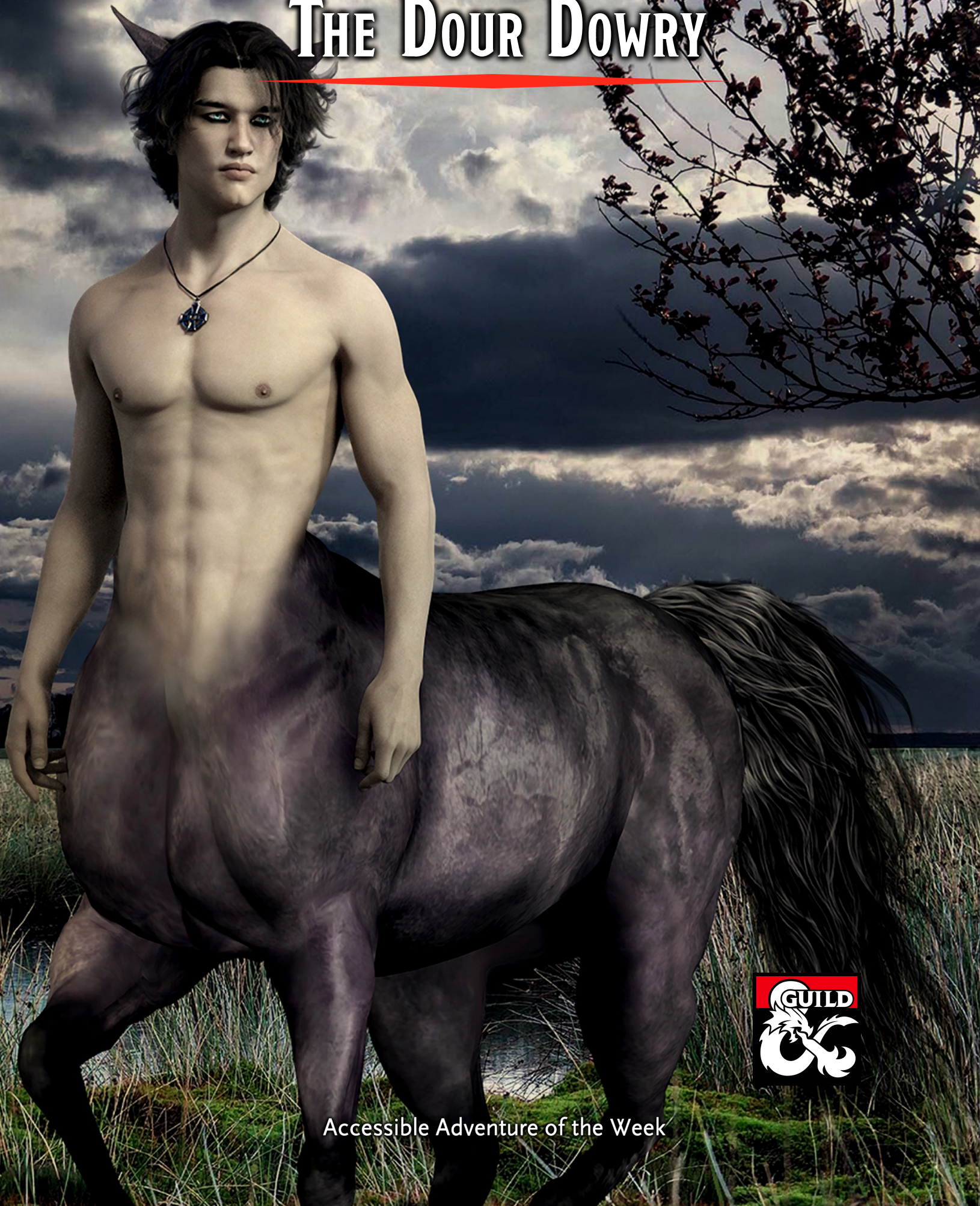


THE DOUR DOWRY



Accessible Adventure of the Week

MAKE LIVES BETTER THROUGH D&D

This adventure is one piece of a movement within the D&D community to invite, encourage, and include those who have not been, both in the RPG community and nearly everywhere in real life. Wyrmsworks Publishing is dedicated to using RPGs to help *you* make lives better, to provide tools, training, and a community to this end. We believe that this will extend far beyond the ever-growing RPG community as more and more people learn, grow, and give and receive acceptance. If you want to help make that happen, we invite you to support the Wyrmsworks Publishing Patreon at <https://patreon.com/wyrmsworkspublishing> and enjoy the additional benefits we offer to our patrons. All of our Wyrmling-level patrons (\$9/month) get free access to our entire library, and we have other levels to get live access to our works in progress.

4K Combat Maps for this and all other Adventures of the Week can be found on DriveThruRPG for \$1 per adventure, or free when you sign up for our newsletter at <https://wyrmsworkspublishing.com>, along with a free subclass and and lots of other free tips and resources!

[Wyrmsworkspublishing.com](https://wyrmsworkspublishing.com) is the first place to get notified when our compendium of comprehensive game mechanics for including characters with disabilities, mental illness, and neurodivergence in fifth edition goes live on Kickstarter.

CONTENT TRIGGER WARNINGS

This adventure includes death and violence, family ableism, symptoms of pain and fatigue, and spiders.

WILD HORSES COULDN'T DRAG HIM AWAY

A centaur must complete an impossible quest to gain his bride, but is he really the dark horse that can succeed?

This one-shot sidequest adventure is designed for 3-5 characters, level 2-3, with a total of 8-10 levels.

BACKGROUND & SYNOPSIS

Jeralion & Iphele, a couple young centaurs, want to get married, but Iphele's father doesn't like Jeralion and so gives him an impossible task to gain her hoof in marriage.

Jeralion was born with a form of Chronic Fatigue Syndrome known in centaurs as Slough (/slō/) Hoof, which causes fatigue and pain. Iphele's father, Nemandras, considers Jeralion lazy and unworthy of his daughter, but according to the laws of the eminence of centaurs, Nemandras must give Jeralion a task to earn the right to marry her, so he chooses an impossible task: a goblin raiding party came into the village three days ago and stole the Fruit of Wisdom, a magic golden apple, from their shrine. He must regain the apple from the raiding party and restore it to the shrine. The others in the village see this as his task, and Nemandras will not allow Iphele to go with him. Iphele is afraid Jeralion will die and doesn't want him to go, but he insists.

When the party agrees to help him in exchange for looting the camp, he tells them which direction he's been tracking them, which seems to follow a river through the woods. As they go, they're attacked by girallons.

Further on, a goblin scout spots them. They must silence the goblin before it notifies the raiding party.

Once the party reaches the goblins, they have multiple options to defeat them.

On recovery of the apple, Jeralion invites the party back to the centaur village for the wedding. On arrival at the village, they discover that the village has been besieged by an ettercap. As they fight the ettercap, Jeralion uses the apple to defeat it, becomes the hero of the village, and marries Iphele.



DRAMATIS PERSONAE

JERALION (CENTAUR)

Large monstrosity, neutral good

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

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

Skills Athletics +6, Perception +3, Survival +3

Senses passive Perception 13

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Charge. If the centaur moves at least 30 ft. straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Fatigue. *Severity Degree 1; Chronic*

You are nearly always tired, suffering 1 degree of exhaustion during the duration, regardless of the amount of rest you get. Besides the effects of the exhaustion condition, you need (Severity Degree) × 20 percent longer time to prepare spells, and every long rest, you need to succeed on a DC 8 + (Severity Degree) Constitution saving throw or suffer from insomnia and not benefit from the long rest.

Actions

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

GIRALLON

Large monstrosity, unaligned

Armor Class 13
Hit Points 59 (7d10 + 21)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., passive Perception 13

Languages —
Challenge 4 (1,100 XP)
Proficiency Bonus +2

Aggressive. As a bonus action, the girallon can move up to its speed toward a hostile creature that it can see.

Keen Smell. The girallon has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The girallon makes five attacks: one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)
Proficiency Bonus +2

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

GOBLIN BOSS

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1 (200 XP)
Proficiency Bonus +2

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

Javelin. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

ETTERCAP

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Spider Climb. The ettercap can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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

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

Actions

Multiattack. The ettercap makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Web (Recharge 5–6). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, is vulnerable to fire damage and immune to bludgeoning, poison and psychic damage.



GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

SWARM OF SPIDERS

Medium swarm of tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

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

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

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

IPHELE (CENTAUR)

Large monstrosity, neutral good

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Skills Athletics +6, Perception +4, Survival +4

Senses passive Perception 14

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Charge. If the centaur moves at least 30 ft. straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Actions

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



NEMANDRAS (CENTAUR)

Large monstrosity, neutral good

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Skills Athletics +5, Perception +4, Survival +4

Senses passive Perception 14

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Charge. If the centaur moves at least 30 ft. straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Actions

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



APPLE OF WISDOM

WONDROUS ITEM, ARTIFACT



A golden apple with two gold leaves on a pedestal plate

This golden apple, when held, gives advantage on all Wisdom (Religion) and Wisdom (Arcana) checks.

The apple has 7 charges and regains 1d4 + 3 expended charges daily at dawn. If you control the apple, you can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *flaming sphere* (5th-level version, 3 charges), *daylight* (1 charge), *flame strike* (2 charges), or *scrying* (3 charges).

You can also use an action to cast the *faerie fire* spell from the apple without using any charges.

ADVENTURE HOOKS

Use this adventure when the party is traveling through the wilderness as a side-quest. They will be motivated by the desire to help a centaur in need, to protect themselves from the goblins, or by the promise of loot from the goblins.

WHERE ARE WE?

This adventure takes place in a forest, likely far from urban settings. The artwork and maps use winter imagery, but winter is not important to the story.

STRAIGHT FROM THE HORSE'S MOUTH

The party encounters Jeralion in the woods, pacing, trying to figure out how to recover the apple. Jeralion is noticeably upset and looking for ideas. When the party comes near, he gets their attention.

You see a centaur pacing in the woods. He has light skin and short, dark hair. He's mumbling to himself. When he sees you, he raises a hand and says, "Greetings! What brings you to this wood?"

If the party responds in a way that seems friendly, he warns them that there's a goblin raiding party nearby. If the party responds in a way that seems like they may be willing to ally with him, he asks them, "I don't suppose you'd be willing to disrupt the raiders? They stole an heirloom of value to my family. If you'll help me, you're welcome to any other spoils you find."

A HORSE OF A DIFFERENT COLOR

Shortly after the centaur and party embark north toward the goblins, 2 **girallons** leap out of a nearby grove of bushes and attack the party. If at least one is reduced to fewer than 20 hp, they will both flee. They have two infants hidden in the bushes and will attempt to rescue them during the retreat.

STALKING HORSE

As the party follows the river and comes to a mile from the goblin camp, a single **goblin** is acting as a scout, hiding in a tree thirty feet from them. The goblin must succeed on a Dexterity (Stealth) check against the highest passive Wisdom (Perception) in the party. If successful, the goblin blows a horn and leaps from the tree and starts a *dash* toward the camp. If the party doesn't stop the goblin before its next turn, it will blow the horn again as its turn, louder this time, successfully alerting the camp of the party's presence. If the party fails to stop the goblin from running away, the goblin will return to the camp and join in the fray when the party arrives.



...AND THE HORSE YOU RODE IN ON

When the party arrives near the camp, they will find a **goblin boss** and **12 goblins** at the bottom of a fifty foot ridge, east of the southward-running river. If the goblins heard the scout's second horn blast, they will be armed and ready, anticipating the party. If not, the party will have the opportunity to ambush them.

If the party examines the region around the river, they'll notice that the bank is not far above the river, and large icy rocks rest in a pile near the river. Some creativity will allow them to partially dam the river, sending the icy water down on the goblins, which will panic them and cause them to flee or get washed away, leaving their soaked camp behind.

Because it's winter, the trees and shrubs are relatively dry. The party could also light a large pile of branches and send it rolling down the hill, which would cause half of the goblins to panic and flee for three rounds before coming back.

Upon defeating the goblins, besides the golden apple, the party will be able to find the following valuables among the goblins' belongings:

- 2100 cp
- 900 sp
- 20 gp
- Potion of greater healing
- Spell scroll (*Feign Death*) in a sealed scroll case
- A key of unknown use

Six gems worth 50 gp each:

- Moonstone (translucent white with pale blue glow)
- Zircon (transparent pale blue-green)
- Carnelian (opaque red-brown)
- 2 Quartz (smoky gray)
- Citrine (transparent pale yellow-brown)

DON'T PUT THE CART BEFORE THE HORSE

Upon their victory, it's getting late, and Jeralion suggests that they rest for the night before heading back.

If the party follows Jeralion back to the village, whoever has a passive Wisdom (Perception) over 12 will notice that the trees have more spiderwebs than usual, and if they don't, Jeralion will.

While they were gone, an **ettercap** surrounded the village in webs and laid siege to it along with 2 **giant spiders** and 3 **swarms of spiders**. If the party sets the webs on fire, the ettercap and company will flee. Otherwise, they will attack the party.

If the fight begins to go against the party, if Jeralion's hit points drop below half, or if any member of the party drops to 0 hp, Jeralion will invoke the *flame strike* power of the golden apple, which will send the ettercap and spiders fleeing.



HITCH HORSES TOGETHER

Jeralion will be hailed as a hero, and Nemandras will wholeheartedly welcome Jeralion as son-in-law. The party will be treated as honored guests for their assistance in freeing the village. Describe the ceremony as follows. (If none of the party speaks Sylvan, an interpreter will quietly translate for them.)

THE WEDDING

As a duet gently plays a lute and pipes, The couple come together from opposite sides as the community stands in a circle around them. Nemandras stands before Jeralion and Iphele as the snow gently falls on them and speaks in Sylvan of the grandeur of life, the joy of love, and the honor of commitment. Jeralion lowers his head to Iphele's chest and chants, "I will run with you through all of life. When you stumble, I will lift you. When you hunger, I will feed you. When you weep, I will not leave you. My life, my all: a gift to you." She takes his chin, lifts his head, then lowers her head to his chest and chants the same tune to him. Nemandras pulls a breadstick from a pouch and says, "From this time forward, you will thrive together and starve when alone." The couple begins eating the breadstick from both ends until they meet in the middle with a passionate kiss. They rear up, put their forehooves together, clasp hands, and chant in unison, "And I will sustain you always."

After a night of feasting, the party is given shelter and bid farewell.



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Dale Critchley is the owner, lead writer, and chief tea drinker at [Wyrmmworks Publishing](#). He's been playing tabletop role-playing games since 1982 and launched Wyrmmworks Publishing as a hobby in 2001 to share his homebrew resources with the world. In 2021, after seeing the power that a TTRPG group can have to change the lives of the participants for the better, he rededicated Wyrmmworks Publishing to focus on using TTRPGs to intentionally improve the lives of others and turned a hobby into a full time pursuit.

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