

DEEPER INTO THE WOODS



Dangerous beasts and strange encounters awaits you.
You can sharpen your blade. You can prepare your spells.
But can you survive the woods?

HUNTER'S FULL MOON ~ ADVENTURE TWO



DEEPER INTO THE WOODS



An archaeologist looks for adventurers to search a remote, abandoned tower for a long-lost key.

But traveling through the untamed wilderness around Buckbridge is dangerous. Sneaky goblins, desperate fey, and enormous frogs lurk in the woods. And the tower has a new occupant: A deranged warlock with a strange familiar.

*You can sharpen your swords. You can ready your spells.
But can you survive the woods?*



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OVERVIEW

ABOUT THIS ADVENTURE

Deeper into the Woods is a Dungeons & Dragons 5th edition adventure designed for a group of three to five 2nd-level characters.

The adventure can be played as a stand-alone episode or as part of the *Hunter's Full Moon* trilogy. This adventure can be used in any campaign that features a region with wilderness.

SYNOPSIS

The characters are in Buckbridge, an isolated village surrounded by wild woodlands. At the village's inn, Bjorn, a visiting scholar, asks for their help. He is looking for a key to an ancient dwarven tomb and asks the characters to travel to the Tower of Agatoth.

The characters can choose one of three different paths through the wilderness to the tower:

- Under the mountains, where sneaky goblins and slithering terrors await.
- Through the deep woods, in which fey desperately battle invading ettercaps.
- Across the windy moor, through the territory of a dragon wyrmling and where a rumour says an enormous frog is lurking.

At the DMs discretion, the characters may explore more than one path. At the tower, the characters face a deranged warlock and his strange familiar. If the characters defeat the warlock, they discover Octavia's secret (a new magical item) and find the key.

Once the characters have completed their quest, they can continue directly to their next adventure in *Under the Black Mountains*, the next part of the *Hunter's Full Moon* series, or return to The Grey Hare inn for their reward.

ADVENTURING IN THE WILD

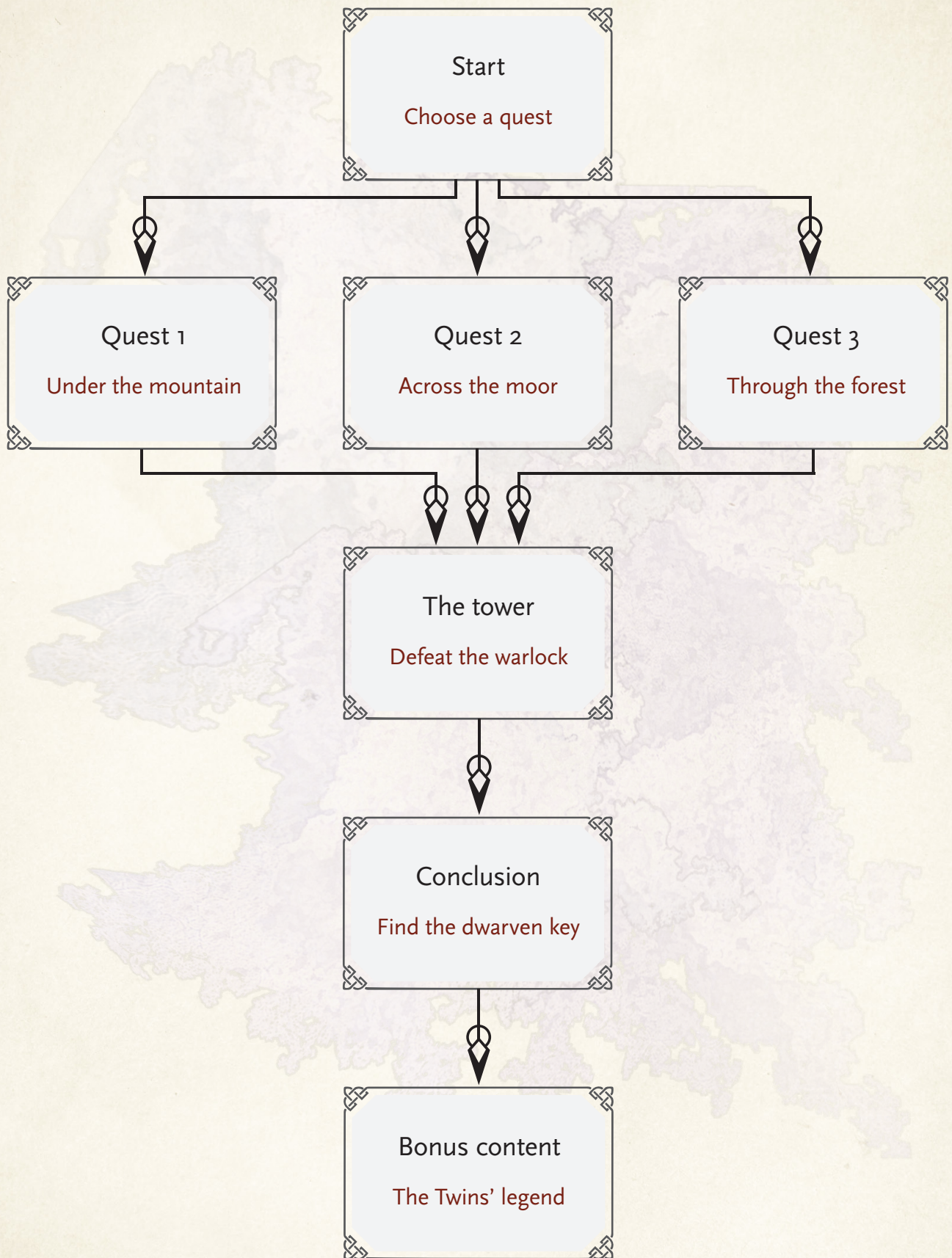
The majority of this adventure takes place outdoors in rugged lands filled with harmless and not-so-harmless wildlife. For specific rules about adventuring in these conditions, see the *Dungeon Master's Guide* p.106–112.

FEATURED CONTENT

- Open adventure with three different quest paths.
- Unique legacy item that increases in power with level: *Octavia's secret*, a magical ring.
- New monster: Observant (a tiny beholder).
- Lore & Legend: The Twins.
- Detailed NPCs with background descriptions.
- Original maps and illustrations of high quality.



ADVENTURE FLOWCHART



CHAPTER 1: THE VILLAGE OF BUCKBRIDGE

FOR CHARACTERS WHO ARE PLAYING THE TRILOGY

Life in the village is returning to normal. The Hunter's Moon Festival has ended, and the ground is being raked and swept. However, the hunters at the three guard towers around the village are alert and watchful: While most of the gnolls have been killed or chased back to the mountains, the sudden gnoll invasion was unusual and mysterious. Gnolls normally don't leave the mountains, and some people wonder if they were sent to harass Buckwild, or if something else drove the gnolls from their home lands. Either way, it's a troubling incident.

There are also reports of an enormous toad, which has been sighted in the wilds, but most shrug off those rumours as side effects of the

slightly mind-altering cookies traditionally consumed during the Hunter's Moon Festival.

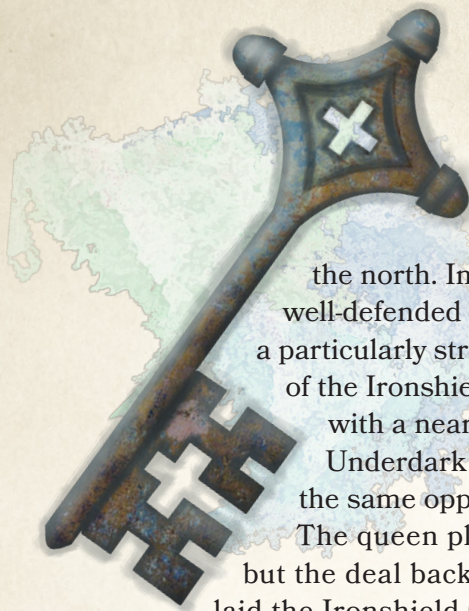
At the inn, Bjorn Amberclan tells the characters he has exciting news and gathers them around a table covered by a large ancient map.

"I wonder if I can interest you in delving deeper into this mystery. Perhaps you are meant to go down this path—after all, you were the ones who discovered the first clue."

Bjorn says he has interpreted the map that the characters found in the dwarven chest during their earlier adventure. It shows the location of the burial tomb of Freja Swiftsteel, queen of the long-gone Ironshield Clan, who once ruled most of Buckwild.



The ancient dwarven map over Buckbridge and nearby areas (not to scale)



The Ironshield Clan met a sudden end when they sought to expand their kingdom to the north. In order to defeat the well-defended town of Winterhold, a particularly strong enemy, the queen of the Ironshield Clan struck a deal with a nearby drow house in the Underdark who waged war on the same opponent.

The queen planned a joint attack, but the deal backfired, and the drow laid the Ironshield Clan's home in ruins. Bjorn understands the survivors buried Queen Freja in a well-hidden tomb, but when the last survivors too passed away, all knowledge regarding where the tomb was located was lost. However, the newly discovered map reveals its location.

Bjorn suspects there might be an important book buried in the tomb with Freja Swiftsteel. If he's right, the book could be crucial to his hometown of Winterhold, a large dwarven stronghold far north-west of Buckbridge, which currently is threatened by dark elves. Bjorn is also keen to learn more about the tomb's layout, features, and secrets, since his research is focused on ancient dwarven history.

No one has been able to locate the queen's burial chamber, but anyone who possesses the key should be able to enter without problem. If the characters can return the book, Bjorn promises to reward them with 75 gp each. Any additional treasures or gold is, of course, theirs to keep.

However, Bjorn has also found that to access the tomb, a specific key is needed. According to an old parchment, the key is said to be hidden under a floor tile beneath the Tower of Agatoth, far north-east of Buckbridge, which is located on the map. Bjorn asks the characters to travel to the Tower of Agatoth and find the key, after which they can continue to the tomb (featured in *Under the Black Mountains*, part 3 in the *Hunter's Full Moon* series).

Alternatively, if *Deeper into the Woods* is played as a stand-alone adventure, the characters can return to The Grey Hare and claim their reward.

FOR CHARACTERS WHO ARE NEW TO BUCKWILD

The characters have journeyed together for days through rugged wilderness and thick forests. Upon arriving at the village of Buckbridge, the characters make their way to The Grey Hare, the village's only inn, where they meet the dwarven researcher Bjorn Amberclan.

Bjorn Amberclan, a dwarven archaeologist from the stronghold of Winterhold, is staying in Buckbridge to learn more about Buckwild's past, especially the Ironshield Clan, which once ruled the area. He spends a lot of time in the common room of The Grey Hare, usually at a corner table loaded with tomes and scrolls.

Bjorn has recently obtained an ancient map that shows the location of Queen Freja Swiftsteel's tomb. The queen led the legendary Ironshield Clan, who were famed for their military skill and mounted warriors. After a terrible fate befell the clan, the survivors buried their queen in a secluded place. Until now, the location of the tomb has been unknown, but Bjorn has learned where it is.

MEETING THE ARCHAEOLOGIST

If the characters approach Bjorn, he rises up and greets them. (If they don't, Bjorn walks up to them.)

"Hello there!" Bjorn says. "You look like a capable group of adventurers. Perhaps I can interest you in a quest? It's a matter of finding and retrieving a key, which is of great importance to me and everyone else in my hometown, Winterhold. The item itself is quite harmless, I promise. However, unfortunately the same cannot be said about the roads that lead to its location, and my adventuring days are long gone, I am afraid."

Bjorn has learned that the key needed to access the queen's tomb might be hidden in the Tower of Agatoth, far north-east of Buckbridge. Some texts suggest the key can be found under a well-concealed floor tile deep underground.

He asks the characters to travel to the tower and bring the key back to him for a reward of 75 gp each.

CHAPTER 2: DECISIONS AND DEPARTURES

Bjorn shows the characters an old vellum map filled with ancient dwarven runes and asks Rosie Tanner, owner of The Grey Hare, to explain to the characters how to reach the Tower of Agatoth.

Rosie is a retired ranger who knows the land well. As she joins the characters, she is accompanied by her animal companion, an old, shaggy fox, which is called William.

After greeting the characters, she tells them they must first make their way to the stone monument called The Twins, which is located to the east on Dead Man's Moor. After that, there are three different routes that can take them to the tower.

PATH 1: UNDER THE MOUNTAIN

“One path is the tunnel through the mountains,” Rosie says. “It’ll take you deep underground, far from the safety of sunlight, and into passages where any kind of beast or monstrosity may dwell.”

PATH 2: ACROSS THE MOOR

“Another way to reach the Tower of Agatoth is to continue to journey across the Dead Man’s Moor,” Rosie explains. “It’s a long walk over treacherous ground. And there are plenty of other dangers, too. The moor got its name for a reason.”

PATH 3: THROUGH THE FOREST

“You can also travel through the woods of Longleaf Grove. They’re inhabited mainly by lots of wildlife, including the kind that might want to take a bite out of you. There’ve been reports about strange creatures there, too.”





LEAVING THE VILLAGE

The first part of the journey takes the characters towards The Twins, located in the middle of Dead Man's Moor. Soon after the characters set out from Buckbridge, a persistent drizzle sets in, while hard winds force the characters to lean forward as they trudge on.

The journey from Buckbridge to The Twins is around 50 miles. Heavy fog often clouds the rolling hills. Along the path are tall grass, bracken, heather, and, in sheltered areas, various types of berries. Even when the sun's up, a peculiar dimness clings to the air.

Here and there along the path are ancient stone signposts overgrown by ivy and worn by weather and time. On each signpost are runes that look similar to Dwarvish. A successful DC 15 Int (History) check indicates that the runes are a variation on ancient Dwarvish, but doesn't reveal their meaning.

In truth, the runes mark the distance and directions to dwarven military outposts, now almost entirely gone. Some buildings in Buckbridge are built upon the foundations of one such outpost.

CHAPTER 3: A HAUGHTY STRANGER IN A HOLE

Halfway to The Twins, the characters hear shouts calling for help from beyond a hill. If they investigate, they see a sweaty, pale middle-aged dwarf with a neatly braided beard struggling to escape a knee-deep bog. The man is dressed in fine, tailored clothes more suitable for an exclusive dinner party than for someone travelling in the wild. A chestnut-brown riding horse with heavy saddlebags stands nearby and calmly grazes at a tussock.

“You there,” the man shouts and waves. “I require your assistance immediately. Get me out of this filthy pit and you shall have my gratitude. Maybe a coin or two as well, if you must. Stop gaping and do something!”

The dwarf is **Ian von Boulderstock**, a noble and archaeologist who once worked alongside Bjorn Amberclan before they parted ways after a spat about methods. After hearing about Bjorn’s research, Ian decided to search Buckwild for clues in hopes of beating Bjorn to the tomb and the journal.

Ian earlier hired a group of thugs to explore The Twins in a desperate attempt to prevent Bjorn from finding anything of importance. The group Ian hired has not been seen since. For more information about these thugs, see the adventure *Call of the Wild*, part one in the *Hunter’s Full Moon* trilogy.

Soon after arriving in Buckwild, Ian and his assistants were attacked by frost wolves, after which the assistants promptly decided to quit their employment. Without his assistants to read the maps, Ian lost his way and has wandered in circles for days. When the characters find him, he’s been stuck in a chilly bog for the better part of an hour.

The characters can choose to ignore Ian and continue their travels, in which case they arrive at The Twins without any more encounters on their way.

If the characters choose to help Ian out of the bog, he scrubs at his fine clothes in a futile attempt to clean them of dirt and presents

IAN VON BOULDERSTOCK

Dr. Ian von Boulderstock is a male mountain dwarf **noble** (CN) and professional archaeologist. He is pale, well-dressed, and keeps his beard neatly braided. Ian is also proud and has no patience with fools (which, to his mind, is almost everyone else). He is from Winterhold and used to work with Bjorn Amberclan, but they parted ways after a quarrel about excavation methods.

Trait: Time is of the essence. More time equals more research time, which increases the likelihood of becoming famous.

Ideal: I will be the most respected scholar in my field – and rich, too.

Bond: I keep comparing my achievements with those of history’s greatest explorers.

Flaw: Arrogance. I am completely unable to see that other people’s ideas actually might make sense.

himself as Dr. Ian von Boulderstock, a travelling researcher from Winterhold. He explains vaguely that he’s in the area because he’s heard intriguing rumours about it.

While hesitant to give away information about his own ambitions, he is keen to learn more about the characters’ goals and backgrounds. If Bjorn Amberclan is mentioned, Ian struggles to hide his interest and asks the characters about his rival’s current situation and plans.

Ian rewards the characters with 10 gp for getting him out of the bog. It is clear from his pained expression that he doesn’t like parting with money.

Ian von Boulderstock has no further part in this adventure but will return later in the next series of adventures, and the characters’ treatment of him here affects his future attitude towards them.



THE TWINS

The Twins are a pair of towering monoliths, roughly twelve feet tall and made of granite that time has rendered completely smooth. One of them is broken; its top half can be found on the ground near the base of the monolith. The monoliths stand in the centre of a low hill where the ground is less wet and boggy compared to the rest of the moor. Around The Twins are dozens of ancient stone cairns.

A number of peculiar magical effects surround The Twins. See chapter 11 for more details.

THE PATH SPLITS

When continuing beyond The Twins, the characters must either take the path that leads under the mountain (chapter 4), continue across Dead Man's Moor (chapter 5), or head into the forest (chapter 6).

The uneven but well-used path that took you to The Twins ends here. To the east is the edge of a dense forest stretching into the distance. Straight north, dark cliffs mark the boundaries of a low mountain. Between these, the mist-laden expanse of the moor continues north-east. According to what you've been told, all three paths lead to your destination, but you have to choose one.

CHAPTER 4: UNDER THE MOUNTAIN

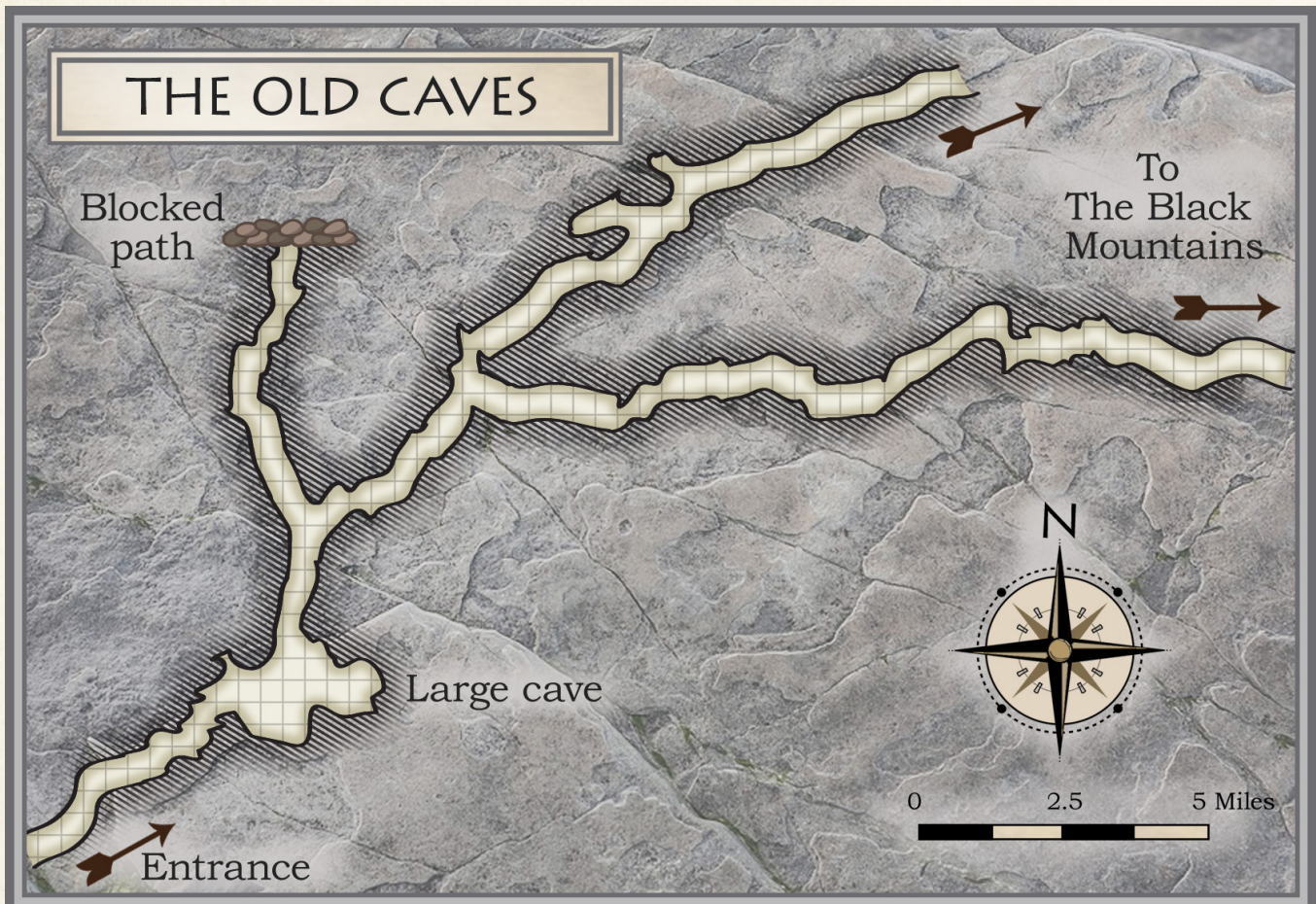
After a tough but uneventful trek, the characters arrive at the base of the mountain. Small clusters of fir trees growing among the rock and mud struggle for sunlight near the cliff side. Following the directions provided by Rosie back at The Grey Hare, the characters find the entrance to a tunnel hidden behind a boulder that is almost entirely obscured by ivy and feather moss.

A successful DC 12 Wis (Survival) check lets a character find signs of goblins entering and leaving the cave. There are also a few larger tracks that are more difficult to interpret, as well as a small patch of green stinking slime smeared on the rock wall near the opening. If any roll on the Wis (Survival) check is equal to or greater than 15, the characters realise that a carrion crawler has crept past here at least once in the past week.

The tunnels are almost perfectly tubular and have surprisingly smooth walls. This is due to having been made by a purple worm, which made its home inside this mountain centuries ago. These days, a band of sneaky goblins uses its old lair to waylay animals and, sometimes, people travelling through the tunnels. Inherently cowardly, the goblins tend to attack when their targets are resting.

NIGHTLY DANGERS

The journey through the tunnels is about 40 miles, and the diameter of the tunnel is almost constantly 15 feet. There are no obvious signs of danger, but the air is foul, the compact darkness is oppressive, and faint echoes of undefinable sounds drift out of the depths ahead.



Part of the old tunnels deep under the mountain

GRIM AND GREEN-SKINNED

Unbeknownst to the characters, the goblins had scouts posted just inside the entrance and are aware of the adventurers. Staying out of sight and earshot, they track the characters and wait for them to strike camp. (The tunnel is so long that unless the characters have any means with which to speed up their journey, they'll need to rest at some point.)

The goblins have +6 on Stealth checks. They will wait 1d6 hours before they attack the group in hopes the characters will rest and therefore remove their armour. If the characters somehow are travelling so fast the goblins worry that their quarry won't strike camp, the goblins attack as soon as they can.

The goblin party consists of three **goblins** and Goxle Niftgrinder, a **goblin boss** who wears a wolf's head badly sewn to his hooded cloak and a leather-cord necklace with various teeth. At the present time, the entire goblin party is unusually bouncy and excited after having discovered and consumed a handful of large, phosphorescent and strongly hallucinogenic mushrooms nearby. The lingering effect gives them a +2 bonus on saving throws against fear-based effects, but also a -1 penalty on all attack rolls and ability checks.

DEVELOPMENT

If the characters slay the goblins, they can follow the tracks back to their den if they succeed on a DC 10 Wis (Survival) check. Found there is a mound of charred logs under a spit with a roasted (and partially eaten) rabbit and several filthy bedrolls stolen from other unfortunate travellers. There are also 59 gp, 407 sp, and 1619 cp, as well as a multitude of crude spears and axes, all of which are rusted beyond recovery by the dampness.

CREEPING, CRAWLING, CRAVING

Farther down the tunnel, a **carrion crawler** picks up the scent of goblin blood and decides to investigate and attack the characters 3d10 minutes after the battle with the goblins.

If the carrion crawler is killed, a successful DC 12 Wis (Survival) check allows the characters to track it back to its lair, which is located near the exit at the far end of the tunnel. The monster's



slimy, reeking den is filled with half-digested bones from victims, as well as a large number of carrion crawler eggs.

Roll 1d6. On a 5 or 6, the characters find 1d12 newly hatched carrion crawlers that are eating each other. The sight is so dreadful that a successful DC 8 Wisdom saving throw is needed to remain in the lair. On a failed save, the revolted character looks for the quickest way out of the lair. The repulsion subsides once the character is back in the tunnel outside, and they may attempt to enter again.

AFTERMATH

If the characters endure the hideous sight and search the bones, they find 9 gp, 501 sp, 181 cp, and a small red gemstone worth 20 gp.

There are no more encounters in the tunnel, and the characters eventually emerge close to the Tower of Agatoth.

CHAPTER 5: ACROSS THE MOOR

Past The Twins, the moor is increasingly windy, and the narrow path almost overgrown. The path leads over the hills and is crossed only by a few animal paths. A few low wind-beaten pine trees can be found, as well as low thorny bushes, but most of the ground is wet and covered with tall yellow grass. Occasionally, patches of the ground float on top of deep pools of icy water. The people around Buckbridge call these areas Korock Wuglim, ancient dwarfish words that loosely translate to water graves or black water.

The remaining journey from The Twins to the Tower of Agathoth is about 45 miles. For two hours of travel, have the characters make a group DC 10 Int (Nature) or Wis (Survival) check. If they succeed, the characters discover a bush brimming with so many cloudberries they substitute an entire day's worth of food. If they fail, one randomly selected character accidentally stumbles into one of the aforementioned water graves that lurk beneath seemingly solid ground in some places.

For each round spent in the water grave, the character suffers 1d2 cold damage due to the chilly water. A successful DC 10 Str (Athletics) check lets the unfortunate character climb out of the hole. If other characters attempt to pull the character up, the stuck character has advantage on the check. If anyone uses a rope, the check automatically succeeds on any roll except a natural 1.

CROAKS IN THE DARK

At some point between dusk and midnight during the journey, any character with a Passive Perception of 12 or more hears a strange, rumbling croak from somewhere nearby. The nature of the sound is impossible to discern unless the character succeeds on a DC 18 Int (Nature) check.

The sound is the croak of a lumbering, green-brown **giant toad**, which hides in the mud 20 feet from the characters. Its croaking is due to hunger: The toad hasn't had a proper meal in

days, and while it's trying to approach stealthily, the sight of well-fed adventurers is testing its patience. 1d3 rounds after its initial croak, the toad attacks the nearest (or most appetizing) character by using its Standing Leap ability.

HERE BE (SMALLISH) DRAGONS

The following day, the characters are beset by a more discreet and far more dangerous enemy: A **black dragon wyrmling**, which is circling the area. The young dragon left its nest a few weeks ago and has claimed a part of the moor as its territory. It tolerates no intruders. When it spots the characters, it immediately attacks them with its Acid Breath.

As the dragon flies closer, characters who pay attention to their surroundings have the chance to realize that problems are inbound. A successful DC 10 Int (Nature) or Wis (Survival) check lets a character notice how lots of small moor-dwelling creatures around them bolt from their hiding places and scurry for safety: Rodents dart into their holes, hares bolt for cover, and any nearby birds take flight.

AFTERMATH

The dragon's lair is very close to where the characters are attacked. If the characters search the area and succeed on a DC 5 Wis (Survival) or Int (Investigation) check, they find a shallow cavern in a mound in which the dragon has hid 98 gp, 75 sp, and 167 cp.



CHAPTER 6: THROUGH THE FOREST

The woods near The Twins are lush and dense, with dozens of different species of trees clad in autumn colours competing for room. On the forest floor are brushwood, thickets, shrubs, and huge swathes of lush fern. Birdsong fills the air and blends with the ripple of the wind pushing through the foliage. Everywhere are signs of wildlife: Animal tracks cover every clear patch of ground, and the undergrowth is alive with the sound of unseen animals.

Once upon a time, the woods were inhabited by a large number of elves. In the middle of the forest, there's a small tranquil body of water called the White Lady's Lake, which also works as a portal to the Feywild, although few know how and when to activate the portal. The elves have long since left these woods, but characters who succeed on a DC 10 Int (Nature) check find subtle signs of the presence of fey, such as dryads, pixies, and satyrs.

The walk through the forest to the Tower of Agatoth is about 50 miles. There are many animal paths to follow that allow for easy walking, but rarely in a straight line, so the characters often need to push through bushes or leap over brooks and streams to stay on course. Foraging and hunting for food is easy here, and any Survival checks are done with advantage.

UNEASE IN THE UNDERGROWTH

For all the scenic forest's apparent calm, trouble is brewing in its deepest parts. Local fey have guarded the forest as well as the portal for aeons. Lately, they are battling a new threat in the shape of ettercaps, which have come down from the mountains in large numbers and infested the woods. The dryads fight the ettercaps relentlessly but haven't been successful in driving the encroaching monsters out of the forest. Therefore, they've adopted a new strategy of trying to charm other creatures and turn them into allies.

The first day of travel passes peacefully, although if the characters succeed on a DC 14 Wis (Perception) check, they spy thick glistening webs spun between some trees.

During the first night, an **ettercap** spots the adventurers from its hiding place in a tall tree. It tries to sneak up on the party and turn them into dinner by using its Web ability. If the characters have noticed the webs earlier, they have a +5 bonus on their passive Perception if they look out for enemies. The ettercap carries nothing of value.

AN OFFER THAT'S HARD TO RESIST

The next morning (or if the characters continue their journey immediately after defeating the ettercap, 1d4 hours later), they find a new, different path that branches away from their planned route. This path gleams with otherworldly golden colours and is flanked by wisps of faintly glowing magical symbols that swirl through the undergrowth. Unless the characters succeed on a DC 14 Charisma saving throw, they are Charmed and compelled to follow the path.

This enthralling path has been brought into being by a **dryad** called Avyn Fernwillow, who is using her Fey Charm ability in an attempt to charm the characters. The dryad's home encompasses the entire forest, but large parts have been wrecked by the ettercaps, and more trees are defiled by the monsters every night. Worse, the fight is not going the way of the feykind. As a result, she's desperate and angry and ready to do whatever it takes to turn the tide of the battle.

If one or more characters fall under Avyn's spell, and the whole party wanders down her enchanted path, she waits at its end and explains that she needs help fighting the ettercaps. Should the characters ignore her path, Avyn makes her way closer to the party and addresses them from a safe distance, doing her best to oblige the characters to aid her against the ettercaps.

"Please, you must help me," the dryad says in her melodic voice. "I promise you'll have the eternal gratitude of all fey at the summer court. And I will owe you a favour. I'll find you a reward too if that would persuade you?"

If the characters decide to help the dryad, by choice or magical compulsion, she'll guide them to where some of the ettercaps make their lair.

THE ETTERCAPS' LAIR

The ettercaps use an enormous oak with dead and broken branches as a hideout. Situated in a shallow, mist-filled hollow, the tree is almost 10 feet in diameter and can be entered through a 5 feet by 5 feet large opening at ground level. Its petrified branches are covered with webs and strings of sickly yellow slime. When the characters arrive, one **ettercap** resides inside the tree, while another **ettercap** is spinning a web some 50 feet away.

The two ettercaps are in poor shape. The one inside the tree is nauseated after devouring a putrefied deer and has disadvantage on Passive Perception checks. Meanwhile, the other ettercap is injured after a skirmish with a previous fey creature (the ettercap withdrew before it got seriously hurt and has only 22 HP left). They attack immediately if they notice the characters.

AVYN FERNWILLOW

Avyn Fernwillow is a female **dryad** (Neutral). Her hair is made of leaves that range from auburn to bright yellow, and her skin is as brown as oak bark. She lives in the forest of Longleaf Grove far east of Buckbridge. She protects both the forest and an ancient portal to the Feywild, which opens four times during the year (at midsummer and midwinter, as well as the spring and autumn equinoxes).

Trait: Some people hesitate to say the truth. I speak it bluntly.

Ideal: Shackles and laws are evil. All living creatures are born free to roam as they please.

Bond: I will do everything in my power to defend the forest in which I live.

Flaw: Cautious. I am wary of strangers and rarely trust them.

AFTERMATH

If the characters overcome the ettercaps, Avyn thanks them and says that if they meet again, she'll be happy to help them in return for their assistance. She hands over a large leather pouch of interwoven leaves that contains 53 small green gems (worth 2 gp each), which she has collected over time. She also casts Goodberry and gives the berries to the characters.

Lastly, Avyn mentions that it's unusual for ettercaps to enter the forests in such large numbers, but she's unsure what has made them leave the mountains.



CHAPTER 7: THE TOWER OF AGATOTH

All three paths let the characters arrive to roughly the same location: An overgrown path that winds between large fir trees to the edge of a long, narrow field flanked along its long sides by sparse forest. At the far end of the field, perched on a cliff about 100 feet high, is the Tower of Agatoth.

Centuries of hard wind and lashing rain have taken their toll on the tower's façade and stained it mostly black. Near the top is a large round window. On top of the patched roof is the tilted, rusted remnants of a black iron spire. There are no lights in the window, and no signs of movement around or in the windows of the tower. A series of stone steps carved into the cliff provides access to the tower.

THE TOWER'S CURRENT TENANT

A slightly deranged warlock, Efrac Endertwig, uses the tower for his research into arcane mysteries. He's the apprentice of the late mage Octavia Dragonborn and dedicated to inventing new spells. Efrac found the tower a perfect place to work on his spells after a miscast spell blew his former home to pieces.

Efrac is wary of other people moving near the tower, as he suspects they might be out to steal his secrets or claim the tower for themselves. If he sees anyone near the tower, he tries to surprise the intruders with the most destructive spells he has at hand. He is unaware of the key hidden in the basement of the tower.

See p.19 for more details on Efrac's character and abilities.

ARRIVING AT THE TOWER

Efrac's familiar, an **observant**, patrols the grounds around the tower. This construct strongly resembles a beholder but is far smaller (approximately 1 foot in diameter). See chapter 10 for more information about observants.

The observant orbits the tower 100 feet from its base. A character who approaches the tower and succeeds at a DC 15 Wis (Perception) check sees the observant flying about 10 feet from the

ground. Because the observant glows in the dark, the characters have advantage on the check if it's late evening or night.

The characters may attempt to sneak past the observant, which has +5 in Perception, a Passive Perception of 16, and actively watches for potentially hostile creatures. Should the observant notice the characters, it immediately reports the intruders to Efrac and flies back to the tower to protect the warlock.



EFRAK ENDERTWIG

Efrac is a twenty-two-year-old male human **warlock** (level 4, NE). He has long greasy hair and large green eyes and wears a shabby purple robe patched more than once. Efrac lives in a tower far north-east of Buckbridge beyond the Dead Man's Moor. He's the apprentice of the late mage Octavia Dragonborn. Following in her footsteps, he's manically dedicated to inventing new spells.

Trait: Knowledge is everything, and I know it all. There is no important book on the arcane that I haven't read. Or so I claim.

Ideal: My goal is to become better until my spells eclipse all others.

Bond: I traded my soul for great insight. With time, I'll win it back.

Flaw: Recklessness. Advancing the field of magic is worth the price of *anything*.

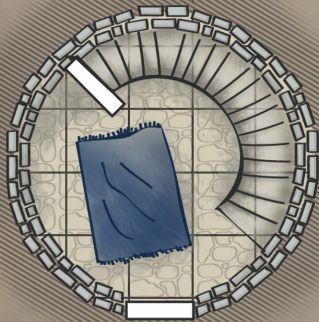
TOWER OF AGATOTH



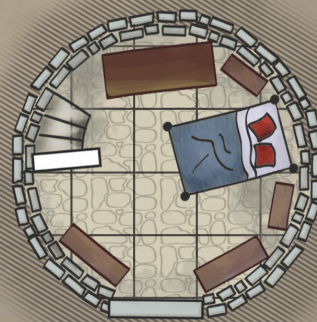
OUTSIDE



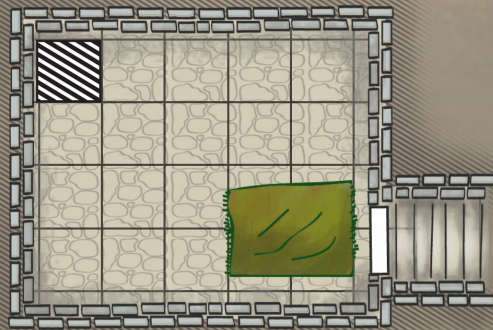
INSIDE



GROUND FLOOR



TOP FLOOR



BASEMENT



One square = 5 feet

The ancient, weathered wizard's tower

CHAPTER 8: INSIDE THE TOWER

The tower consists of two storeys, each of which contains a single round room. Its front door opens to the ground floor. The floor is 20 feet across. A staircase along one wall provides access to the top floor. There is also a basement, which can be accessed by a spiral staircase behind a wooden door on the ground floor.

GROUND FLOOR

The front door is locked and requires a successful DC 15 Dex (Thieves' tools) check. The door has AC 15 and 18 HP. Physical attacks notify Efrax immediately of intruders.

The ground floor is largely unfurnished and its stone walls are bare. Lying on the floor is a large rotted rug, which once upon a time might have been blue. The air is filled with the smell of dust and mould, undercut by odd scents (which come from Efrax's spell components upstairs).

A staircase leads to the top floor of the tower. Under the staircase is a cupboard with a low wooden door that features a large keyhole. The wooden door is locked and has AC 17 and 30 HP. Its lock can be picked with a successful DC 10 Dex (Thieves' tools) check, but the lock is so badly rusted that checks are made with disadvantage. The door opens to a 5 feet wide staircase that leads down 30 feet to the basement.

TOP FLOOR

This floor is filled with furniture and various curious items. Hundreds of jars and bottles filled with spell components occupy several rickety tables. A large floor chandelier with unlit wax candles stands next to a desk burgeoning with parchments featuring scribbled diagrams and mystical symbols. One of the scrolls shows an illustration of a toad that, if the notes in the margin are to be believed, is the size of a horse.

Next to the round window stands a large freestanding cupboard filled with delicacies magically conjured by Efrax. A huge bed is flanked by two large bookshelves packed with tomes on arcane subjects. Next to one bookshelf stands a gigantic perfectly polished mahogany wardrobe.



EFRAX ENDERTWIG

Level 4 Neutral Evil Warlock

Armor Class 15 (studded leather armor +1)

Hit Points 31 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	14 (+2)	15 (+2)	9 (-1)	13 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6

Skills Arcana +1, Deception +5, History +1, Intimidation +5

Senses passive Perception 11

Languages Common, Sylvan

Challenge 2 (400 XP)

Spellcasting. Efrax is a 4th-level spellcaster and has 2 slots. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following spells prepared. Cantrips (at will): *Eldritch Blast*, *Friends*, *Mage Hand*

1st level: *Charm Person*, *Hex*, *Witch Bolt*

2nd level: *Crown of Madness*, *Mirror Image*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 1d4 + 3 piercing damage.

Carried Gear Studded leather armour +1 (AC 13), a dagger, 3 quills, 2 bottles of ink, a belt pouch with 11 sp, a set of fine clothes, and a set of weighted dice.

Unless he finds an earlier opportunity to get the drop on the intruders, Efrac hides in the wardrobe and waits for the perfect moment to attack the group. His familiar assists him in combat.

Efrac adapts to the circumstances, but one of his favourite tactics is to surprise opponents by casting *Mirror Image* followed by *Crown of Madness* or, if he believes he's got the upper hand, a more destructive spell such as *Witch Bolt*. If Efrac loses more than half his HP during any one turn, he attempts to flee down the stairs.

TREASURE

Efrac carries the following items:

- A heavy iron key ring with two large keys, one of which opens the door in the cupboard under the staircase on the ground floor.
- A ring made of a matte silver-like metal, with a triangular plate that features an engraving of an eye. Occasionally, the eye blinks slowly. This is a magical ring called Octavia's secret. See chapter 9 for more information about this item.
- The equipment listed in Efrac's stat block.

The bookshelves contain many rare books, but the majority have no second-hand value, as their pages are torn out or smeared with sticky, corrosive material components for various spells. Even the more well-preserved books are rendered worthless by notes scribbled over the pages in wild, spindly handwriting. Typical comments are "*Wrong!*", "*Incompetent idiots!*", "*Even a peasant knows that!*" and "*Double the amount for better effect?*"

Only a few books have escaped destruction: four volumes on the refinement of spell components and a thick work on chromatic dragons called *A Treatise on the Wickedness of Wyrms*, which together are worth a total of 5 gp.

BASEMENT

The basement smells of damp and rotten textiles. Its floor and walls are made of large slabs of polished granite, while the ceiling is made of

hewn stone. Just inside the doorway is the rotting remnants of a carpet runner. Farther into the room stands a large iron brazier filled with ash and dust.

TRAP

If a character treads on the floor (including the carpet), nine spears are launched from carefully hidden openings in the wall. All characters in the room must succeed on a DC 15 Dexterity saving throw or suffer 1d10 piercing damage. This trap can be detected by a successful DC 10 Wis (Perception) check, and disabled by a successful DC 10 Intelligence check.

THE KEY

If the characters search the room, they discover a loose stone with a 1 foot deep cavity underneath. Resting in the middle of this cavity is a small dust-covered box in silver blackened with age. As Bjorn has tipped off the characters about the hiding place, the check is done with advantage.

The box (worth 30 gp) is unlocked and contains a large bronze key, which rests in a superbly carved wooden frame. The key radiates weak transmutation magic. Believed lost to most historians, this key can unlock the tomb of Queen Freja Swiftsteel.

AFTERMATH

The characters receive a group award of 1950 experience points. Alternatively, this point serves as a milestone, and the characters gain one level.

If the characters are playing the full trilogy, they also find in the box with the key a decayed leather bag that contains a red gem worth 300 gp.

If the characters are playing this adventure as a stand-alone adventure, their journey back to Buckbridge is uneventful, and they receive their promised reward when they give the ancient key to Bjorn Amberclan at the inn.

THE END

The adventures continue in
Under the Black Mountains, part 3 of the
Hunter's Full Moon trilogy.

CHAPTER 9: NEW MAGIC ITEMS

OCTAVIA'S SECRET

Wondrous item, unique (requires attunement)

This ring is made of a matte silver-like metal, with a triangular plate that features an engraving of an eye. Occasionally, the eye blinks slowly.

PROPERTIES

The powers exhibited by Octavia's secret increase as its wearer becomes more experienced.

When a humanoid puts it on for the first time, the ring bestows the wearer with its first tier power. If carried continuously by the same individual, the ring's second tier power is unlocked after two levels are gained by its user. Its third and final tier power is unlocked after two more levels are gained.

For example:

- If a 1st level character puts on the ring, the ring exhibits its first tier power.
- When the character reaches level 3, the ring's second tier power is unlocked.
- Finally, when the character reaches level 5, the ring's third tier power is unlocked.

More examples:

- If a 4th level character puts on the ring for the first time, the ring exhibits its first tier power.
- When the character reaches level 6, the ring's second tier power is unlocked.
- When the character becomes level 8, the ring's third tier power is revealed.

If a different character puts on the ring, its second and third tier powers are locked once again, even if they've been unlocked by a previous owner.

All currently exhibited powers remain active whenever a new power is revealed. The powers stack with those provided by other sources, such as spells, potions, and other magical items.

The wearer becomes aware intuitively of a power when it is unlocked. If a character ends the attunement, all effects are lost and reset.



POWERS

- **First tier:** The wearer is bestowed with a +1 bonus to either Int, Wis, or Cha. The wearer chooses upon attuning the ring, and the wearer can choose only once.
- **Second tier:** The wearer gains the ability to cast the spell *Create Peculiar Familiar*, which works as the spell *Find Familiar* except the creatures it can create are limited to:
 - An **Observant** (see this appendix for more information). Creating this type of constructed creature requires a number of material components specified in the description of the Observant in the appendix.
 - A skeleton **rat** (a construct that uses the statistics for a normal rat. In addition, it has immunity to damage from poison).
 - An animated object, similar to that created by the spell *Tiny Servant*, with the additional feature that it glows in slimy green, electric blue, or vibrant red (decided by the wearer of the ring upon the casting of the spell).
- **Third tier:** When a Peculiar Familiar is within 10 feet of the wearer of the ring, the wearer gains a +2 bonus to Arcana and History checks. Wearer also becomes proficient in these skills if they aren't.

➤ **Third tier:** When the Peculiar Familiar is within 10 feet of the wearer of the ring, the wearer gains one of the following feats:

- Spell sniper
- Warcaster
- Elemental Adept

The wearer chooses the feat when this power is unlocked, and the choice is permanent for that character. Wearers who already have all these feats can choose any other feat.

All bonuses, powers, feats and other boons bestowed by this item are permanently lost if the attunement ends.

HISTORY

This ring once belonged to the wizard Octavia Dragonborn. Octavia was an apprentice mage who worked at the Seven Keys Library in a great city far away.

One day, in a rarely visited wing of the enormous library, she discovered an ancient dusty tome bound in orange scaly leather. The secret lore found in this book had a huge and precarious impact on the young magician.

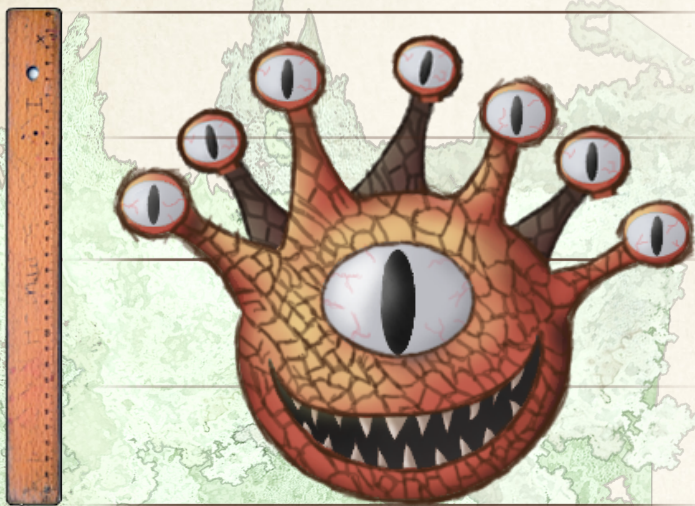
Octavia began to experiment with spells. Her first tests were harmless, but they grew increasingly dangerous and saw her expelled from the arcane academy where she studied. After a brief period in Winterhold, Octavia got kicked out from the town and moved to Buckwild in search of privacy so she could continue her somewhat questionable experiments together with her newly appointed apprentice.

However, Octavia's aspirations spelled her doom: She vanished mysteriously after she accidentally increased the size of a regular toad to enormous proportions. It's said she had an apprentice who continued her work after her disappearance.



CHAPTER 10: NEW MONSTERS

OBSERVANT



This type of construct is a unique type of familiar that can be summoned by the spell *Create Peculiar Familiar*. The spell is available to wearers of the ring Octavia's secret, described in chapter 9.

Tiny but terrible. An observant strongly resembles a beholder in shape and movement, but it's much smaller (approximately 1 foot in diameter) and far less lethal.

Weirdly luminous. The observant glows slightly green and provides dim light with a radius of 10 feet.

Grisly fusions. The material components used when creating an observant are:

- A handful of slugs.
- One large cow's eye.
- One fox's jaw.
- A scoop of fish entrails.
- A bull's stomach (emptied).

With the aid of electromagnetism and arcane magic, these components are fused into a slick, hovering glob, which is infused with enchanted sentience and becomes an observant.

OBSERVANT

Tiny construct, unaligned

Armor Class 15 (natural armor)

Hit Points 10 (4d4)

Speed Fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	10 (0)	5 (-3)	10 (0)	8 (-1)

Saving Throws Dex +4

Skills Perception +5, Stealth +2

Damage immunities poison, psychic damage

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses passive Perception 16

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Feeble Enervation Ray. The observant shoots a magical eye ray at a target it can see within 30 feet of it. The targeted creature must make a DC 10 Constitution saving throw, taking 1d4 + 3 necrotic damage on a failed save, or half as much damage on a successful one.

CHAPTER 11: LEGEND & LORE

THE TWINS

The Twins are two huge weathered monoliths, about twelve feet tall and carved from solid granite. The top half of one of the monoliths lies on the ground near the monument. They're located in the middle of a low hill on Dead Man's Moor. Surrounding The Twins are over two hundred large ancient stone cairns that hold the remains of prominent members of the long-gone Ironshield Clan.

No one knows how old The Twins are, but some scholars believe the monoliths were erected well over 2,000 years ago. Much later, when the village of Buckbridge was formed but before its chapel was established, the first generations of villagers buried their dead at The Twins. This way, the villagers for a while unknowingly continued the practice of the dwarves of the Ironshield Clan.

The clearing around The Twins is still used for a number of old traditional ceremonies, for example, the ceremony for newly initiated hunters, which takes place during the third day of the Hunter's Moon Festival during autumn.

FOLKLORE AND LEGEND

According to myth, there once were three enormous giants who dwelled in the nearby mountains. These giants were far stronger and larger than even storm giants.

The three giants were brothers. The oldest brother was called Åsk, and his twin brothers were called Normir and Gormar. As they grew older, they grew mightier and stronger, but not particularly wiser. One day, they decided to challenge Talos, the god of storms, for rulership over storms and hurricanes. Talos was unsurprisingly outraged and responded by killing Normir and Gormar with a pair of lightning bolts so powerful they shook the ground half a world away.

Åsk prayed to the other gods that they would resurrect his fallen younger brothers despite their foolishness. However, the other gods refused Åsk's request, as they feared Talos might fly into a fit of rage and cause irreparable damage to the world. Heartbroken, Åsk buried his brothers and placed

two large stones as memorials and markers of the burial site. He called these stones The Twins in honour of his lost brothers. Devastated and alone, Åsk travelled north and withdrew into a cave the size of a great city under a mountain and was never seen again.

However, Åsk mourned deeply and it's said that the giant's grief was so immense that his tears formed a vast underground sea, which created the Swiftriver that runs through most of Buckwild. Some say that deep in the mountains north of Buckwild, one can still hear faint echoes of sobbing along the dales on exceptionally calm days.

SPECIAL CONDITIONS

The weather close to The Twins is affected by the average alignment of those nearby. If the majority of individuals within 1000 feet of the monoliths are of good alignment, the weather gets worse: Clouds drift in to cover clear skies, already overcast skies unleash torrential rain, and so on. If most of those within 1000 feet of the monument are of evil alignment, the weather turns better.

Centred on the monoliths is an arcane field that distorts magic. This field extends 50 feet from The Twins. When a character casts a spell inside this field, the spell has its normal effect, as well as the following modifications:

- If the spell deals damage, roll 1d6. On a roll of 1–3, the damage of the spell is doubled.
- In addition, there's also an unexpected result, which is determined by rolling once on the Wild Magic Surge table (see the *Player's Handbook*, p.104).

CHAPTER 12: APPENDIX

BUCKBRIDGE AND BUCKWILD

HISTORY

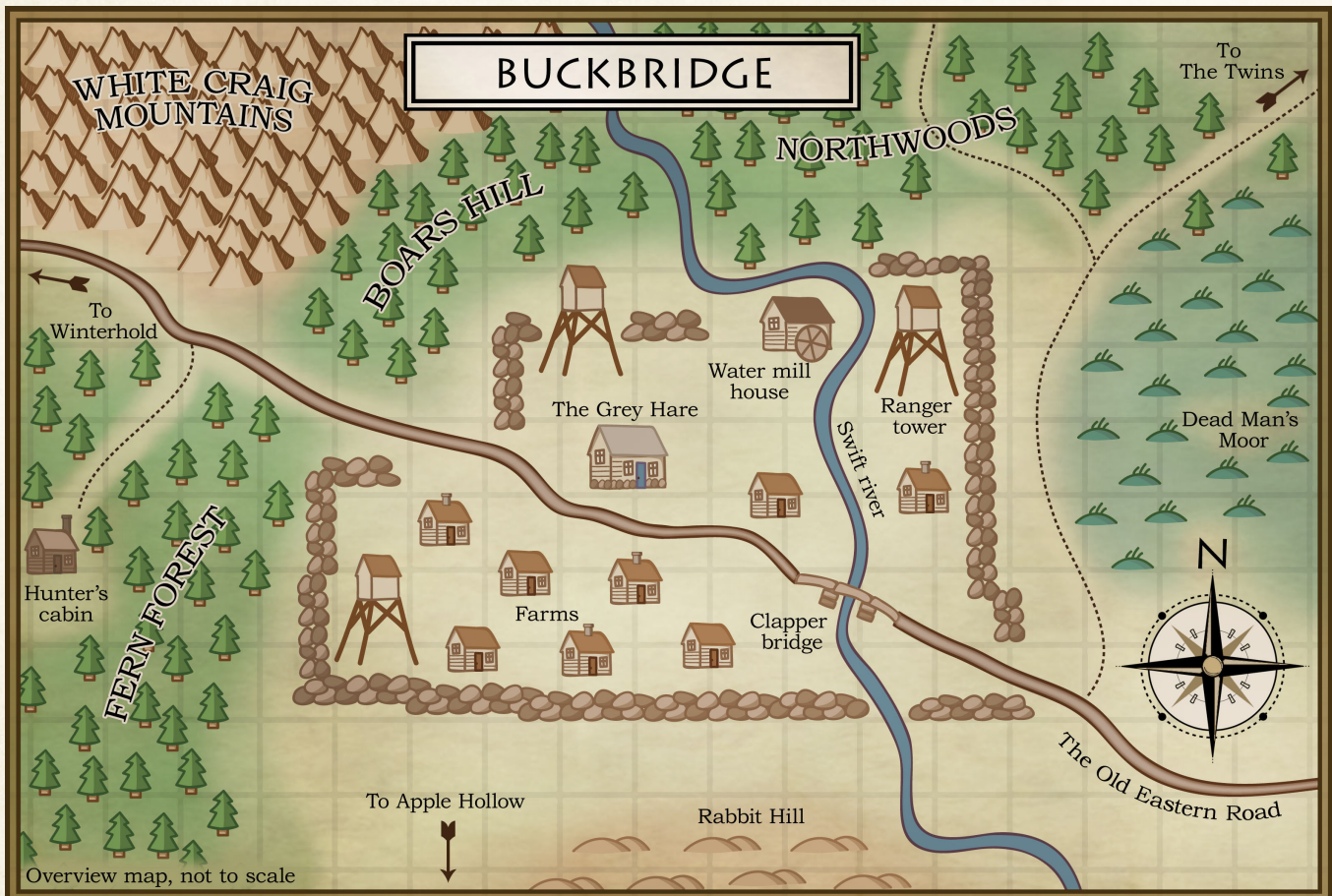
Long ago, this area was part of a dwarven kingdom ruled by the Ironshield Clan. The clan was led by Freja Swiftsteel, daughter of Ulf and Torun Swiftsteel, a young queen of legendary military skill.

Her reign ended when she entered a precarious arrangement with the drow, who turned on the queen and destroyed the clan. The stronghold collapsed, and the Ironshield Clan and kingdom faded into obscurity. Today only a few signs of the clan's presence in the area remain, such as the ancient granite foundation of the village's inn, weathered clapper bridges, and scattered stone signs on the moor and nearby area.

BUCKBRIDGE

Situated deep in the wilds, Buckbridge is an isolated community of just over 250 people. A few buildings, including The Grey Hare, are built upon foundations of long-gone dwarven constructions. An old clapper bridge provides crossing of the aptly named Swiftriver, which runs through the village. Trade is done primarily with the dwarven stronghold Winterhold to the north-west, travelling merchants, and a few elven settlements.

The majority of the inhabitants are hunters. Most who don't hunt for a living are tanners, furriers, artisans, or work in other practical trades. A few families are farmers. Typical clothes are simple, durable garments in leather, fur, or wool in brown, green, and grey. Most people are human or half-elven, but there are some elves, dwarves, gnomes and halflings, and a couple of tieflings and half-orcs. Dragonborn are rarely seen in Buckbridge.



An overview of Buckbridge and adjacent areas (not to scale)

The watermill powers the bellows of the village's smithy. It's managed by **Gorm Amberclan**, blacksmith and vendor of weapons.

If a customer asks for a specific simple or martial weapon, roll 1d10. On a result of 1 to 3, Gorm has it in stock. He also sells imported elven arrows fitted with light hollow metal tips, which increase the range of bows by 30 feet and cost 2 sp each. Everything he sells is of the highest quality.

CHAPEL

Buckbridge's chapel is a small building in stone, with narrow leaded windows in blue and red. The local priest, **Father Lomas**, is a lean, weathered human who is happy to help anyone in need of aid. He sells healer's kits and healing potions at the prices listed on p.150 in the *Player's Handbook*, and may offer to heal injured adventurers.

Except for the stable hand at the inn, no one in the village suspects that Father Lomas secretly worships Malar, an evil deity who promotes remorseless hunting. He has a secret shrine dedicated to Malar, carefully hidden in the Fern Forest. Lomas maintains a benevolent front, but his true scheme is to convert suitable candidates to followers of Malar.

If a character or an NPC dies, Lomas may offer a way to bring them back to life. Close to his secret shrine in Fern Forest is an ancient stone table with peculiar and sinister powers. If a deceased humanoid, who has been dead no longer than 3 days, is placed on this table, roll 1d6. On a result of 1 to 3, the individual returns to life with 1 HP and must succeed on a DC 12 Wisdom check or change alignment to evil.

Lomas is unaware that the table's powers come from being a prehistorical executioner's block, so ancient it predates even the long-vanished kingdom of the Ironshield Clan, and so permeated with blood it has become magical, sentient, and profoundly malicious.

THE GREY HARE

This spacious two-storey blockhouse is located at the heart of Buckbridge. Huge slabs of weathered granite make up most of the foundation, while the walls are made of thick pine logs. Its small windows are tinted smoky by age, and its stables

house a dozen horses. A battered wooden sign, featuring the inn's name, a running hare, and two crossed arrows, creaks in the wind where it hangs above the entrance. The inn is managed by **Rosie Tanner**.

A large chamber with a private veranda costs 9 sp per night. There are five small single rooms, each of which costs 6 sp per night. Visitors short on coin or ill at ease among too many people are welcome to sleep in the stables at no charge.

In the common room, hunters meet after long trips into the woods to share news and rumours over large servings of hot food. Farmers, tradespeople and visitors exchange stories by the large fireplace or at the bar. At times, travelling bards provide entertainment.

When you enter the inn, you are welcomed by the wonderful scents of roasted meat and good mead. Around fifteen people sit around sturdy, round tables or in front of the fireplace.

The walls are filled with stuffed heads of bears, elks, and wolves mounted on wooden plaques. A long bar runs along the opposite wall. Some of the patrons look up at you curiously when you enter, then turn back to their conversations.

SURROUNDING AREAS

North of the village are two large forests: Boars Hill and Northwoods. To the west are the huge woodlands of Fern Forest. Located far north-west, beyond the woods, are the White Craig Mountains, home to gnolls, giants and other deadly beings. Farther away is Winterhold, a larger trading town. To the north-east is a wetland known as Dead Man's Moor. Located in the middle of the moor are The Twins, a pair of ancient stone monoliths surrounded by old cairns.



NON-PLAYER CHARACTERS IN BUCKBRIDGE

BJORN AMBERCLAN

Bjorn Amberclan is a middle-aged male mountain dwarf **commoner** (LG). He's short for a dwarf and has copper-coloured hair around a bald patch. Specialized in archaeology, he's currently in Buckbridge to research the long-gone Ironshield Clan, especially their ancient language.

Trait: Fieldwork is all good and well, but the best kind of research is the type that can be done surrounded by books in a comfy inn.

Ideal: I am deeply passionate about archaeology and my special research area is ancient runes.

Bond: I search for information about the Ironshield Clan that can help protect my hometown of Winterhold.

Flaw: Relaxed. I am comfortable to a fault and try hard to avoid both dangers and unnecessary adventures (I loathe outdoor camping).

FINEL AUTUMNLEAF

Finel Autumnleaf is a male wood elf **ranger** (level 4, LG). He's tall, soft-spoken, keeps his long flaxen hair in multiple thin braids, and wears a green tunic with a leather belt. Finel lives in Buckbridge with his adopted daughter, Jillian Autumnleaf. His wife died from scarlet fever over twenty years ago, and he has never remarried.

Trait: In the wilderness anything could happen. I must carefully plan my every move.

Ideal: I always try to help others in Buckbridge and gladly share the game I have caught.

Bond: Although my beloved wife has passed away, I still have my memories of her, and will do anything to protect our daughter Jillian.

Flaw: Inflexible. I tend to follow instructions even when I feel they are problematic.

RIVER AMRUN

River is a young half-elf **commoner** (NG) of indeterminable gender with silver-coloured hair. River manage the horses of guests at the inn in Buckbridge, and they are best friends with Jillian Autumnleaf.

Trait: Even in chaotic moments, I stay calm. Nothing makes me raise my voice or lose my temper.

Ideal: There's good in everyone, even if it can be hard to see.

Bond: I always take care of animals; regardless of how small and furry something is, it has a place in this world.

Flaw: Wary. I know that the priest in Buckbridge worships an evil deity, but I can't share this secret with anyone else.

ROSIE TANNER

Rosie Tanner is a middle-aged female human **ranger** (level 4, CG), with a stocky build and braided ginger hair. Rosie manages the inn The Grey Hare in Buckbridge with her husband, Dave. Her animal companion is an old fox with grey whiskers called William, who likes to sleep in front of the fireplace.

Trait: A guest should always feel welcome and treated like family. Everything always feels better with hot food, an open fire, and good ale.

Ideal: I hope my children and grandchildren will live in Buckbridge and see it grow and prosper.

Bond: The inn is my home, and I am prepared to die defending it.

Flaw: Determined. I can work harder than most and sometimes don't notice when the staff (mainly my adult children) are flagging. I can also be bossy at times.

GORM AMBERCLAN

Gorm Amberclan is a middle-aged male mountain dwarf **commoner** (LN). He's bald, heavysset, and has a long copper-coloured beard streaked with grey. Gorm is originally from Winterhold and runs the local smithy in Buckbridge. He's related (second cousin twice removed) to Bjorn Amberclan.

Trait: I am proud of my work as a blacksmith, and I would never sell anything that I am not satisfied with. People's lives depend on my skill and the quality of my goods.

Ideal: Buckbridge faces many threats that only good, solid steel can stop. I do my best to provide it.

Bond: I hate gnolls with a passion after they attacked my parents when I was a child and lived outside Winterhold.



Flaw: Recluse. Being in crowds (that is, more than three people) makes me long for my forge.

FATHER LOMAS

Father Lomas is an elderly male human **priest** (NE). He's lean, weathered, and wears a grey robe. In charge of the small chapel in Buckbridge, he offers healing to anyone who needs it. In secret, Father Lomas worships the evil deity Malar at a shrine deep in Fern Forest.

Trait: I listen to the problems of others without judging them. This way, I win people's confidence, which makes them easier to convert to my religion if they're in mortal danger.

Ideal: Only my god Malar understands the true cruelty of the world. My mission in life is to make others understand this.

Bond: Long ago, I was injured by a frost wolf and nearly died. At that moment, I learned the supremacy of mercilessness.

Flaw: Disdainful. Deep down, I think I am a little better than everyone else.

JILLIAN AUTUMNLEAF

Jillian Autumnleaf is a young female half-elf (drow) **scout** (CN). She's a skilled hunter and strong-willed, with dusky skin and blonde hair so pale it borders on white. Jillian lives in Buckbridge together with Finel Autumnleaf, her adoptive father. As an infant, she was left in the woods by her biological mother, but was found by Finel, who raised her as his own daughter.

Trait: Action is always better than caution.

Ideal: Being valued by the local community matters more than anything to me, and I strive to become the best hunter in history.

Bond: My drow legacy hangs over me like an everlasting shadow, but I've decided that none should be chained to their past.

Flaw: Reckless. I can't resist a chance to prove myself, even if the risks are substantial.

LILY LIGHTFOOT

Lily is a female halfling **bard** (level 3, Neutral). She's quick to laugh and tends to fidget. Her hair is jet black and her eyes are bright blue. Lily has travelled all over the country and makes her living as a bard and also by running entertaining games.

Trait: I take great pains to look my best and follow the latest fashions when I am in larger towns.

Ideal: The world is mine to roam. No one can tell me to stay in one place.

Bond: I am constantly on the move to escape some people who might be chasing me. One day, I must confront them.

Flaw: Vain. My pride will get me in trouble one day.

MALTIMAR ASHBEARD

Maltimar "Malte" Ashbeard is a male mountain dwarf **ranger** (level 4, CG). He's brawny and grizzled, with matted black hair and a short, grey beard. He travels widely to sell his various ales.

Trait: People everywhere feel better with a good beverage in the hand (or belly).

Ideal: Once I've found enough treasure, I'll build a brewery in a remote mountain.

Bond: A monster once ran amok in my stronghold. Since then, I hate monstrosities.

Flaw: Foolhardy. If I think I've found the place to which my map points, no danger in the world can keep me away.

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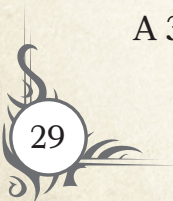
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ACKNOWLEDGEMENTS

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