

THE CURSE OF FAERIEWELL



an adventure for 5th edition D&D

THE CURSE OF FAERIEWELL

Is a supplement for the 5th edition of Dungeons&Dragons, the greatest Table Top RPG out there.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyrighted by Wizards of the Coast. Such material is used with permission under the Community Content Agreement for the Dungeon Masters Guild.

All graphic elements and art for this module have been obtained through Canva.com store.

All other original material in this module is copyright 2019 by Marco Michelutto and published under the Community Content Agreement for the Dungeon Masters Guild.

Click on the logo to get my other DMsguild modules!



<https://bit.ly/2nBtiuj>

By the way, you can also find me here:

 markasmiki@gmail.com

 [@marcomiki](https://twitter.com/marcomiki)

 [@markasmiki](https://www.instagram.com/markasmiki)

Feel free to reach out for questions, feedback or just to say hi.



Who should play this adventure?

This adventure is aimed at a group of characters at level 5, which is unlikely to be the start of a campaign or where a beginner DM would have their first session. That said it is not a particularly difficult adventure to run!

Where it probably shines is either as a "break" from a campaign, if too many players are absent, or as a sidequest. That said, you could easily make this part of a bigger campaign as it involves cultists (or any other evil faction of your choosing) and a puzzle that is very much designed to deliver exposition in an organic way.

I made some minor tweaks to the enemies I used and I suggest you play this adventure with the version of them provided at the end of this document, rather than the one in the monster manual. The adventure has a lot of descriptive text you can read out loud or not (your choice) and requires very little preparation. You could almost just sit down and play it right away.

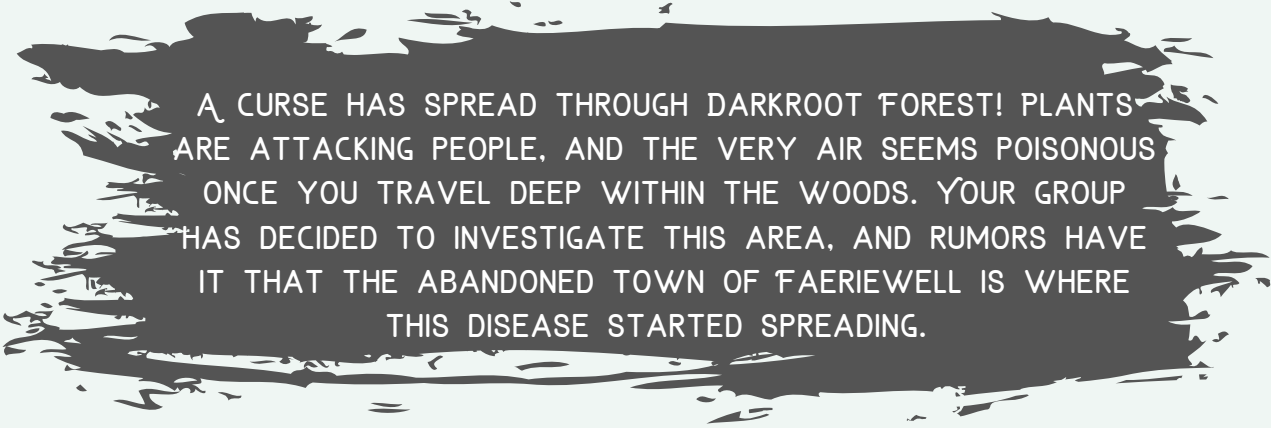
The adventure references a list of 100 items you can roll to give your players loot at some point. A version of it was attached to this adventure at some point, but I since reworked it (and added pictures!) so please download it (FREE if you want) from here:



<http://bit.ly/32HkgvH>

Placing this adventure

This adventure is at home in a classic fantasy setting and is easy and simple to plug in any World.



A CURSE HAS SPREAD THROUGH DARKROOT FOREST! PLANTS ARE ATTACKING PEOPLE, AND THE VERY AIR SEEMS POISONOUS ONCE YOU TRAVEL DEEP WITHIN THE WOODS. YOUR GROUP HAS DECIDED TO INVESTIGATE THIS AREA, AND RUMORS HAVE IT THAT THE ABANDONED TOWN OF FAERIEWELL IS WHERE THIS DISEASE STARTED SPREADING.

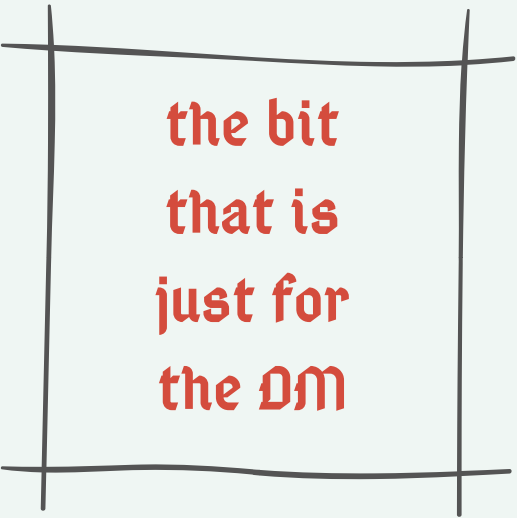
Or maybe the people of a nearby settlement asked for your help? or perhaps a noble Lord that just inherited the land hired you to clear out his new forest? Feel free to decide how the party learns about Faeriewell.



The town of Faeriewell was a relatively affluent logging town in its heyday, but trade slowly declined over the years. About 30 years prior to the start of this adventure the few remaining citizens of this town died all around the same time in mysterious circumstances, and nobody really made any effort to repopulate the town. As the trade routes moved south and the forest slowly regained the land around this town, few really looked into what happened.



the bit you
can share
with the
players

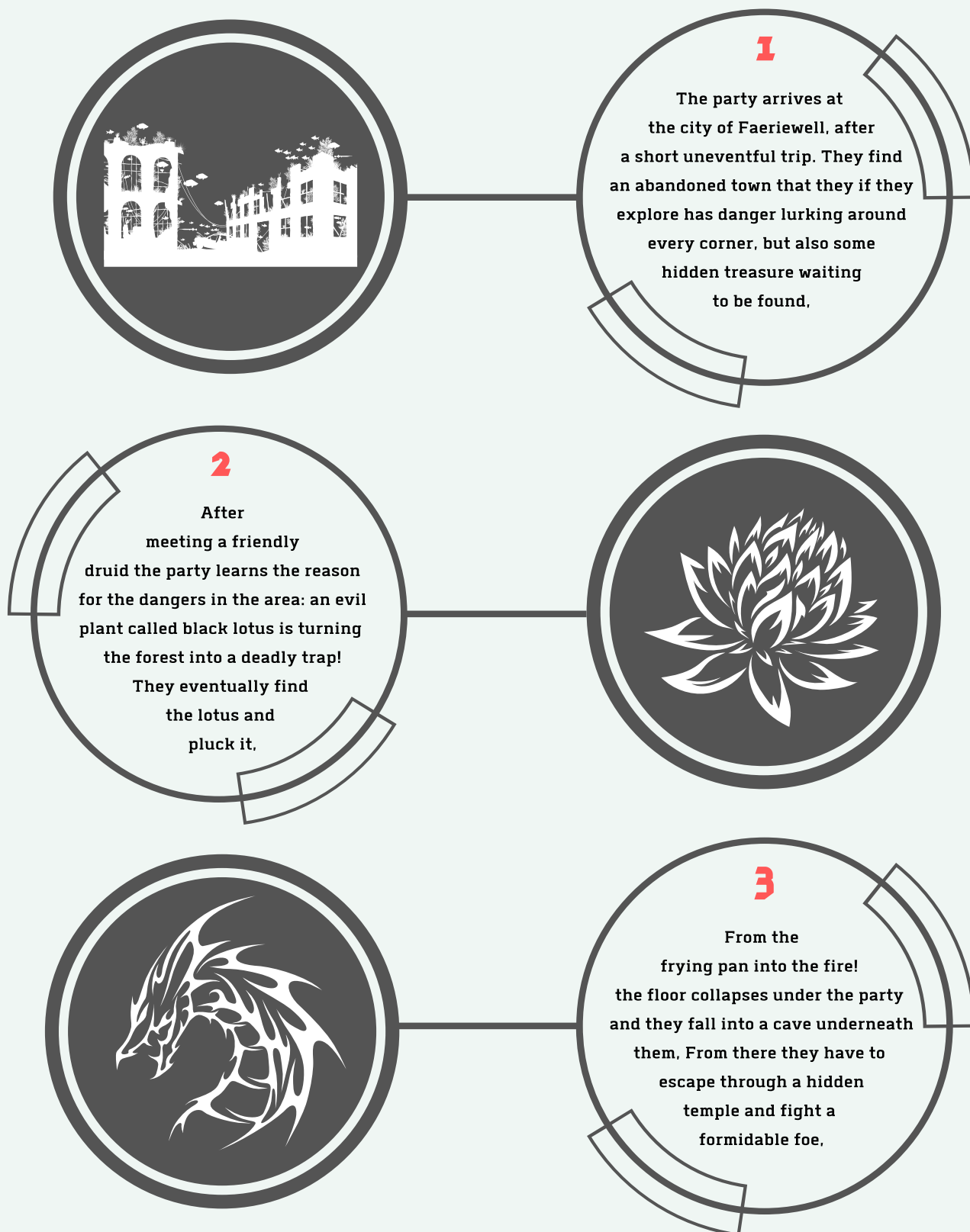


the bit
that is
just for
the DM

A group of dragon cultist managed to hatch a green dragon egg around the time that the townsfolk were poisoned. Wanting to make everybody go away so that the dragon could be kept secret they planted a Black Lotus, a powerful poisonous plant that grows where raw magical energy is present (the dragon's presence was the source of this energy). The Black Lotus initially poisoned the water reserve of the city, located underneath it, and many years later has grown so big to actually threaten this entire side of the forest.

Who - What - Where- Why

All modules should start by explaining the main actors on the scene and what *should* happen. I don't know what *will* happen, this is up to you and your players, but here's a basic flow of this module. To an extent, this module should go something like this:



Chapter 1: arrival at Faeriewell

"You have been travelling for a few hours, following an old overgrown path that split from the main road to lead inside the forest. You know the sun is now high in the sky, and you remember the pleasant weather when you left the Inn this morning, but as you travel deeper inside the woods the air seems to become heavier, and the sky somehow darker. The plants and trees you see on the way to Faeriewell are more and more misshapen as you travel, and an eerie silence blankets the forest.

Eventually, the forest thins out and the road starts to gently slope down into a small valley. From above you can see the ruins of the town of Faeriewell, the few buildings that are still whole and the many that are half crumbled. In the middle of town, a small ruined keep still stands, not too far from a water well. Trees and bushes seem to have grown over most of the city. The town is apparently abandoned as it has been for the past few decades".



Quick Summary:

- 1) The 5 Bells Inn and Tavern
- 2) Abandoned cottage
- 3) Old trading post
- 4) The Water Well
- 5) Apothecary shop
- 6) Abandoned Warehouse
- 7) The Old Keep



THE TOWN'S AIR IS HEAVY AND OPPRESSIVE, POISONOUS PLANTS ABOUND EVERYWHERE. SHORT RESTS ARE POSSIBLE BUT IF PLAYERS TAKE A LONG REST THEY WAKE UP WITH A LIGHT HEADACHE, FEELING LIKE THEY HAVE NOT RESTED AT ALL. THEY DO NOT GET THE BENEFITS OF A LONG REST.

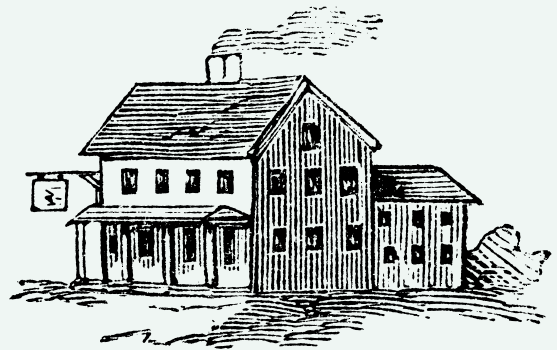
Generic notes on the area:

The town itself is mostly flat except for the keep that is on a small hill. Trees and bushes everywhere make it hard to stray from the road. The town is bigger than this map and extends in all directions, but all other buildings are in ruins.

1 THE 5 BELLS INN AND BREWERY

the outside:

"A large two-story building that once was an Inn, 4 bells of different sizes hanging over the front door, with an empty space for a missing one. The bottom floor is made of stone, the top one is wooden. The building seems to be in relatively good shape, probably thanks to its solid build."



This used to be the town's tavern and brewery. If the party looks inside, they can see skeletons still clutching flagons of ale sitting at the main table and what looks to be a pretty standard tavern. The players can probably guess that the poor townsfolk whose bones belong to these skeletons were killed by the ale they were drinking which was made with local water. If the party enters, read this:

the inside:

"The door creaks as it opens, and you can see clearly inside as bright light shines through the windows. A thick film of dust covers every surface in the main hall, that looks as if it was left undisturbed for many years with the exception of some plants and bushes growing through the cracks in the floor. Sitting on two long benches and slumping over a long oak table are eight skeletons, broken flagons still clutched in their bony hands, old rusty weapons at their sides. Roots seem to be growing inside these skeletons, somehow keeping their bones from falling apart."

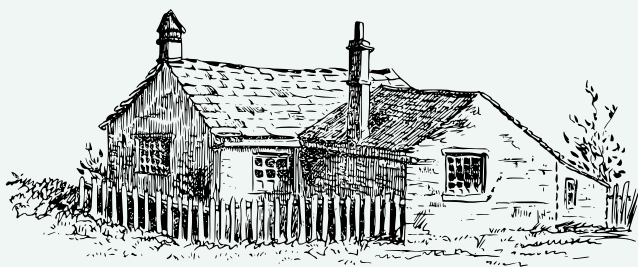
Eight skeletons attack the party, and **4** will chase them outside. The skeletons are not undead, as it's the roots that are keeping them together that are animated, using the skeletons for support. These enemies count as plants. The battlemat for the inside is a simple 40x20 feet rectangle with random chairs and table inserted at the DM's discretion.

Treasure: Campaign-appropriate level of coins or generic supplies.

[click here for the statblock](#)



2 THE ABANDONED COTTAGE



Some of the shrubs are **twig blights** and can be seen for what they are with a successful DC 18 Wisdom (perception) check. Once all members of the party that declare to want to explore the room enter, **eight twig blights** attack the party. Any party member that did not spot them is surprised for the first round. The battle map is a 25x20 rectangle.



[click here for the statblock](#)

the outside:

"A regular cottage, somehow in a more decent state than others around it. Climbing vines cover most of the outside walls, so you imagine very little light actually shines through the half obscured windows"

the inside:

"The inside of the cottage is in dim light and you can just about make the shape of the furniture in the entrance. The place seems to be overgrown with shrubs, and on the other side of this room you can see what looks to be a chest, placed just next to a writing desk"

Treasure: The Chest contains a few sets of clothes and 3 potions of healing (2d4+2). The writing desk is locked (DC 15 to open with Thieves' tools or force open) and contains two scrolls of Protection from Poison.



3 THE OLD TRADING POST

the outside:

"Even though most of this large building has collapsed the main entrance is still standing. The sign on top of it identifies it as the town's trading post."

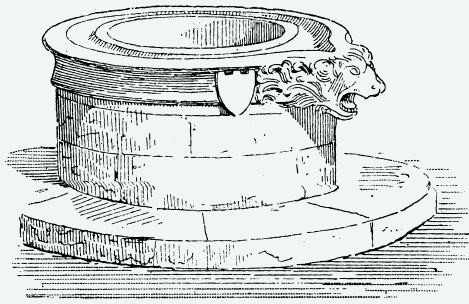


the inside:

"The entrance leads into a reception area where you can see a large and miraculously intact wooden counter in front of you. You are still outside to an extent, as the ceiling is completely gone. The rest of the building is a big mass of rubble and you get the feeling that it would be pointless to search it."

Treasure: behind the counter are many old ledgers full of information on the past trades that came through this city, once an important center for logging whose trade started to fade well before whatever killed the last few citizens here. You can add a diary written by a bored employee that can serve to deliver some exposition on what happened to this town.

4 THE WATER WELL



the outside:

"A stone well stands near a crossroad, a few empty buckets piled together near it. You can see a hempen rope going inside the well. Initially the well seems dry, but a closer inspection reveals how the water is still there twenty feet below."

This well is connected to the water pool in the cave under the tower (see next chapter). The water is poisoned, and a creature that drinks it takes 2d12 poison damage and has to succeed on a DC 18 CON saving throw or be poisoned for 24 hours. If a creature jumps into the water and tries to swim in it, they suffer these effects for each turn spent in it.

If the party spends a lot of time at the well, tries to drink the water, or is in grave danger during one of the previous fights in other areas of Faeriewell **Squirr the druid** (see area 5) shows up and either helps or warns them about the poison.



5 THE APOTHECARY SHOP

the outside:

"This building is mostly intact, and the plants surrounding it look somewhat different from what you've seen in the rest of the town, definitely less menacing and more familiar."



Inside the cottage Squirr the druid has taken residence and is planning on how to rid the town of the Black Lotus. Here's some facts to help with this NPC interaction:

- Squirr is a **turtle**. He lives not too far inside and decided to come to Faeriewell when the poisonous plants started encroaching the plants he is looking after.
- Squirr is a **pacifist** and he made a promise not to harm any living creature. For this reason he can't directly attack the Black Lotus (see below).
- Squirr is happy to **heal the party** and, if asked, He can cast druid spells listed in his stat block (except for Call Lightning). He will not join the party, and also won't attack any living creature no matter what the players do. If endangered he will wildshape and run away unless the party stops immediately.

Squirr explains to the party that the area has been overgrown by poisonous and evil plants due to the influence of the Black Lotus: a poisonous plant that grows in areas rich with magic that can eventually turn an entire forest into a poisonous and dangerous zone. It regenerates quickly but has one weak point. If you can find the black flower and pluck it, the entire plant dies off. Squirr believes the flower to be in the basement of the keep (area 7) and warns the party that they will likely find it protected by the plant itself.



[click here for
the statblock](#)



6 THE WAREHOUSE

the outside:

"This large building is two-story tall, and at the top floor you can see bushes peeking out of its many broken windows. The big door leading into the ground floor is slightly ajar."

The inside of this building is incredibly dark (see inside description). Adapt that if characters want to peek from the windows instead of entering.

the inside:

"As you enter this building you immediately notice how much darker than you expected it is inside, with very little light coming in from the broken windows. A layer of dust covers every surface and thick spiderwebs are everywhere, filtering the light and making the interior of this old warehouse only dimly lit. This building must've been a warehouse for all sorts of trading goods and items, and a few interesting things are laying around."

A successful DC 13 Wisdom (survival) check reveals the tracks of giant spiders going in and out of the building.

Three giant spiders dwell within this warehouse and will attack the party, but not follow them outside. Contest a stealth roll from the spiders with the party's perception or passive perception to see if anyone is surprised during the first round of combat.

If the party sets fire to the spiderwebs the spiders will be scared for a few moments and after that they will resume attacking the party. Whilst the spiders are scared, the party has time to grab only one of the items in here and run away if they so wish.

[click here for
the statblock](#)

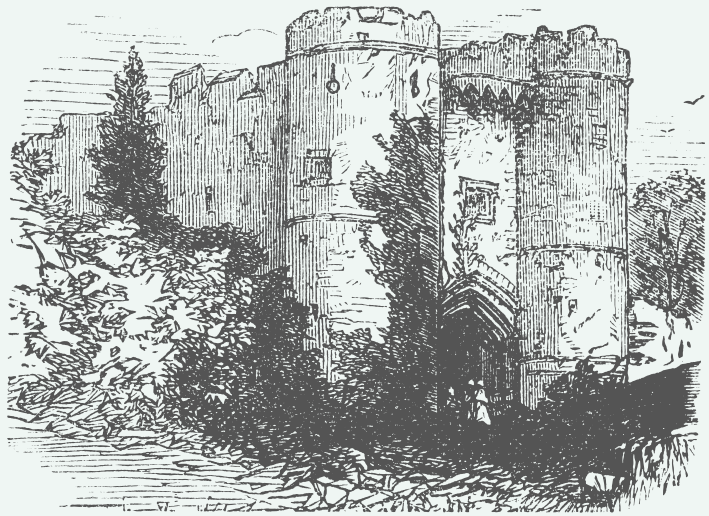


Treasure: roll 3 times on the D100 magical items table, or once if the party did not defeat the spiders and is only quickly grabbing an item. Alternatively you can have the party find three minor magical items of your choice or three +1 weapons.

7 THE OLD KEEP

the outside:

"This large building is mostly in ruin, with all sorts of vines growing over it. From a quick glance you can tell that this used to be a strong, if small, keep and could probably be restored to its former strength. Through the main gate, which is missing its doors, you can see that most of the interior is in complete ruin, but the stairs leading downstairs to the basement seem still in good order."



This keep is in ruins, and not much can be found here other than rubble and broken things if the party decides to look around. The **Black Lotus** is in the basement and it's the party's next objective.

Once the adventure is finished, the party could decide to restore the keep to its former glory and claim it as their stronghold if they wish. This adventure does not include rules for how to do that, but I strongly recommend Matt Colville's "Strongholds and Followers" for that. If you follow these rules and restore the keep, **Squirr the druid** will offer the party his services.

going downstairs:

"As you walk down the stairs leading to the basement you start seeing dark purple vines on the stone walls of the tower, ever more thicker as you descend."

You eventually reach a large round room completely shrouded in darkness. At the center of this room is a tangle of roots a few feet up the ground, with more underneath sprawling across the floor. Branches of this dark and twisted plant grow from the tangle and reach up to the ceiling, where they then multiply and cover the entire length of the room. Here and there, pale yellow fruits hang precariously.

When you look again at the tangle of roots, it gives you the impression that is growing over something or, rather, that these roots are protecting something."

The room is circular, 30 feet in diameter, and the stairs lead directly inside (there is no door) after descending in a semicircle. Leave 5 feet all around the room and next to the wall free of roots, everywhere else on the floor is covered with them.

If the party attacks the roots on the floor or the vines they can easily chop some off, but they grow back immediately. Same if they try to burn some of them off. The tangle of roots is the only target for this fight that will actually lower the HP of the **Black Lotus**.

The Flow of this combat encounter:

click here for
the statblock



Hold the first attack until the party enters the room. You may want to wait until they strike first, try to get one of the fruits (if they do, the fruit dissolves in their hand and they take the damage for it) or do something else, just to build some suspense.

Halfway through the fight, if possible the first time the party triggers the environmental hazard listed in the stat block, have the stairs collapse so that everyone is now locked inside the room.

At the end of the fight the ceiling will start collapsing once the Black Lotus is plucked. The floor will also give way, revealing a cave underneath. When that happens, read this:

"As you pluck the flower you can hear the roots and vines around you start to creak and shift, as if what was keeping them alive suddenly died. Stones and dust fall around you more and more frequently now, and you may feel a sense of dread as if you are about to be buried alive.

From the floor itself one stone, then another, then one more also come loose and fall into the darkness below. Under what remains of the floor you can see that what seems to be an enormous plant that was propping up the basement of this tower, and is now about to collapse under it."

Everybody in the party makes a Dexterity (acrobatics) or Strength (athletics) check with a DC of 13.

on a success

"Once a good part of the floor has fallen underneath you, you see an opening and jump, gracefully landing on one of the bigger branches of this subterranean tree."

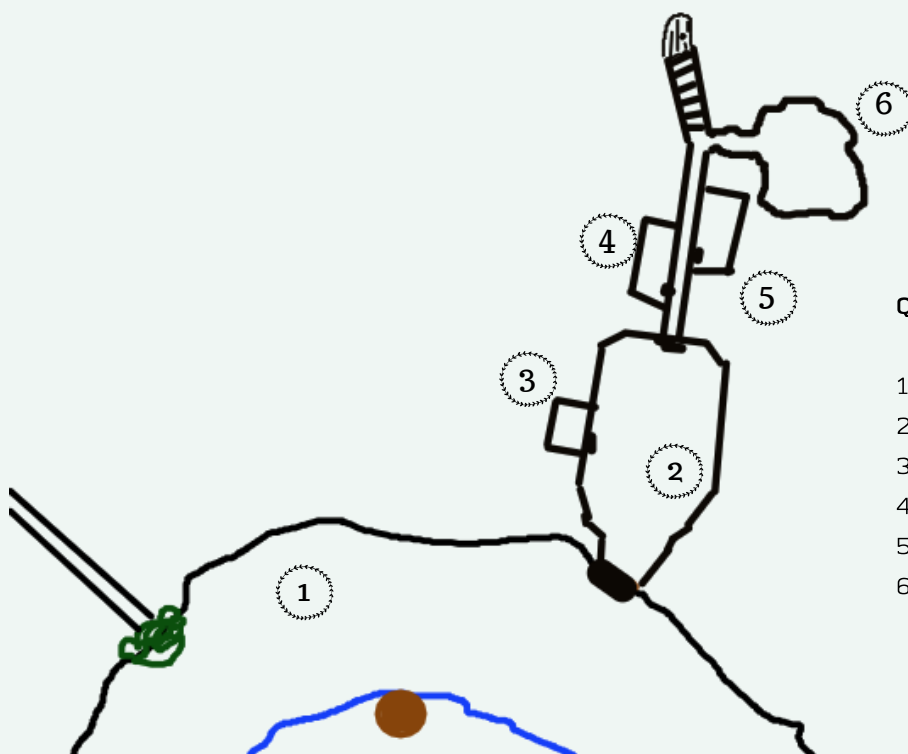
on a failure

"A stone slab falls from right under your feet, and before you know it you are falling in the darkness for a few very long moments. A lower branch catches your fall though, and you find yourself prone on it.

+2d6 bludgeoning damage

After that everybody can easily climb down this massive plant into the cave below as its roots wind and turn like a corkscrew, and are so large and flat that a humanoid can walk on them with little effort.

Chapter 2: Jalirax's Lair



Quick Summary:

- 1) Dragon's Cave
- 2) Dragon Cult Temple
- 3) Head Priest Quarters
- 4) Jail
- 5) Living Quarters
- 6) Cave Garden

1 THE DRAGON'S CAVE

"You reach the floor of a huge cave, 80 feet under the watchtower. The roots end into a large pool of still, murky water but you can easily hop onto the solid ground a few feet from it. This area is dimly lit by a pair of torches, burning to the sides of what looks to be a set of double doors on one end of this cave.

Opposite the double doors you can see a natural tunnel that you guess probably leads back to the surface, however it's currently filled with an impenetrable tangle of dark green thorny bushes, glistening with a thick sap that looks poisonous"

The cave is 80x60 feet, has one exit into the temple through the door with the torches and another one on the opposite side that is currently completely filled with a tangle of black thorny bushes. Passing through the bushes is not possible, and they don't seem to catch fire. The pool of water continues underwater and leads to a larger chamber where the well fishes from, but swimming in it is very dangerous (see the Water Well section above).

A dragon lives here! **Valyrax** is a **young green dragon** that resides in this cave and is tended (and venerated) by the cultists in the temple connected to it.

If the party takes a **short rest**, read the text box on the right and then the rest of this section. Consider doing this if the party is taking a long time to explore this area too.



click here for
the statblock

"A few minutes after you decide to rest and recover your energies you hear a rustling sound coming from the bushes. They seem to be retiring, moving out of the way apparently of their own volition and creating a large opening. You can also hear, echoing through the tunnel, the sound of what seems to be a large creature approaching."

Valirax is now coming back into the cave, and she can command the bushes to part and close up behind her to close that way. **If the party fights Valyrax in this cave**, add the following events to the fight:

TURN 2

the thorny bush starts blanketing the floor of the cave and can cover $\frac{1}{3}$ of its surface, and an additional $\frac{1}{3}$ each subsequent turn until the entire cave is covered. Any creature except for Valirax that ends their turn in an area covered by thorns has to succeed on a DC 15 CON save, taking 1d12 poison damage on a fail and $\frac{1}{2}$ that on a success.

TURN 3

The pool of water starts bubbling and a greenish gas comes out of it. All creatures except Valifax have to succeed on a DC 15 Constitution saving throw. On a fail, the target's speed is halved, it takes a -2 penalty to AC and Constitution Saving Throws, and it can't use reactions. These effects last 10 minutes, but a creature can repeat their save at the end of their turn.

If the party decides to run for the door once they start hearing the dragon coming in, they can successfully hide behind it and the dragon won't follow them there. If they peek from the door, read the following:

"Coming from the tunnel you see a large dragon slithering through with grace, their long body, neck and tail covered in pale green scales. They leisurely make their way to the pool of water but, before they enter it, their gaze wanders around the cave and lingers on the door you are hiding behind. For just a moment you feel their golden eyes locking with yours, but before you can react to that you see the dragon looking away and then gracefully diving inside the water without a splash."

2 THE DRAGON CULT TEMPLE

"Behind the double doors you see a large room, divided into three parts by two rows of columns, with many benches are organized in rows in the middle aisle. Right in front of you as you enter from the cave you see a stone altar with censer and a ritual cup on top of it. You can see a large stone door on the opposite side. To the left, a smaller wooden door."

"You guess this is likely a temple of sorts, and behind the altar you can see five frescoes depicting different scenes that seem to be forming a sequence."



the 5 frescoes in this room represent one of the many legends around dragons that many regard it as little more than a fairytale. Whether dragons play a big part in your World or are very rare, you can decide whether this specific cult is right about this story. The frescoes represent, in order:

**dragons
becoming
alive and
multiplying**

**dragons
creating
dragonborns
from other
races**

**dragons
ruling
over
the World**

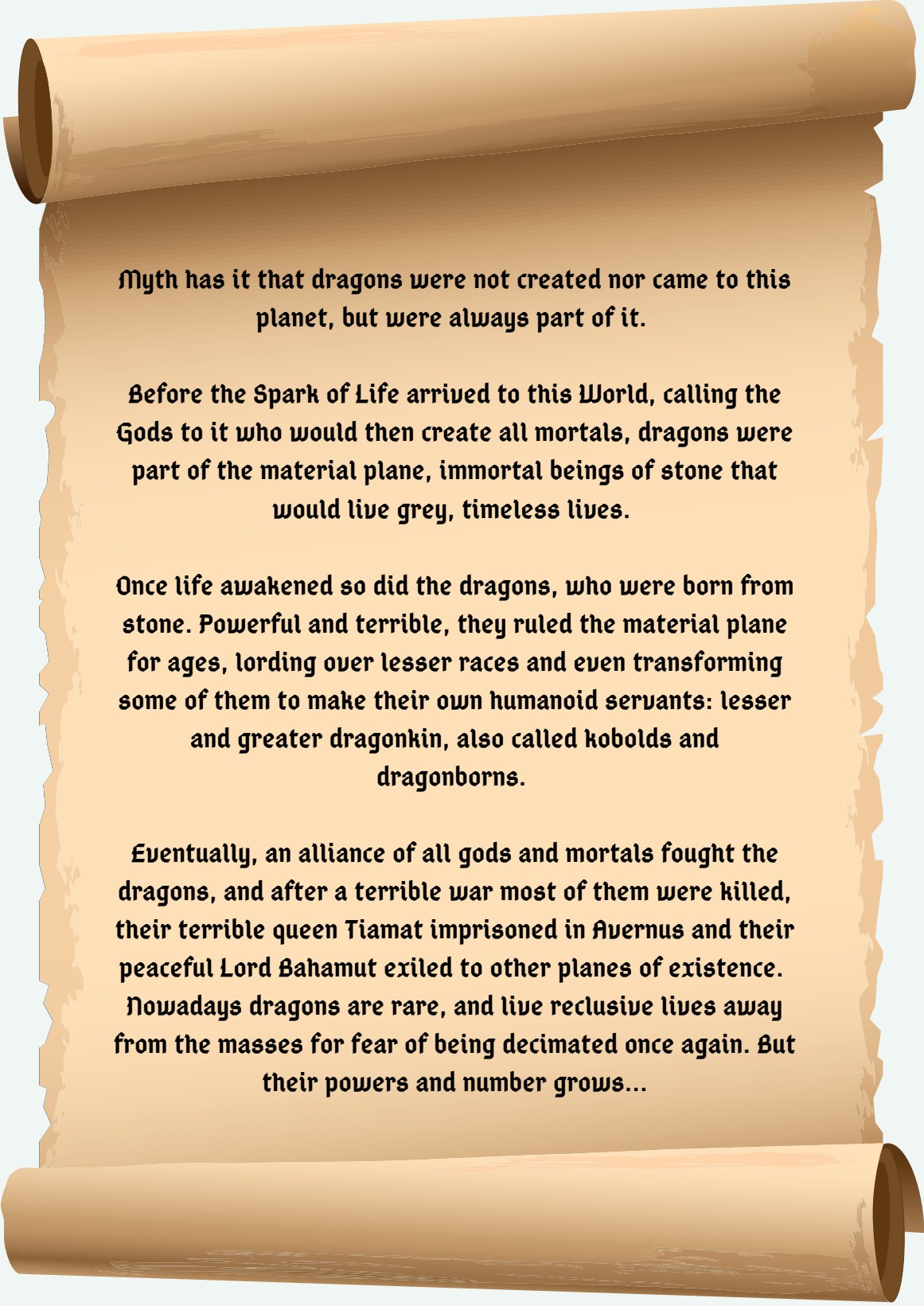
**the
Dragon
Wars**

**a World
liberated
from
dragons**

The order is important as it gives a **clue for opening a chest in area 3** that contains the key to open the large stone door. Note that you can easily re-skin this puzzle by changing the subject of the story and frescoes. This puzzle is a very good way to deliver organic exposition about a main antagonist in a campaign and their backstory to the player, as it prompts them to pay attention to it.

The full legend used for this puzzle is in the next page. You can either just straight up give it out, have the players find a book or a letter that contains it on the altar, or have them roll an Intelligence (History) check and decide how much they have heard of it.

The **big stone door** on the other side of the room can be opened with a key found in the chest in area 3. The lock can be opened with a successful DC 20 Thieves' tool check or a DC 25 Strength check. The **wooden door** to the left is not locked.



Myth has it that dragons were not created nor came to this planet, but were always part of it.

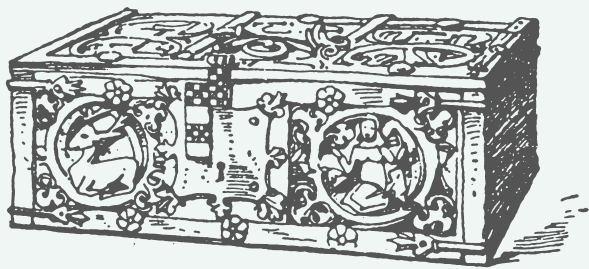
Before the Spark of Life arrived to this World, calling the Gods to it who would then create all mortals, dragons were part of the material plane, immortal beings of stone that would live grey, timeless lives.

Once life awakened so did the dragons, who were born from stone. Powerful and terrible, they ruled the material plane for ages, lording over lesser races and even transforming some of them to make their own humanoid servants: lesser and greater dragonkin, also called kobolds and dragonborns.

Eventually, an alliance of all gods and mortals fought the dragons, and after a terrible war most of them were killed, their terrible queen Tiamat imprisoned in Avernus and their peaceful Lord Bahamut exiled to other planes of existence. Nowadays dragons are rare, and live reclusive lives away from the masses for fear of being decimated once again. But their powers and number grows...

Feel free to change this legend to fit the World you are playing in! Remember that it does not have to be facts that are presented with this, but simply the beliefs of this group of cultists

3 THE HEAD PRIEST QUARTERS



"A small room containing a single bed, a writing desk and a library. An ornate chest is also here, but instead of a normal padlock on it you see 5 buttons placed in a horizontal row. Left to right."

This **chest** does not have a keyhole, but instead **5 buttons arranged left to right** that can be pressed in order. Once a button is pressed it stays in place and cannot be pressed a second time until a sequence of 5 is formed.

On a desk near the chest there is a **note** that says *"Note to self: a better future is a different past"*. The idea is that the Head Priest that owns the chest set it to a combination he could remember by looking at something nearby (the frescoes in area 2). **The correct combination is 5-1-2-4-3** as this is what the dragon cult wants to happen (dragons going back to power) by rearranging the past.

The chest is also **trapped**: if the wrong combination is entered any creature in the room takes 2d10 poison damage, or half that on a successful Constitution saving throw (DC 13).

Treasure:

The Library contains a few books on dragons and dragon lore, mostly in draconic. Inside the chest, the party finds:

- A **big iron key** that opens the stone door in area 2
- **3 scrolls** of protection from poison
- **An amulet** made from a tangle of roots. Wearing it grants 5 temporary hit points that refresh after a long rest. When the amulet is equipped, the roots come alive and burrow into the skin of the wearer's chest (taking the amulet off deals 5 points of necrotic damage to the wearer)
- a **magical short sword** with a purple blade that deals 1d6 piercing damage and 1d6 poison damage. It also grants a +1 to damage and attack rolls.



Once the party retrieves the key, they can open the big stone door in area 2 and proceed to a 10 feet wide corridor illuminated by torches mounted on wall sconces. **The corridor ends in stairs that lead up to a locked door**, and has a door on the left (leading to the **jail**), a door on the right (leading to the **living quarters**) and an opening in the wall also on the right, further down, leading to the **cave gardens**.

The door at the end of the stairs is locked, The normal check for opening this door has a DC of 15 (Thieves' tools or Strength) to open it, but is augmented by 10 because of an Arcane Lock spell cast on it. An Alarm spell is also active and is triggered by any attempt, successful or not, to force the door open

The Head Priest in area 6 possess an amulet that can open the door without triggering the alarm, which is a loud siren that can be heard in a 200 feet radius and penetrates the magical silence in area 5.



4 THE JAIL

"The metal door opens with a squeak, and inside you see a large rectangular room divided in two by a set of iron bars, shrouded in darkness now partially illuminated by the light coming through from the corridor.

On the other side of the iron bars you can see a handful of skeletons of what seem to be humanoid creatures, but so misshapen and grotesque that is hard to tell which race they belonged to. Most have elongated skulls with sharp fangs and stubby bone protrusions on their backs, and none seem to have been able to walk or function properly."

This room is a prison where the cult keeps prisoner they experiment on, trying to recreate the dragonkin with the help of Valirax. The dragon is too young and not strong enough in their magic yet though, and none of the experiments had therefore been successful. The room is mostly empty, except for a chair and a desk with little of value in it. Unless the party brings a torch inside, the room is dark



5 THE LIVING QUARTERS

This room is the living quarters of the cult. Note that despite the six beds (plus one for the priest in their quarters) only three or four cultists are encountered in this adventure, which means there are more elsewhere. If you play this adventure as part of a campaign and the party kills the cultists in area 6, you can have the townsfolk of the next time the heroes visit (or maybe the one they are currently based on) asking them to look for their missing friends or relatives (the cultists the party killed).

"This room contains six beds, with small chests at end, a large table with six chairs and a large cabinet. It's modestly furnished and has recently been used.

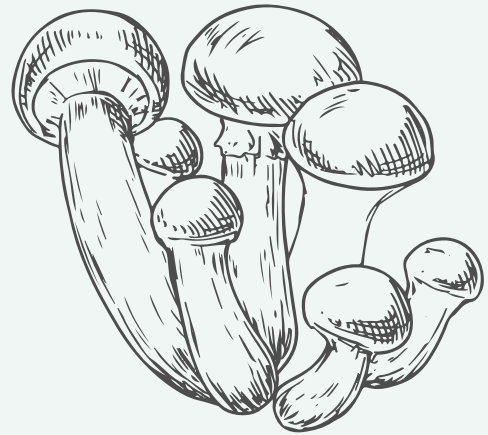
A few unlit torches are inserted on wall sconces, but the room is dark when then party opens the door.

Maybe some of the NPCs they already met were secretly cultists and will now plot against the party! My advice is to have this little cult be formed by locals that live a secret double life.

6 THE CAVE GARDENS

"The brick wall of the corridor has been taken apart here, and this massive hole now leads into a natural cave through a short and gently sloping tunnel. Dim bluish light seems to emanate from the interior of the room, and once inside it's clear that it comes from an expanse of bioluminescent fungi carpeting this area.

Bent over and carefully collecting some of these fungi are three figures wearing robes. Two of them also wear a mask in the shape of a black dragon head, and one wears a mask in the shape of a green dragon head."



Ask the party to do a Wisdom (perception) ability check. On a 15 or higher, they will notice that their footsteps are not emitting any sound. This because the entire cave is under an effect identical to the one of the **Silence** spell that is caused by the mushrooms' spores. The two **acolytes** (black masks) and the **Head priest** (green mask) are not paying attention at the entrance (unless the alarm was triggered) and could be sneaked on, however the masks they are wearing make them immune to the spores so that they can hear and talk normally.

The cave is rectangular and 50x30 feet. When drawing the map, add some random boulders and giant stalagmites that players and cultists can hide behind.

[click here for the statblock](#)



TIPS FOR THIS ENCOUNTER:

Depending on party composition and how many resources they have left, consider increasing or decreasing the number of black mask cultists. They will all fight to the death, as the secret of their cult is more important than their lives for them.

Treasure:

The party could try and collect some of the mushrooms. They only produce the silence effect when alive and in a strong and numerous colony such as this one, but they are likely useful as a spell component and may fetch a good price. The Head priest (green mask) also possess an **amulet** with an effigy of Tiamat on it. Touching the door at the top of the stairs with this amulet opens it without causing the alarm to go off.

ESCAPING THE TEMPLE

One way or the other, the party will hopefully escape the temple, as the door at the top of the stairs leads in fact outside. When they do, read:

"You exit the temple and find yourself in a ruined house, an entire wall and part of the ceiling completely missing so that you are practically outside already. You can see the sky again, and breathe the night air, now fresher and lighter than before."

If you feel your party had enough or is too late to continue **you can end the adventure here**. The party can meet Squirr again and travel back to whatever town they came from. If they still have a fight in them and Valirax is still alive, read the next paragraph.

As you gather your thoughts for a moment, confident that the worst has passed, you hear the beating of leathern wings and an acre smell of rot and poison fills your nostrils

A large green dragon perches itself on a building not too far, looking at you with their golden eyes. The dragon seems to be smiling for just a moment before a roar fills the air.

"Took you long enough"

Is what the dragon says, before they leap towards you."

Valirax, a **young green dragon**, has left the cave via the thorny passage and circled back to meet the party once they escaped the temple. She acted lazy earlier, but won't now let the party escape and spread the word that a dragon is hiding in this area. She is cunning and smart, but also young and brash and could be provoked into fighting sub-optimally.

If the party fights Valirax here, add this event to the battle:

[click here for the statblock](#)



TURN 2

the sky starts to darken, and from round 3 Squirr the druid joins the fray at initiative count of 20 by casting Call Lightning from afar (he can't be seen). Each turn have the dragon roll a Dexterity saving throw and roll damage on a fail (5d10 lightning). If asked later Squirr will say that it was not him, just a very friendly storm (he did promise not to hurt living beings after all).

Appendix: enemy statblocks

TWIG BLIGHT

Str	Dex	Con	Int	Wis	Cha
-2	+1	+1	-3	-1	-4



AC



HP

Small Plant
Speed 20 feet
Blindsight 60 feet
Passive Perception: 9
Vulnerable to fire damage

passive

Natural Camouflage: if the twig blight stays immobile, DC 18 Wisdom (perception) ability check to distinguish it from a normal bush.

actions

Twig Stab: melee attack
+5 to hit
1d4+1 piercing damage



go
back

SKELETON (ROOTS WITHIN)

Str	Dex	Con	Int	Wis	Cha
+0	+2	+2	-2	-1	-3



AC



HP

Medium Plant
Speed 30 feet
Darkvision 60 feet
Passive Perception: 9
Vulnerable to fire damage

actions

Scimitar: melee attack
+6 to hit
1d6+2 slashing damage

Shortbow: ranged attack
+6 to hit
1d6+2 piercing damage



go
back

GIANT SPIDER

Str	Dex	Con	Int	Wis	Cha
+2	+3	+1	-4	+0	-3



AC



HP

Large Beast
Speed 30 feet (walk/climb)
Blindsight 20 feet
Darkvision 60 feet
Passive Perception: 10
Stealth +7

passive

Web weaver: No restrictions when walking on webs and can perceive the location of a creature that is touching a web it is in contact with.

actions

Bite: melee attack
+5 to hit / 1d8+3 piercing damage
+2d8 poison damage with DC 11
Constitution saving throw for 1/2 damage

special

Web (1 action - recharge 5-6). Range 30/60, on a hit (+5) target is restrained and has to succeed on a DC 12 Strength check to break free. Webbing is flammable .



go
back

BLACK LOTUS (ROOT TANGLE)

Str | **Dex** | **Con** | **Int** | **Wis** | **Cha**
+3 | **-4** | **+3** | **-1** | **+1** | **-5**

16

AC

120

HP

Small Plant
Speed 0 feet
Blindsight 30 feet
Passive Perception: 17
Vulnerable to fire damage

Lair actions

Roots: at initiative count 20, each turn:
- all creatures in the roots area, DC 13 Strength saving throw or restrained on fail. 1 action to free themselves by repeating the save.
- all creatures restrained by the roots take 2d6 blunt damage.

actions

3x Vine Lash: +7 to hit
2d6+3 slashing damage

bonus actions

Shake: The Lotus shakes the building and some debris fall.
all creatures within 30 feet to make a DC 10 Dexterity saving throw or suffer 1d6 blunt damage on a fail.

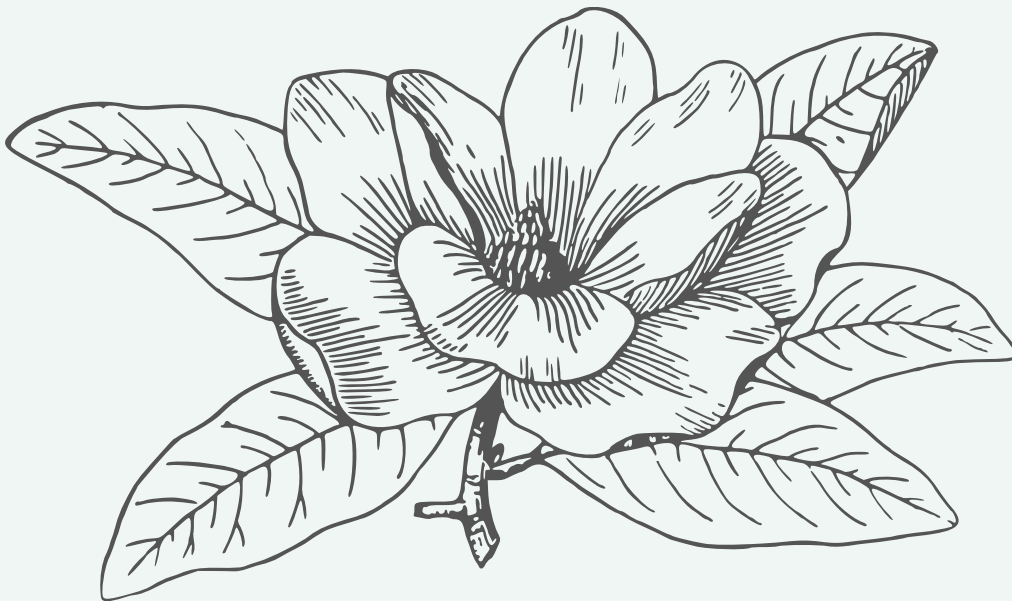


special

Environmental Hazard (triggered when the Lotus takes more than 30 damage in one round). The entire tower starts shaking and yellow fruits fall from the ceiling. All creatures within 30 feet of the black lotus have to succeed on a DC 13 Dexterity saving throw or suffer 2d4 acid damage on a fail.

how to finish the Lotus

Once the Black Lotus is down to 0 HP, the tangle of roots opens up showing a Black Flower that was contained within. A creature attempting to pluck the Black Lotus has to succeed on a DC 13 Constitution saving throw as necrotic energy surges through their body. On a success they pluck the flower, on a fail they suffer 2d8 necrotic damage.



ACOLYTE

Str | **Dex** | **Con** | **Int** | **Wis** | **Cha**
+0 | **+2** | **+3** | **+1** | **-1** | **+3**

 12 AC

 25 HP

Medium Humanoid
Speed 30 feet
Passive Perception: 10

passive

Dragon Mask: Whilst wearing the dragon mask, immune to the area effect in the Cave Gardens.

actions

Eldritch Blast: (ranged 60 feet) +5 to hit / 1d10 force damage

Dagger: +4 to hit / 1d4+1 damage

spell casting (3/day each)

Draconic Armor: (action) self AC to 16

Burning Hands: (action) ranged, 15 feet cone. DC 15 Dexterity saving throw or 3d6 fire damage, half as much on a save.

Blindness/Deafness: (action) ranged, 30 feet. DC 15 Constitution saving throw or the target is either blinded or deafened for 1 minute. They can repeat the save at the end of each turn to end the effect.



HEAD PRIEST

Str | **Dex** | **Con** | **Int** | **Wis** | **Cha**
+0 | **+2** | **+3** | **+1** | **-1** | **+3**

 12 AC

 35 HP

Medium Humanoid
Speed 30 feet
Passive Perception: 10

passive

Dragon Mask: Whilst wearing the dragon mask, immune to the area effect in the Cave Gardens.

actions

Eldritch Blast: (ranged 60 feet) +5 to hit / 1d10 force damage

Dagger: +4 to hit / 1d4+1 damage

spell casting (3/day each)

Draconic Armor: (action) self AC to 16

Scorching Ray: (action) ranged, 120 feet. 4x rays are hurled at different or same target, +6 to hit. On a hit, the target takes 2d6 fire damage.

Hold Person: (action) ranged, 30 feet. DC 15 Wisdom saving throw or the target is paralysed for 1 minute. They can repeat the save at the end of each turn to end the effect.

YOUNG GREEN DRAGON

Str | **Dex** | **Con** | **Int** | **Wis** | **Cha**
+4 | **+1** | **+3** | **+3** | **+1** | **+2**

18 AC

136 HP

Large Dragon
Speed 40 feet (walk, swim)
60 feet (fly)
Passive Perception: 17
Dark Vision 120 feet
Blindsight 10 feet
Immune to poison

passive

Amphibious: Can breathe both air and water

Multiattack: The dragon can take the claws attack twice and the bite attack once when attacking.

actions

Bite: +7 to hit / 2d10+4 piercing damage +2d6 poison damage

Claws: +7 to hit / 2d6 slashing damage



special

Poison breath: (recharge 5-6) All creatures in a 30 feet cone have to make a DC 14 Constitution saving throw and take 12d6 poison damage on a fail, or half as much on a success.

SQUIRR THE DRUID

Str | **Dex** | **Con** | **Int** | **Wis** | **Cha**
+2 | **+0** | **+5** | **+3** | **+5** | **+3**

17 AC

60 HP

Medium Humanoid
Speed 30 feet
Passive Perception: 17

spell casting (at will)

Druidcraft, Mold Earth

spell casting (5/day)

Goodberry: Create a berry that restores 1 hp and sustains for a day

Cure Wounds: cure 1d8+5

Lesser Restoration: Cure one condition: blind, deaf, paralysed, poisoned. Also cure diseases.

Protection from Poison: for 1 hour, target has advantage vs saving throws against being poisoned and resistance to poison damage

spell casting (special)

Call Lightning: During the final fight against the dragon, Squirr casts this spell and from round 3 onward the dragon has to make a Dexterity saving throw (DC 17) each round at initiative 20, taking 5d10 on a fail.

