of it must make a DC 15 Wisdom saving throw. On a failure, a creature takes 18 (4d8) psychic damage and is afflicted with a form of short term madness. On a success, a creature takes half the damage and isn't afflicted with madness. If a saving throw fails by 5 or more, the creature is afflicted with a form of long term madness instead. A creature afflicted with madness caused by the willowhaunt's whispers has disadvantage on its saving throw against the willowhaunt's Provoke Murder.

Vegepygmy

Short, thin, and green, this small humanoid wields a spear. Tendrils of fungus dangle from its arms, midsection, and legs.

Vegepygmies are created by a dangerous fungus known as russet mold—creatures slain by russet mold serve as incubators for the mold's spores, and a day later, the dead body bursts to release 1d6 fully grown vegepygmies. A vegepygmy has no real relation to the body from which it emerges, but the creature may yet retain a strange sort of reverence for its “birth corpse” and carry with it a grisly memento from the body, typically a few bones or teeth. Often, a vegepygmy uses such bones to craft a crude spear or some other weapon.

Vegepygmy tribes live in tightly knit communities and fiercely guard their patches of russet mold. Vegepygmies cannot speak—they communicate via a crude language of rhythmic taps, beats, and clicks.

Vegepygmy

Small Plant, neutral

Armor Class 15 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

Damage Vulnerabilities acid

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Special Traits

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks made to high in areas with lots of vegetation like forests or jungles.

Actions

Multiattack. The vegepygmy makes two attacks, one with its claw and one with its spear.

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

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