

Animal Adventures: Tales of



Dungeons Doggies

Who'll Let the Dogs Out?





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Introduction

Who'll Let the Dogs Out? is a Dungeons & Dragons adventure designed to be completed in about one or two sessions of play.

The combat encounters have been calculated to present a tough challenge to four characters of 3rd level - that is, average party level (APL) is 3. Statistics for new monsters are provided near the end of this document. Unless stated otherwise, assume NPCs have the stats of a **Commoner**.

Not every possible reaction is accounted for, nor every loose end. Be ready to improvise and have fun!

Any text to be read aloud to the players is presented like this:

This is a read aloud description!

The adventure comprises of three chapters:

Chapter 1: Little Town, Such a Quiet Village

The party are summoned by magic to the isolated village of Maerwald. They will learn that the dogs in the village have been put under some sort of terrible spell and the village is being assaulted by wild creatures. Dark Druids are suspected. The villagers are scared and desperate, and they need the help of awakened doggies to save their village and their beloved dogs.

Chapter 2: If you go down to the woods today

The party explore the ancient forest in search of a missing child, a cure for the dogs and a means to stop the Druids.

Chapter 3: By the light of a blood moon

The party race against time to stop a ritual being performed by the Dark Druids at an ancient stone altar deep within the forest, known as the Howling Hill, before the blood moon reaches its zenith.

Character Hook

All of the characters have a dream visit by an aged half-orc Mage called Rahimi. She requests their aid in defending the village. When the characters accept her plea they are teleported to the location of the adventure.





Chapter 1: Little Town, Such a Quiet Village




The adventure begins in the village of Maerwald, a small settlement nestled within a wooded valley on the edge of the mountainous wilds. The village mostly provides for its own needs, but trades food and basic supplies for travellers heading into the mountains and beyond.


An unexpected summons

You dream of a village in flames, frenzied barking and snarling fill the air. The villagers flee in panic as their homes burn. The scene fades and a stooped and aged half orc stares blindly towards you, "This will soon be the fate of Maerwald," she wheezes in a tired voice. "I am Rahimi and I protect them for now, but my time grows short. Please help us." The half orc holds a trembling hand out to you and as you accept her touch the world spins around and your paws land on hard wooden floorboards.

The characters are teleported into a large room at the centre of a quickly fading magic circle.

 They all arrive together and may not know each other. Opportunity should be given at some point for them to introduce themselves to each other.

As the characters arrive, they will become aware of some sort of ringing noise just on the edge of their hearing.

 An Arcana or Nature check at DC 12 will determine that it is an echo of some sort of druidic magic trying to control their minds.

DM Note - The characters will be able to follow this noise to its source - this is why the villagers needed Awakened dogs. The sound is an irritant, but not detrimental to the characters.

Slumped at the edge of the circle is an elderly half-orc female being tended to by a half-elf female in the robes of a priest. All party members will recognise the half-orc as Rahimi from their dream.

Further back, at the edge of the room is a tall human male in his late 50s, dark-skinned, slim build, sporting a large moustache and well-kept short beard. His right arm is heavily bandaged and in a sling. This is Mayor Raynor Everbright. Next to him is a halfling female with blonde hair in two tight buns on the side of her head and a friendly face in her early 30s. She is Clarissa Swiftfoot, owner of the Fallen Oak Inn.

When the party arrive, the Mayor will step forwards and speak to the half-elf,

"Silveth is Rahimi alright?"


Silveth will confirm Rahimi needs rest and will carry Rahimi out with the help of Clarissa.


Raynor will then turn to the party. He speaks as one who is barely controlling his anxiety,

"Thank the gods you have come! I can barely believe it - Rahimi promised that there would be Adventuring Dogs able to help, and I should not have doubted her."

"I am sure you have questions - please ask anything you need to know."


Raynor can give the following information:


 4 nights ago all of the dogs in the town suddenly started acting strangely. They all gathered in a group outside as if listening to something then, shockingly, turned on their owners.


 Dogs are an integral part of life in the village. They are used for herding, farming and hunting, and are deeply loved and valued members of the families that own them.








 The villagers banded together and managed to drive the dogs out of the village. In this they were aided by Rahimi, a wizard studying the relationship between magic and nature in the forest, who was stopping at the Fallen Oak Inn. The dogs fled into the forest and have not been seen since.

 The villagers sent search parties into the forest, but they get turned around, or attacked by wolves. In any case, they have not been able to find the dogs. They hope that the Awakened Doggies will be able to do so.

 Shortly after the dogs attacked, the village came under assault from the forest itself. Vines and tree roots attack those who try to leave the village, and wolf packs roam the surrounding forest, making it impossible to get to nearby farmland or the flocks of goats and sheep on the mountainside.

 Rahimi erected a magical barrier around the town to protect it from the assaults. This has enabled them to survive this long, but they have not been able to find out the cause of the attacks.

 They have heard an increased amount of howling coming from the mountains. These mountains are known locally as 'The Howling Hills', and it is rumoured that Dire Wolves roam the mountains. Perhaps the dogs have joined the pack?

 There is also a mighty briar wall across the road leading from the village out of the valley. The wall appeared overnight and grows instantly back if it is cut or burned.

If asked about his injury, Raynor will tell them that during the attack his dog Faran, a powerful Doberman that he raised from a puppy and who was his companion during his early adventuring days, turned on him. Due to his bond with the animal, he could not bring himself to strike Faran. The dog's attack left him with a large wound on his forearm.

After the discussion, Raynor will take the group to the Fallen Oak Inn and introduce them to Clarissa Swiftfoot (the halfling in the room when they teleported in). She has rooms put aside for the party to use and has offered the inn as a base of operations.

The villagers will have come to the inn to see the group and beg/thank them for their help. The party will be mobbed (although not threateningly) by tearful and worried villagers holding out pictures of their dogs, or perhaps favourite toys. The villagers will reiterate that their dogs are 'good dogs' and want the party to save them, NOT kill them.

The party will be accosted like this until Clarissa (standing on a table) shouts out,

"Come on you lot, leave 'em be! They've only been 'ere 5 minutes!"

The villagers will then disperse.





To the party,

“Come sit down over here and I’ll bring you something to eat and drink.”

If the characters offer to pay, Clarissa will be clear that all of this is on the house.

She puts food bowls, water and blankets by the fire in a side room and leaves them, promising to return.

This can be an opportunity for the party to introduce themselves and get to know each other a bit.

At some point Clarissa will return. She will confirm what the Mayor said about the attacks. She will also remember a stranger passing through a day or so prior to the attack with disapproval.

“Strange feller. Didn’t like the feel of him. Honey and Maize didn’t like him either and they like everyone.”

Honey and Maize are her Labradors. They have also been affected and ran into the forest with the others. Like the Mayor, she couldn’t bring herself to harm the dogs, was relieved when they ran, but is now worried for their welfare in the Howling Hills. She just wants them to come home.

She continues,

“Filthy beggar spat at me when I found him prowling around the stables. Told me I would get what was coming to me and pointed straight at me like he would do me harm! So I called the girls and they saw him off!”

She thinks for a moment, then gets something from behind the bar.

“He dropped this as he ran, don’t know if it’s any use to you.”

The item is an object woven from thin strips of willow. It looks a little like a latticework circlet with a blood-red disc at its centre.

DC 10 Arcana or religion check will reveal this to be a Druidic focus.

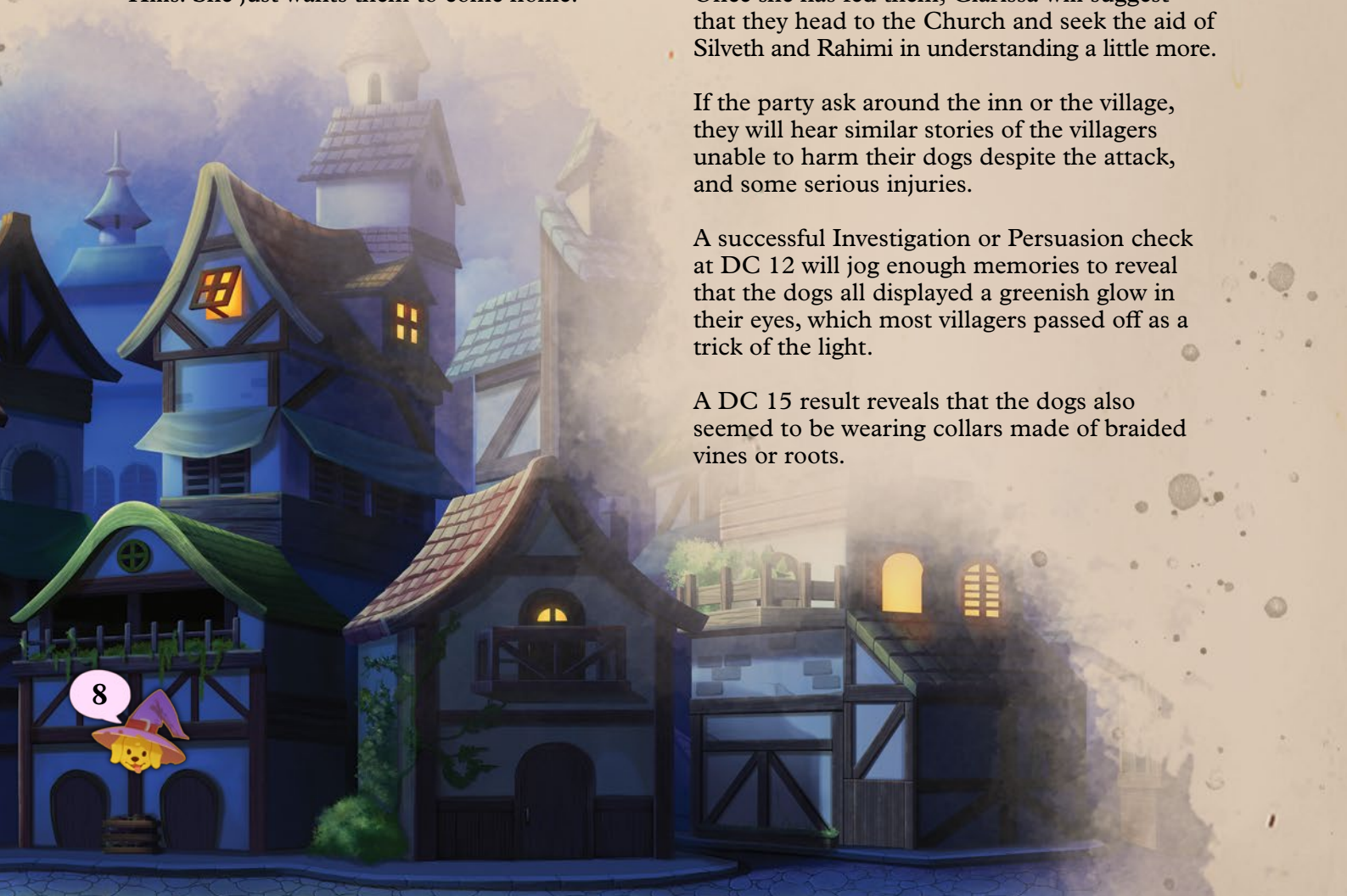
DC15 History/investigation will reveal this to belong a Druidic cult known as the ‘Bloodweavers’, a group known for using dark powers and consorting with the deepest of elemental forces. They have a passionate hatred for the trappings of civilisation and are mostly found in the wilds, weaving dark magics.

Once she has fed them, Clarissa will suggest that they head to the Church and seek the aid of Silveth and Rahimi in understanding a little more.

If the party ask around the inn or the village, they will hear similar stories of the villagers unable to harm their dogs despite the attack, and some serious injuries.

A successful Investigation or Persuasion check at DC 12 will jog enough memories to reveal that the dogs all displayed a greenish glow in their eyes, which most villagers passed off as a trick of the light.

A DC 15 result reveals that the dogs also seemed to be wearing collars made of braided vines or roots.







The Temple Cloister


The temple is a small village place of worship-DMs should feel free to pick a deity for their campaign world that suits. It is a single storey building large enough to accommodate about 30 people in its main chambers and has a few rooms to the rear that hold living quarters, a small library and a respite room with healing herbs in jars on wooden shelves, and three beds.


Silveth Reedsong - the priest of this church - is tending to Rahimi who is resting after bringing the party here. She can now only maintain the barrier. Rahimi will give the group an amulet each that will allow them to pass through the barrier.

Silveth will be able to give them the following information:

 She has made a small study of the properties of a pool in the centre of the forest - it's locally known as the GreenHeart. It has magical properties that she doesn't fully understand.

 Rahimi has experimented with some of the water from the pool and has created a potion that causes sleep when thrown over an individual. Silveth can provide the party with 3 vials of this potion.

 If shown the Druidic focus she will associate it with the pool in the forest and speculate that Druids could be drawn to the pool for its magical properties.

 She may also speculate that if so, the presence of the village may pose a threat to whatever magics are being carried out there.

Item - Feywild water: Can be thrown onto a target or ingested, the target must pass a DC15 WIS check or the target falls asleep for 1d6 minutes or until damage is taken.

She can also provide the party with some limited supplies donated by the villagers. Like the rest of the villagers, she begs the group to not harm any of the dogs they encounter as the villagers believe it is not their fault.

Lost in a forest, all alone...

At an appropriate moment the party should become aware of a commotion:

"Your keen ears prick up suddenly to the sounds of shouting and panic from the small square at the centre of the village. Outside, a dozen or so villagers are gathering and wringing their hands. Several are shouting a name over and over in different directions. At the centre of the crowd stand a halfling couple, one clutching a small stuffed toy bear."

The couple are Larren and Kayla Brackenbell, owners of the village Bakery. They are in a state of distress because their six-year-old son, Tymini, has disappeared within the last hour.

"As you approach, the male halfling wearing a flour stained apron turns towards you and proffers the well-worn toy bear. An unmistakable aroma of chocolate, mint and halfling child assails your senses."

Kayla steps forward and says

"At first I thought he had fallen down the well like last Feast Day celebrations, but I think he's gone looking for Jasper, our old dog. Those two loved each other more'n life itself, and we thought Jasper hadn't been affected, but he ran off three nights ago, just like all the others."

Larren asks for the party's aid in finding their lost boy.





Chapter 2: If you go down to the woods today



The party proceed to the GreenHeart deep within the forest, first seeking Tymini and then delving deeper into the mystery.

“You easily pick up the scent of Tymini, trailing the ground and hanging in the air as clear to your noses as a trail of coloured light would be to the two-legged villagers you leave behind. As you leave the village, the ringing at the back of your head seems to get louder.”

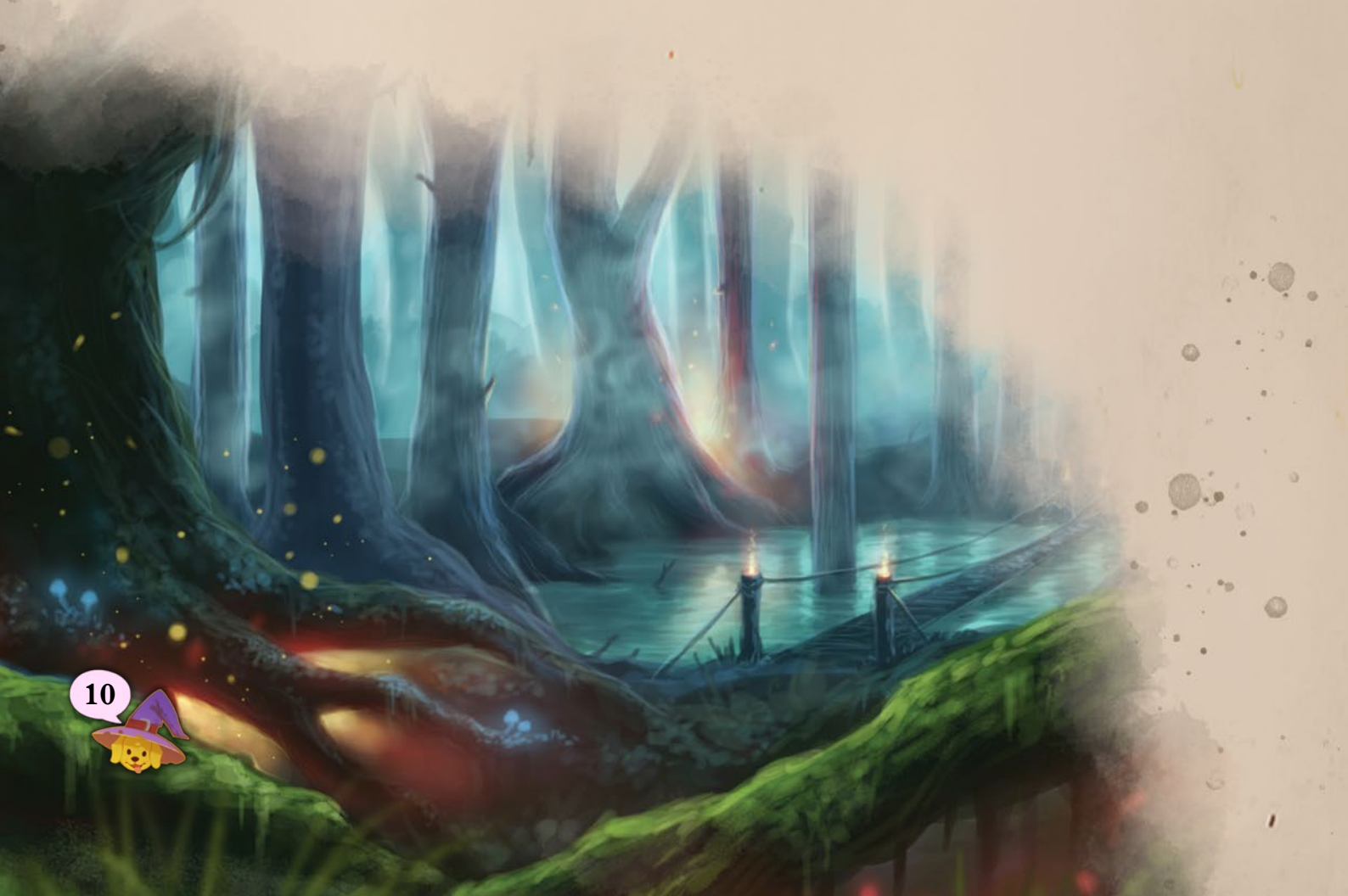
You make your way into the forest and the village is soon obscured from view by the dense trees. Sound is muted under the green canopy and the light fades to twilight between the tightly packed trees. Strange noises echo through the forest as you travel across the uneven ground trying to avoid the twisted roots and sudden dips in the earth.”

Following Tymini’s trail requires three Perception checks at DC 12 (dogs have advantage on this check due to it being scent based). The group should elect a ‘tracker’ dog to lead the Perception checks.

After the first check, the group have travelled roughly an hour into the darkening woods and reach a natural junction of pathways. If the Perception check was a success, the tracker notes a second scent is detectable, though fainter. It is a dog, elderly, and probably several days old while the child’s scent is still fresh. The two trails then intertwine and blend.

After the second check, the group reaches a narrowing path to an incline where the forest floor rises - they are entering the mountains. If the Perception check was a success, the tracker detects the unmissable aroma of wolf criss-crossing the entrance to the incline. As they proceed characters realise that the ringing gets louder the further into the forest they go.

The third check occurs as the forest path slopes further upwards towards a dense bole of trees. If the Perception check is successful, a bitter tang of fear and the heavy musk of animals in hunting mode washes out from the cluster of trees - there is an attack in progress!





Where the Wild Things are

Within the Cluster of Trees, Tymini has been cornered by wolves and his old dog Jasper, who is controlled by the magics of the Druids.

“The bole of trees forms the perimeter of a small clearing, maybe sixty feet across and open to the sky. Within this bright spot, so different to the deep forest around it, an outcropping of rock has saved a child from a grisly fate. You can see the tiny form of a halfling child, dressed in mud splattered and ripped dungarees, clinging to the top of the rocks like a limpet. Pacing around the base are a pair of forest wolves, eyes set with hungry intent. A few paces back from the wolves, an older dog with long limbs and deep red fur shot through with grey, sits staring at the child at the top of the rocks, drooling but occasionally shaking its head. An eerie green light flashes behind its eyes and a collar of braided vines emits a similar glow.”

This fight is against two **Wolves** and a Dog (**Mastiff** stats). If the fight lasts for more than five rounds, the Wolves can howl and summon an additional Wolf to aid them.

If the party was successful in detecting the scent of the wolves in their previous Perception checks and was therefore prepared, they receive a surprise round at the start of combat.



Chapter 2: Where the Wild Things are Encounter

The Wolves are only interested in fighting and eating the child, but Jasper the dog is confused and will not try to attack the child. Tymini will beg the characters not to hurt Jasper.

An Insight check at DC 10 reveals Jasper is trying to resist a force that is compelling him against his will. A Nature or Arcana check at DC 12 identifies the collar as the source of this force.

If the group subdue Jasper and remove his collar, then he will revert to being a normal dog once more. The party can use the vial to put him to sleep, or if he is grappled the collar can be removed with a bite by anyone except the character performing the grapple. As long as Jasper is restrained/incapacitated, there is no check required, it is an **Action** to take the collar off.

After the combat, they must decide what to do with Tymini. If they have freed Jasper, Tymini will return to the village with him. If they did not free Jasper, they could use the waters to make Tymini sleep or take him with them (in which case he will need to be defended and protected). It is likely that if the party killed Jasper, Tymini will be hostile to them.

Regardless, searching the area reveals that a lot of dogs and wolves have passed through here from all directions and a lot of soil is displaced around the base of the rocks. Searching and digging in this area turns up several more Druidic focus totems, all damaged or broken. An Arcana check of DC 10 suggests that the Druids used this clearing to practice and perfect their methods of control. This suggests the center of their power must be close by.

The journey to the GreenHeart will take around 2 hrs.

The characters will need to follow the pull of the spell.

If they try to ignore the pull, a DC15 Nature or survival (DC10 for ranger and druids) will help them going in the correct direction and avoid being attacked. A failed roll will add an hour to the journey as the party get turned around by the dense trees.

Depending on when the group decide to leave for the GreenHeart they may need to make camp, If the group does rest within the forest they will be attacked by the forest denizens (Use the **wolf** stats). The party will still be able to gain a full rest after the attack but they will just wake up later in the day.





Arriving at the GreenHeart

This area of the forest is old beyond measure; the trees trunks are twisted, gnarled ancients of immense size.

The GreenHeart itself is in a hollow. The Mighty Oaks within the hollow are white-barked with leaves that seem to glisten in rainbow colours. A fey light infuses the entire area.

The party can try stealth to approach the edge of the hollow. DC 15 Stealth Check to avoid detection. If the test is failed or the group opt for a non-stealthy approach the enemies will be prepared for the groups arrival.

What the group can see:

You see a recessed hollow bounded by oaks whose thick trunks speak of ages long forgotten, their thick roots binding the earth into steep walls. Rainbow light dances off the mist that collects at the ground and the light of flaming torches reflects through the grove. Around this clearing stand several figures formed of bark, vines and leaves and roughly humanoid in shape. A carved stone figure stands near the pool towards the back of the area. In its arms, a green pulsing stone beats like a heart.

A man dressed in brown leathers and wearing a headdress of woven vines and thorns emerges from a chamber behind the pool of water. As he does, the roots of the trees above close over and conceal the chamber completely. He dusts himself off and begins to collect water from the pool into a large wineskin.

Regardless of how the combat starts, read this aloud at the start of the fight.

The Druid mocks the group

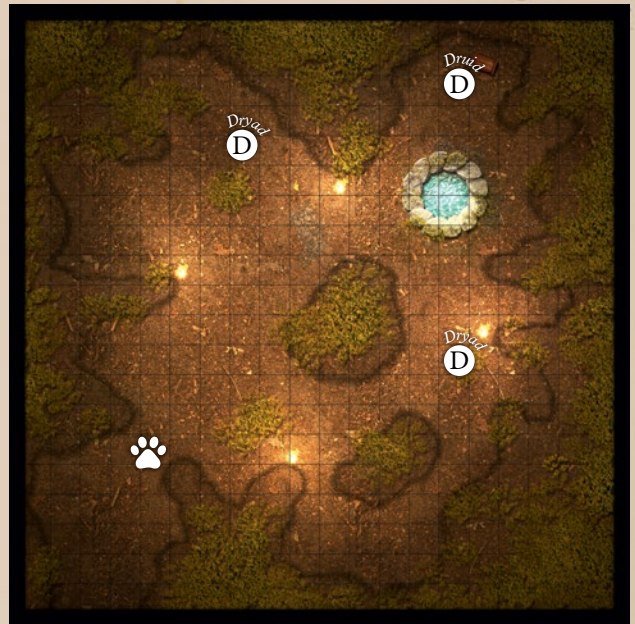
“So, brave adventurers arrive, ready to defend the village! It is of no consequence. The Blood Moon is imminent, and our ritual will be complete. We will wipe the filth of the village from this forest and return it to the purity of Nature!”

Battle of the GreenHeart

(2 Dryads, 1 Druid, 1 Insect Swarm)

The area is strewn with vegetation and loose rocks while the overhead branches could be used as vantage points (DC10 Athletics/ acrobatics to reach.)

The Druid will use his nature powers to call an **Insect Swarm** to his aid once he knows he is under attack.



Chapter 2: Battle of the GreenHeart Encounter





After the battle

The Druid, Garand, will be on the verge of death and with his dying breath he will say,

“My death wins you nothing. The ritual will soon be complete! I am but one of three, and my master cares not for my death... May...Nature...return...”

Searching the area (Investigation DC 12) reveals the small hidden chamber at the base of one of the Oak Trees. Although the group will not know the magic incantation Garand used to open this chamber, they can easily dig down to it. Within is a space big enough for two humans or maybe four dogs. Inside is a wooden rough-hewn chest containing Druid Master Thalis's ritual notes and components kept near the Pool for ease of use.

Inside is a parchment written in Druidic detailing the coming Blood Moon and the need to prevent outsiders from entering the area until the Druids are strong enough to deal with the intrusion.

Garand,

the next full moon will be a Blood Moon. According to the portents, the time is right for our coven to proceed to the GreenHeart and convince the dryads to seal the village while we prepare the ritual. We must not be interrupted, and we cannot afford to distract ourselves with the human vermin. Once we are done, we will have power to spare! The conduit has already been crafted and the first test will be under way soon. Meanwhile, free the village slaves and turn them to our cause. I will prepare the site of the stone circle.

Our time is at hand!

Thalis



The ritual notes reveal that the Blood Moon ritual amplifies the Druids power and will enable them to subsume the wills of creatures in a very wide area, leading eventually to a blood curse upon all non-forest dwellers such as the townsfolk. The ‘conduit’ of which the scroll speaks is the collars the dogs wear.

An Arcana check of DC 12 will show that the collars, when the ritual is complete, will allow the wearer to pass on the collars’ power via a bite, making each dog a method of spreading the Curse. Once the ritual is enacted and complete, the effects of the collars will be permanent and the dogs of Maerwald will be forever lost to a wild and violent existence.

A DC10 Nature/Arcana check will reveal the Blood Moon is that very night!

Luckily for the party, Garand’s scent is strong in the woods and they can use it to track his frequent travels between the GreenHeart Pond and the larger clearing deeper in the woods where the final ritual is to take place. A Perception check DC 12 allows them to follow the trail. They can do this also by continuing to follow the ringing in their heads.





Chapter 3: By the light of a Blood Moon

The group must make their way to the ritual and disrupt it before the moon reaches its peak, or there will be no saving the dogs, or the village itself.

What the group can see:

The hill top is shrouded in a crimson light as the blood moon is low in the night sky. A mass of birds circles high above, filling the air with screeching. A dozen stones stand at the hill's summit arrayed to form a large circular area.

The circle is 60' in diameter with a stone altar at its centre resting on top of a black tree stump.

Upon the altar is a mighty white Dire Wolf, snow-bright in the moonlight and held in place by vines. The altar itself is 6' high and 10' long, wreathed in vines and carved with ancient runic engraving. You recognise this huge beast instinctively as the Alpha. The Alpha smells of fear and rage.

Within the circle are the last two Druids of the coven, incanting the ritual. One, the large man in a cloak of leaves and feathers, must be the leader. They are ringed by a dozen of the village dogs; their collars tied together in groups of three with vines that join up at the altar. A slow drip of blood from the altar down to the village dogs is turning the vines black in the moonlight.

A DC12 Arcana/Nature check will suggest that once the blood reaches the village dogs, ritual can be completed. Further clues can be given by the Druids who will shout to each other that if all the dogs are released to fight the party, the ritual cannot be completed.

Battle of the stone Circle

(2 **Druids**, 12 various breeds of dog (**Mastiff** stats), 6 **Blood Hawks** (see notes below))

Bushes and rocks litter the hills surface, but the approach is still very open. DC15 Stealth to get near without being spotted.

Throughout this encounter, the group can free dogs from the influence of the magical collars in the same way they could free Jasper previously. Dogs freed in this way will flee through the forest back to the village.

The druids will take it in turns to try and hold the party while one continues the ritual. They will release the village dogs to fight in groups of 3 as they get increasingly desperate to complete the ritual.

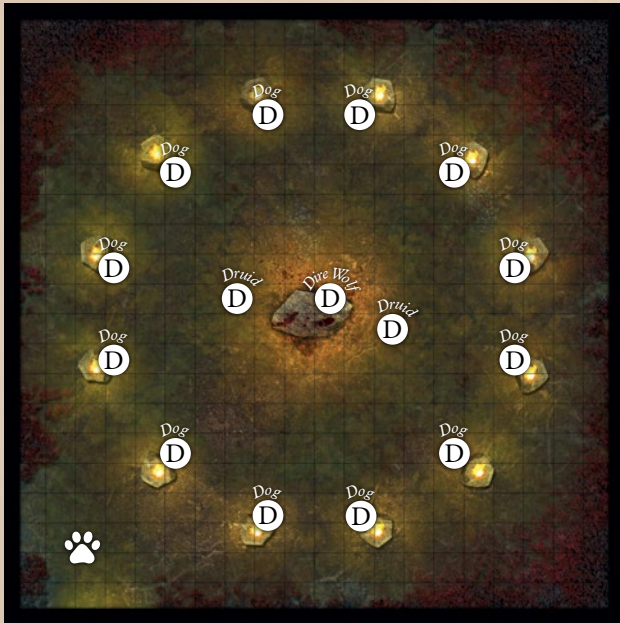
Thalasis, the lead Druid, will mock the group's efforts and refer to them as slaves and fools, exhorting them to accept the call of the wild they can hear in their minds. Thalasis can attempt to use the vine collars to control a party member 3 times in this fight as an action.

The ritual will be successfully disrupted if any of the following conditions are met:

- The Druids are both slain
- Less than 3 village dogs remain attached to the altar
- The Dire Wolf is freed from its bonds

Starting on the third turn, Blood Hawks start to swoop in and attack, 1 on the third turn, 2 the turn after and so on. **The Blood Hawks will scatter and fly away if the ritual is disrupted, and a portion of them may fly away if meaningful progress is made towards disrupting the ritual, for instance, if one of the Druids is killed.**





Chapter 3: Battle of the stone Circle Encounter

Freeing the Dire Wolf requires severing of the vines that hold it in place. Each vine requires an Action and a DC 14 Str check to sever a vine - the Dire Wolf is held by three thick vines and numerous smaller ones but can rip itself free once the thickest three are cut. The Dire Wolf will fight alongside the group if freed in this way.

If the group is unable to disrupt the actions of the Druids sufficiently, they will complete the ritual in ten consecutive turns. During this time, if at least one Druid is able to maintain concentration and take no other action, and at least three of the village dogs remain, the ritual continues.

If the group is successful in preventing the ritual from completing, read the following:

The Dire Wolf stretches and steps off the altar. Her shoulder is higher than the altar itself.

She looks down at you, not unkindly. You hear her voice directly in your mind.

“I thank you little ones, I am Amadia, the leader of the wolves in this forest. You have saved us all from their plan and in doing so you have saved this forest and countless others. The Bloodweavers insinuated their way into our realm with lies and hatred in their hearts, and it was too late to stop them once the truth of their actions became known. Perhaps now, a proper balance between the realms of the forest folk and the realm of the two-legs can be sought.”

“We shall remember you and tell of your deeds to our children. Farewell for now.”

As the great wolf turns to leave, any remaining dogs of the village approach you, the dried up remains of the collars dropping from their necks. Their eyes are now clear and friendly, if a little confused. Each offers a bow in turn, before they move as one to begin the journey back to their village, their homes and their families.

DC15 Perception or Investigation check will reveal a hidden strong box buried at the base of one of the standing stones. DC14 Dex check to pick the lock. The Box contains the various stolen treasures of the Bloodweaver coven. There are 25GP worth of assorted gems and coins, two *healing potions* and a *Collar of Command*.

Return to Maerwald

The group makes its way back to the village to be greeted with a scene to warm the heart:

As you approach, the sounds of delighted laughter and excited barking can be heard on the wind. You see the dogs of the village, tails wagging frantically, rolling around with laughing children and being scooped up into the arms of their owners.

Clarissa, tears of joy wetting her cheeks, comes running towards you flanked by Honey and Maize, and squats down to your eye levels.

“Thank you! Oh, my stars, thank you! You have done a wonderful thing! You are such good dogs! I cannot thank you enough!”

She is swiftly joined by Mayor Raynor, and a gathering of villagers. Raynor smiles and says,

“Indeed, what has passed here could have been a tragedy for our small village, but for your actions. We owe you a debt that can never be repaid. The bond between our people and yourselves will always be as strong as your hearts. You will, no matter what, always have a home, a bed, and a warm fire waiting for you in the village of Maerwald.”





Commoner

Medium humanoid (any race), any alignment

Armor Class: 10

Hit Points: 4 (1d8)

Speed: 30 ft.

STR: 10 (+0)
DEX: 10 (+0)
CON: 10 (+0)
INT: 10 (+0)
WIS: 10 (+0)
CHA: 10 (+0)

Senses:
Passive Perception 10

Languages:
Any one language (usually Common)

Challenge: 0 (10 XP)

Actions

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

Druid

Medium humanoid (any race), any alignment

Armor Class: 11 (16 With Barkskin)

Hit Points: 27 (5d8 + 5)

Speed: 30 ft.

STR: 10 (+0)
DEX: 12 (+1)
CON: 13 (+1)
INT: 12 (+1)
WIS: 15 (+2)
CHA: 11 (+0)

Skills:
Medicine +4, Nature +3, Perception +4

Senses:
Passive Perception 14

Languages:
Druidic plus any two languages

Challenge: 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

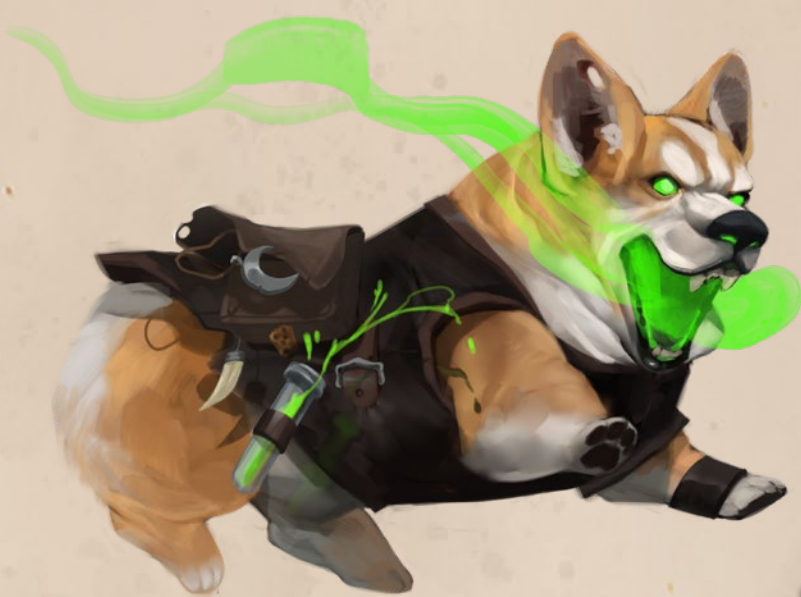
Cantrips (at will): druidcraft, produce flame, shillelagh

1st level (4 slots): entangle, longstrider, speak with animals, thunderwave

2nd level (3 slots): animal messenger, barkskin

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target.
Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh.





Blood Hawk

Small beast, unaligned

Armor Class: 12

Hit Points: 7 (2d6)

Speed: 10 ft., fly 60 ft.

STR: 6 (-2)
DEX: 14 (+2)
CON: 10 (+0)
INT: 3 (-4)
WIS: 14 (+2)
CHA: 5 (-3)

Skills:
Perception +4

Senses:
Passive Perception 14

Languages:
None

Challenge: 1/8 (25 XP)

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

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

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Mastiff

Medium beast, unaligned

Armor Class: 12

Hit Points: 5 (1d8 + 1)

Speed: 40 ft.

STR: 13 (+1)
DEX: 14 (+2)
CON: 12 (+1)
INT: 3 (-4)
WIS: 12 (+1)
CHA: 7 (-2)

Skills:
Perception +3

Senses:
Passive Perception 13

Languages:
None

Challenge: 1/8 (25 XP)

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.





Druid (Thalasis)

Medium humanoid (any race), any alignment

Armor Class: 11 (16 With Barkskin)

Hit Points: 37

Speed: 30 ft.

STR: 10 (+0)	INT: 14 (+0)
DEX: 12 (+0)	WIS: 15 (+0)
CON: 11 (+0)	CHA: 18 (+0)

Skills:
Medicine +4, Nature +3, Perception +4

Senses:
Passive Perception 14

Languages:
Druidic plus any two languages

Challenge: 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): druidcraft, produce flame, shillelagh

1st level (4 slots): entangle, longstrider, speak with animals, thunderwave

2nd level (3 slots): animal messenger, barkskin

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh.

Collar of the Blood Moon. 3 Charges, 1 Action, 60ft range. Target creature must succeed on a DC 15 Wisdom saving throw or be magically Charmed until the collar is removed. The Charmed target obeys the Druid's verbal or telepathic commands. If the target suffers any harm or receives a suicidal Command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this ability for the next 24 hours.





Dryad

Medium fey, neutral

Armor Class: 11 (16 With Barkskin)
Hit Points: 22 (5d8)
Speed: 30 ft.

STR: 10 (+0) **INT:** 14 (+0)
DEX: 12 (+0) **WIS:** 15 (+0)
CON: 11 (+0) **CHA:** 18 (+0)

Skills:

Perception +4, Stealth +5

Senses:

Darkvision 60 ft.,
Passive Perception 14

Languages:

Elvish, Sylvan

Challenge: 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

- At will: druidcraft
- 3/day each: entangle, goodberry
- 1/day each: barkskin, pass without trace, shillelagh

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Club. Melee Weapon Attack: +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.





Dire Wolf

Large beast, unaligned

Armor Class: 14 (Natural Armor)

Hit Points: 37 (5d10 + 10)

Speed: 50 ft.

STR: 17 (+3)

DEX: 15 (+2)

CON: 15 (+2)

INT: 3 (-4)

WIS: 12 (+1)

CHA: 7 (-2)

Skills:

Perception +3, Stealth +4

Senses:

Passive Perception 13

Languages:

None

Challenge: 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.





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