

4-6 PCs

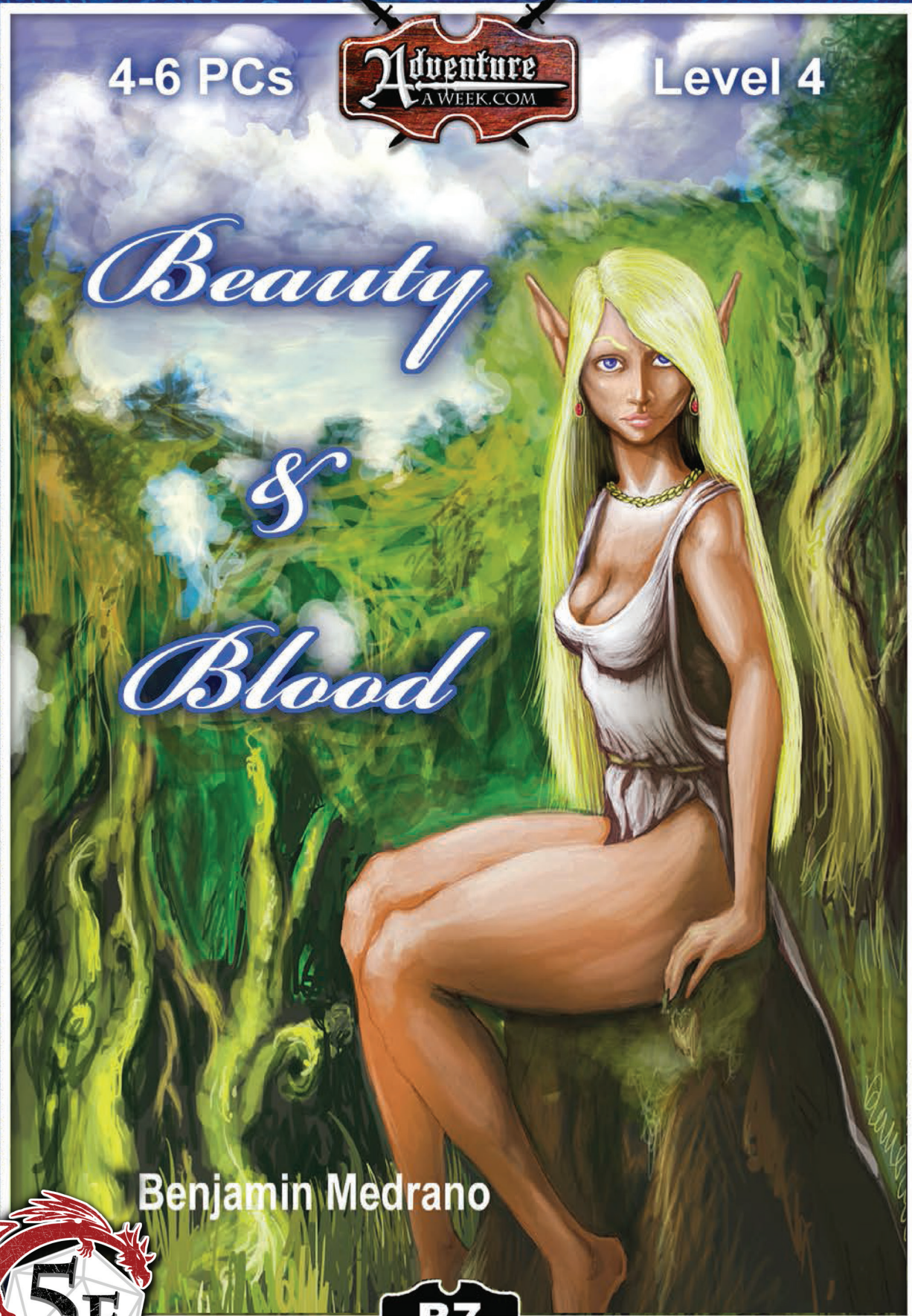


Level 4

Beauty

&

Blood



Benjamin Medrano



B7

BEAUTY AND BLOOD

A 5th Edition compatible adventure for four 1st level PCs

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Adventure Background

The town of Iversdam has stood near the Silwood for nearly three generations, and has long been a peaceful place, serving as a stopping point for caravans that travel through Unther's Pass in the nearby Smokey Mountains. For the last decade, the druid Oswald Beesinger has worked in the Silwood, brewing both powerful mead and useful potions to sell to the locals. With his carefully earned coin, the druid slowly purchased all the land encompassing the Silwood, but without creating hard feelings with the villagers. He helps foresters get the lumber they need without damaging the delicate balance of the wood, leads hunting parties for game when the creatures of the Silwood need thinning, and helps the herbalists find what ingredients they need for their studies and work. His ownership of the Silwood is a boon to Iversdam, rather than an unwelcome presence, and his mead is prized as the best-brewed tipple in a fifty-mile radius.

Unfortunately, two weeks ago, a nymph named Daphne moved into the Silwood, a fact that initially did not concern Oswald, who was friends with all the other fey in the Silwood. But this changed when Daphne attacked Oswald, nearly killing the druid. It was only the intervention of one of the forest dryads that saved Oswald, who retreated to Iversdam to try to ascertain what had happened, for something seemed deeply wrong with the nymph. Now, three villagers have died trying to negotiate with Daphne, with both mountain wolves and a group of malevolent mites prowling the woods, each day coming closer to the town. With all that has rapidly taken place, Oswald has put out a call for adventurers; unhappily certain that he's going to have to have them kill the seemingly insane nymph.

Adventure Synopsis

The PCs are hired to stop an insane nymph, preferably without killing her.

They must track down the nymph in the Silwood, whilst dealing with wild animals, vermin, and malicious fey. A number of allies can be found within the forest, if they can be rescued, and the results of these encounters can give the adventurers the edge against the insane nymph.

Finally the PCs confront Daphne in a hidden grove, and must either cure the nymph or slay her before she turns on Iversdam itself.

Adventure Hook

Oswald Beesinger has sent out an old friend of his, Esmeralda van Kamph, to try to recruit some experienced adventurers to deal with a nymph named Daphne, one way or another. A dilettante, rebellious noble bard, Esmeralda is keen to tag along with the adventurers to Iversdam in order to write a song about their deeds, praising their efforts.

Of course, what Esmeralda doesn't say is that she will write her song whether they PCs succeed or fail. A good tale is a good tale, whatever the outcome.



Iversdam

Government autocracy

Population 193 (122 humans, 32 dwarves, 27 elves, 11 half-elves, 1 aasimar)

Notable NPCs:

Mayor Jatrina Iverson (N female human aristocrat)

Oswald Beesinger (NG male human druid)

Sheriff Phillip Lawbringer (LN male human fighter)

Traveling Smith Ivan Sootbeard (LG male dwarf rogue)

OVERVIEW MAP

SMOKEY
MOUNTAINS

F

G

D

C

E

B

A2

A1

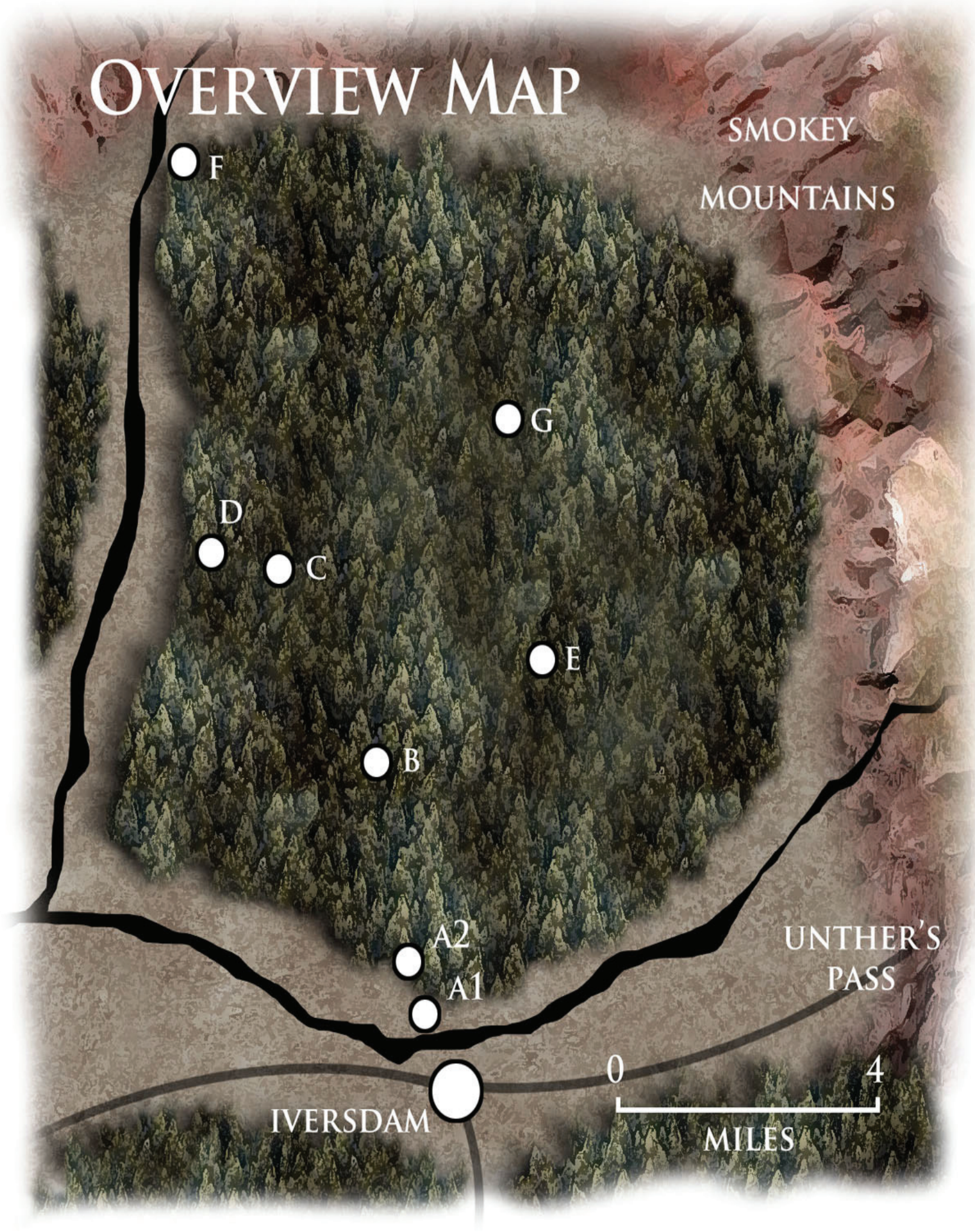
UNTHER'S
PASS

IVERSDAM

0

4

MILES



Entering Iversdam

Read the following:

As you enter Iversdam, you can see the signs of a small, but prosperous village. The fieldstone homes are well made, with little of the usual signs of neglect you might normally expect to see in a growing habitat. A bridge crosses the nameless brook in the middle of the town, and, further on, the green eaves of the top of the Silwood trees can be seen beyond the edge of town. The tavern has the image of a two-trunk willow tree on its sign, and across the way from the tavern can be seen a large, iron-banded wagon with a small, portable smithy set up next to it.

Incongruously, a man in armor and with a crossbow is watching the Silwood intently.

Ivan Sootbeard, a traveling smith who came to Iversdam to provide weapons and armor to any adventurers or mercenaries who decide to go after the fey within, owns the wagon outside of the Branching Willow Inn. He has a large supply of cold iron weapons, and what he doesn't have, he can craft within a few days. The man watching the wood is Sheriff Lawbringer, a grim man who distrusts outsiders, and is terse at the best of times, which these certainly aren't. Lawbringer ignores outsiders unless they seem like a threat to Iversdam.

Within the inn are Oswald Beesinger and a number of worried townsfolk; they are discussing what they can do about the situation in an animated way. When he sees apparent adventurers enter the inn, particularly if accompanied by Esmeralda, Oswald will greet them warmly and usher them gently over to a table in the corner to speak with them.

Read the following:

"Greetings, visitors!" The big man has a surprisingly gentle voice for his size, and looks friendly, if worried. "I am Oswald Beesinger, and my apologies for being in such a rush, but I am very, very concerned. Please, give me a moment to explain."

Oswald takes a moment to gather his thoughts, and then speaks, his voice grim. "I own the Silwood. Oh, it isn't the largest bit of forest, but it's a goodly twelve miles across on the long side, and nearly ten on the other. Recently I had a nymph visit the wood, and I greeted her warmly. I'm always happy to see the more benevolent fey, but something was...well...wrong with her. She took my greeting like I was threatening her. I tried calming her down, and she instead tried to kill me! It was only the assistance of Honeyblossom that let me get out of the forest before she killed me."

"Since then we've had a pack of mountain wolves lurking about, attacking anyone who tends their flocks without protection or who travel towards the woods in our usual way; we've lost three villagers already! But I have to tell you, four days ago another group of adventurers arrived, a party that had tracked a band of malicious mites and their arachnid allies to the Silwood. They told me that they'd deal with the nymph after dealing with the mites, but...they entered the wood three days ago. There is no way that they would still be in there if they had a choice, and I fear the worst. So, my request is simple. I have a thousand gold in savings in my home in the Silwood, and I've managed to get Mayor Jatrina to offer a hundred gold as an

advance. You can have it all if you can get the mites and their vermin out of my forest, and to...deal with the nymph. If you can keep from killing her, I'd prefer it, but if the worst is necessary, do whatever it takes. What do you say?"

Oswald doesn't have much more he can offer the adventurers beyond his skills as a potion brewer, and he can be convinced to throw in the potions in his potion cabinet in his house with a **DC 16 Charisma (Persuasion) check**.

The druid is more than willing to answer what questions he can. The most relevant information he can impart is the location of his home and the location of the three dryads of the Silwood, Honeyblossom, Maplewind, and Ivysong, although he hasn't seen or spoken with them since the nymph arrived. He does know where the hidden grove is, but is unaware that Daphne has taken up residence there.



The Silwood

During each day of exploring the Silwood roll a d4. On a result of 1 the party encounters 4 mountain wolves. If the characters move carefully, attempting to hide their tracks you may choose to let the wolves pass the adventures by.

A1. Trail to Oswalds Home

This track is only wide enough for one person and leads deep into the Silwood toward Oswald's home. A **DC 13 Wisdom (Survival) check** reveals a set of large-sized wolf prints left by the wolves in the area. A **DC 15 Wisdom (Survival) check** reveals the footprints of the adventuring party who passed this way 3 days ago.

Creatures: Five mountain wolves and a pair of giant mountain wolves are patrolling the edge of the wood, convinced by Daphne to keep other humanoids out of the Silwood. If they see creatures approaching the edge of the forest, they take up positions to block them, growling threateningly. They are unfriendly to other creatures, but do not attack unless attacked or if those creatures attempt to enter the Silwood.



Combat

Combat - (5) Mountain wolf and (2) Giant Mountain Wolf; CR 4; XP 450; Adjusted XP 1125; Easy.

Development: A successful **DC 16 Wisdom (Animal Handling) check** convinces the wolves to allow the PCs into the Silwood. Reward the party XP as if they had defeated the wolves in combat. Remember to raise the **DC to 18** for the giant mountain wolves - they aren't so easily convinced.

Mountain Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	3 (-4)	14 (+2)	6 (-2)

Skills Perception +4, Stealth +4

Senses passive Perception 14

Languages -

Challenge 1/4 (50 XP)

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

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

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Giant Mountain Wolf

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	7 (-2)	16 (+3)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 1/2 (100 XP)

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

Pack Tactics. The mountain wolf has advantage on attack rolls against a creature if at least one of the mountain 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.

A2. Relvus

Further along the trail is Relvus, one of the three mites who were being hunted by the other group of adventurers. He has laid a trap for any further humans from town to bungle into, rather than interrupting his brothers in their escapades. He spent much of the last day having his giant trapdoor spider, Fangmaw, dig a pit trap, before filling it with stakes and a swarm of centipedes. He then covered it with a flap of disguised webbing.

The centipede swarms wait for the trap to be triggered, but if it is bypassed, they will swarm out of the pit to attack the nearest opponent. Relvus is 100 feet off the trail, napping in the shade of a tree while Fangmaw keeps watch for him. If the trap is triggered, he wakes up and begins clambering up the tree a few feet to see what has happened, trying to keep concealed. Relvus wears studded leather armor that appears to be made from the cured skin of a dryad. If the opponents appear to be too powerful, he mounts Fangmaw to go and warn his brothers of the danger; they are in area C. Note that Fangmaw is a hunting spider, and as such does not have the ability to throw webs.

Camouflaged Pit Trap (CR 3)

Any creature walking over the trap must make a DC 15 Dexterity saving throw to avoid falling in. On a failure the creature falls into the 20-ft. deep pit and takes 2d6 bludgeoning damage.

Combat

Combat - (1) Swarm of Centipedes, Fangmaw and Relvus, CR 3; XP 400; Adjusted XP 800; Easy.

Treasure

3 garnets, 10 gp each





Swarm of Centipedes

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)

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.

Venomous Bite. A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

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.



Relvus

Small humanoid (mite), lawful evil

Armor Class 15 (dryad-leather armor)

Hit Points 35 (8d6 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	17 (+3)	13 (+1)	12 (+1)	16 (+3)	12 (+1)

Skills Handle Animal +5, Perception +5, Stealth +5

Senses darkvision 120 ft., passive Perception 15

Languages Common, Aklo, Undercommon

Challenge 1 (200 XP)

Innate Spellcasting. The mite's innate spellcasting ability is Wisdom (spell save DC 13). The mite can innately cast the following spells, requiring no material components:

At will: *prestidigitation*

3/day each: *entangle*, *pass without trace*

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

Hatred. Mites receive a +1 bonus on attack rolls against humanoids (already factored in) due to special training against these hated foes.

Beast Empathy. A mite gains advantage on Handle Animal checks when trying to influence beasts. Beasts are normally low in intelligence, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train beasts and use them as mounts. Beast empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

ACTIONS

Multiattack. The mite makes either two short sword attack or two shortbow attacks.

Short Sword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.



Fangmaw

Medium beast (spider), unaligned

Armor Class 14 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 40 ft.

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

Skills Perception +3, Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages -

Challenge 1/2 (100 XP)

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

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

Web Walker. Fangmaw ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) 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.

B. Clearing

At this point along the trail, a **DC 15 Wisdom (Perception)** check will note that the earlier adventuring party moved off the path and into the woods. The trail winds a further 100 feet into the woods, leading to a clearing in front of a large cave.

Read the following:

The woods open into a clearing from which comes the stench of rotting flesh. The far side of the clearing is dominated by a large cave, the depths filled with darkness. A few feet out of the cave is the mauled body of a halfling, the remnants of leather armor shrouding his form, his head crushed by a mighty blow. Nearby is the body of a dwarf, his body ripped to pieces and his armor rent asunder, the smashed remains of his backpack scattered over the area. A well-made battleaxe of fine-quality iron and a rapier lay near the two corpses. A trio of crows are scavenging from the bodies, which have their feet towards the cave and their heads and hands towards the woods. They are both face down.

The smell of a pair of rotting corpses can be detected from a distance of 50 feet without a check. A trio of crows are scavenging from the bodies of the halfling, Irving Lightfinger and the dwarf, Beggare Stonefist, but quickly fly away, cawing loudly as they leave. 40 feet into the woods to the northwest is the body of Phillip Sunhand, and unlike the others, he was slain by a scythe-wound in the back. A holy text on the Sun God lies near Phillip, which includes information on his faith's burial rites. If the PCs inter him according to the rites, which includes burying him with his holy symbol and a silver piece over each eye, they gain the Blessing of the Sun God.

If the party stays for more than 3 rounds in this area once the crows have flown off then they are disturbed by a grizzly bear. The bear is simply hungry, but determined not to miss an easy meal, having been attracted by the sound of the crows.



Combat

(1) Grizzly Bear, CR 3; XP 700; Easy.

Grizzly Bear

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	16 (+3)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 3 (700 XP)

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

ACTIONS

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

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 6) slashing damage.

Treasure

- Cold iron greataxe
- Cold iron mace
- Cold iron short sword
- Holy text of the Sun God
- 3 Cold iron caltrops
- Tent
- Backpack
- Gold holy symbol of the Sun God
- 73 gp
- 233 sp
- 12 copper

Blessing of the Sun God



Those who appease the Sun God are occasionally blessed by the deity's power. For the duration of the blessing, the creatures gain a +1 bonus to saving throws, attack rolls and skill checks. The benefits end at the third sunset after receiving the blessing.

C. Honeyblossoms Tree

In the middle of this small clearing is a huge basswood tree, its branches sheltering much of the open space. A collection of rocks near the north side of the clearing forms a makeshift sheltered area, and a wooden stand holds some curing leather near the rock formation. A fire with a number of hot pokers lies in between the stones. The leather is the dryad Maplewind's skin, and her remains can be found at area A6.

The mites Untger and Ilvis are located here with their mounts, a giant spider named Deathfang and a giant spider named Skitterlegs respectively. Unless warned by Relvus, the pair are torturing Honeyblossom and intend to subject her to the same fate as her sister Maplewind. If the PCs have not come here by the day after they were hired, Honeyblossom is dead and her basswood tree has been cut down. Her screams, while living, can easily be heard from a distance of 200 feet.

Combat

Ilvis, Untger, Skitterlegs and Deathfang, CR 5; XP 950; Adjusted XP 1900; Hard.



Ilvis

Small humanoid (mite), lawful evil

Armor Class 15 (dryad-leather armor)

Hit Points 36 (8d6 + 8)

Speed 25

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	13 (+1)	16 (+3)	12 (+1)

Skills Handle Animal +5, Perception +5, Stealth +5

Senses darkvision 120 ft., passive Perception 15

Languages Common, Aklo, Undercommon

Challenge 1 (200 XP)



Innate Spellcasting. The mite's innate spellcasting ability is Wisdom (spell save DC 13). The mite can innately cast the following spells, requiring no material components:

At will: *prestidigitation*

3/day each: *entangle*, *pass without trace*

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

Hatred. Mites receive a +1 bonus on attack rolls against humanoids (already factored in) due to special training against these hated foes.

Beast Empathy. A mite gains advantage on Handle Animal checks when trying to influence beasts. Beasts are normally low in intelligence, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train beasts and use them as mounts. Beast empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

ACTIONS

Multiattack. The mite makes either two short sword attack or two shortbow attacks.

Short Sword. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Skitterlegs

Medium beast (spider), unaligned

Armor Class 14 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 40 ft.

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

Skills Perception +3, Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages -

Challenge 1/2 (100 XP)

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

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



Web Walker. Skitterlegs ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) 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.



Untger

Small humanoid (mite), lawful evil

Armor Class 16 (dryad-leather armor)

Hit Points 45 (10d6 + 10)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	13 (+1)	12 (+1)	17 (+3)	12 (+1)

Skills Handle Animal +5, Perception +5, Stealth +6

Senses darkvision 120 ft., passive Perception 15

Languages Common, Aklo, Undercommon

Challenge 2 (450 XP)

Innate Spellcasting. The mite's innate spellcasting ability is Wisdom (spell save DC 13). The mite can innately cast the following spells, requiring no material components:

At will: *prestidigitation*

3/day each: *entangle*, *pass without trace*

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

Hatred. Mites receive a +1 bonus on attack rolls against humanoids (already factored in) due to special training against these hated foes.

Beast Empathy. A mite gains advantage on Handle Animal checks when trying to influence beasts. Beasts are normally low in intelligence, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train beasts and use them as mounts. Beast empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

ACTIONS

Multiattack. The mite makes either two short sword attack or two shortbow attacks.

Short Sword. Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) piercing damage.



Fangmaw

Medium beast (spider), unaligned

Armor Class 14 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 40 ft.

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

Skills Perception +3, Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages -

Challenge 1/2 (100 XP)

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

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

Web Walker. Fangmaw ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) 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.



Combat

Honeyblossom, CR 1; XP 200; Easy.



Honeyblossom

Medium fey (dryad), chaotic good

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, 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 Dependent. A dryad is mystically bonded to a single, enormous tree and must never stray more than 500 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance).

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.

D1. Oswalds Home

In the midst of the trees is a seemingly natural but actually very well-made house, the building carefully nestled among the trees to avoid damaging them or the structure itself. The house is made entirely of wood, each piece devoid of tool-marks, save for where the shutter hinges were attached. In the field in front of the house is Oswald's apiary, where he has a full dozen wooden beehives that produce the honey he turns into mead. Three of these hives have been broken into by the grizzly bear that accompanied Inklesaw to the house. The 5-foot square of grass in front of the door to Oswald's house has had a set of caltrops hidden in it. A DC 12 **Wisdom (Perception)** check spots them.

Lying next to the nearest of the beehives is a grizzly bear that is resting after having gorged itself on the honey within the hives. It notices creatures approaching automatically if they do not use stealth, and rises up, roaring and warning Inklesaw as it lumbers into combat.



Combat

(1) **Grizzly Bear**, CR 3; XP 700; Easy.



Grizzly Bear

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	16 (+3)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 3 (700 XP)

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



OSWALD'S HOME



15

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FEET

ACTIONS

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

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 6) slashing damage.

D2. Entryway

The entryway shows signs of the same care as the rest of the building; however, it is obvious that the building has been ransacked. A coat rack lays in pieces on the ground near the door, and a sofa along the north wall has been slashed many times with some kind of bladed instrument. Only the shoe rack along the south wall has been left untouched, and the glitter of caltrops cover the floor of the room. A door connects this hallway to both D3 and D4, each set into the west wall.

D3. Kitchen

Several long counters run along the walls of this room, and dozens of bunches of dried and drying herbs hang from the ceiling, filling the room with a pungent, yet soothing scent. A large fieldstone fireplace sits against the north wall, and the room opposite can be seen through the fireplace. A small creature could pass through the fireplace without squeezing. Clay pots lay across the floor, shattered, and the cabinets under the counters have been thrown open as well. A loose brick under the fireplace can be found with a **DC 18 Wisdom (Perception) check**. The brick hides a lockbox that contains Oswald's savings. A door in the north wall leads to area D4.

Treasure

Lockbox

- 1,100 gp
- 250 sp



D4. Workroom

The shattered remains of an alchemical laboratory dominate the northwest corner of the room, scattered across the counters and floor, forming a hazard of glass shards to any who get close to it. More jars have been shattered to the west, these ones once full of honey which has pooled on the floor and now has flies buzzing

around it. A few have been trapped in the honey. The fireplace in the southern wall leads to the kitchen. To the northeast are a dozen kegs of mead that Oswald was preparing to sell. However, half of them have been emptied. A cabinet under the alchemical laboratory, that appears to have housed a number of potions, has been wrenched open and emptied. Three cold iron arrows, covered in dry blood but salvageable, lay on the ground next to a pair of crushed potion vials. A door in the south wall leads to area D3, and another in the east wall leads to area D5.

Treasure

6 kegs of mead, 50 gp each



D5. Bedroom

This spartan bedroom has been left relatively untouched. On the southern side of the room is a large bed, the wood seemingly a single piece, much like the house outside. The bed already stinks from its recent occupant, a redcap named Inklesaw. The wardrobe next to the bed has been opened, and the clothing within torn to shreds. A secret door directly opposite from the entrance can be found with a **DC 18 Wisdom (Perception) check**. 4 vials can be found in the bottom of the wardrobe, covered by the shredded clothing.

Treasure

2 potions of healing



Inklesaw, a disgusting redcap with foul teeth, has been sleeping in this room for the past two days. He ransacked the house, and has been drinking himself into a stupor each time he regained consciousness. If alerted by the bear the Inklesaw wakes and moves to see what the bear is facing. Regardless of the opponent, he then begins scattering caltrops through the house to slow down opponents, trusting to his own nimbleness to keep them from slowing him down. He prefers to use hit and run tactics in general, and attacks through any of the rooms in the house.

Combat

Inklesaw pg 17





Inklesaw

Small humanoid (redcap), lawful evil

Armor Class 15 (studded leather armor)

Hit Points 38 (7d6 + 14)

Speed 45 ft.

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

Skills Intimidate +4, Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant, Sylvan

Challenge 2 (450 XP)

Stomp. A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. These boots give the redcap a kick attack that it can make as a bonus action. Heavy Weapons. A redcap can wield weapons sized for Medium creatures without disadvantage.

Irreligious. Bitter and blasphemous, redcaps cannot stand the symbols of good-aligned religions. If a foe displays such a holy symbol, any redcap that can see the creature must make a DC 13 Wisdom saving throw or become frightened for 1 minute and attempt to flee. A redcap who successfully saves is stunned for 1 minute.

Red Cap. A redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a redcap gains a +2 bonus on damage rolls (already factored in). These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the redcap dips the cap in the blood of a foe the redcap helped to kill, the cap does not grant its bonus.

ACTIONS


Multiattack. The redcap makes scythe attack and uses its bonus action (when available) to make a stomp attack.

Scythe. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit: 9 (1d10 + 4) slashing damage, two handed.

Stomp. Melee Weapon Attack: +6 to hit, one target. Hit: 6 (1d4 + 4) piercing damage.

D6. Secret Room

This narrow room is where Oswald keeps the majority of his potions and his better stocks of mead, assuming that any thieves would raid the outer rooms and miss this hidden chamber. A half dozen kegs of fine mead lay in the room, one of which has been mostly emptied. A small cabinet sits along the south wall with a good lock set into its doors.



Treasure

- 6 kegs of Special Mead, 100 gp each
- 2 *potions of healing*
- 1 *potion of fire breathing*

Olyvia Fairwind, an elven ranger, lies in this room drunk, exhausted and out of sorts. Olyvia was a member of the Band of Four, a group of adventurers that banded together to deal with a group of aggressive mites near the town of Oldvale across the mountains. Beggare, Irving, Phillip, and Olyvia chased Untger and his fellows across the mountains after killing a half-dozen of their lesser servants. The four encountered Iversdam, and found out about the situation from Oswald, four days before the PCs enter the village. They were to investigate, but agreed they couldn't deal with a nymph. Unfortunately, shortly after entering the Silwood, they encountered Inklesaw and a maddened grizzly bear that he'd managed to tame. Irving was killed outright, and the bear killed Beggare while Phillip and Olyvia fled. Phillip was unable to escape Inklesaw, who slew the cleric. Olyvia managed to reach Oswald's home, and she luckily found the secret room before Inklesaw arrived. Unfortunately, Inklesaw has been living in the house, and Olyvia ran out of food the day before, and has been drinking mead to keep up her strength. As such, she's both sickened and exhausted, though at full health.



Combat

Olyvia Fairwind, CR 1; XP 200; Easy.



Olyvia Fairwind

Medium elf ranger, chaotic good

Armor Class 14 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	12 (+1)	16 (+3)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish

Challenge 1 (200 XP)

Fey Ancestry. Olyvia Fairwind has advantage on saving throws against being charmed, and magic can't put Olyvia Fairwind to sleep.

Keen Hearing and Sight. Olyvia Fairwind has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. Olyvia Fairwind makes two melee attacks or two ranged attacks.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Longbow. Ranged Weapon Attack: +5 to hit, ranged 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

E. Maplewinds Tree

A large maple tree once dominated this grove of trees, but now the web-strewn giant has been cut down. Near the tree is the corpse of the dryad Maplewind. She's been dead for four days now, and her skin-less body can be identified as a dryad's with a successful DC 13 **Intelligence (Nature)** check. A DC 15 **Wisdom (Survival)** check can determine the time of her death. Beating the DC by 5 or more reveals that her skin was removed with a small cold iron dagger. Unless the PCs can stop Untger, many other dryad's will share Maplewind's fate.

F. Ivysong's Tree

On the edge of the river are several of ivy-covered willows, one of which is the tree of Ivysong.

Ivysong has taken refuge inside her tree, petrified of what is happening. She knows where Daphne is living in the hidden grove, but she saw what happened to Maplewind, and has been hiding here in terror ever since. However, if someone approaches and calls her name, as well as referring to Oswald, she'll cautiously emerge from a nearby tree, but not her own. She treats those who are polite and mentioned Oswald as indifferent, but they gain advantage on **Charisma (Persuasion)** checks to improve her attitude. Unless the PCs improve her attitude, she demands that they kill the mites before she'll tell them where Daphne is located.

Combat

Ivysong, CR 1; XP 200; Easy.

Ivysong

Medium fey (dryad), chaotic good

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, 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 Dependent. A dryad is mystically bonded to a single, enormous tree and must never stray more than 500 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance).

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.



G. Hidden Grove

Hidden by folds in the land that give the apparent illusion of there being nothing there, this grove of trees is isolated deep within the Silwood, and has a dense tangle of thorns and trees surrounding most paths into it. A small game trail approaches the grove from the south, and a small cave is located near the path, 100 feet from the grove itself. Towards the opposite side of the grove to the entrance is a pond. It is nearly thirty feet across and fed by a spring. As the PCs enter the grove itself, read the following.

Read the following:

The surrounding trees create a bubble of solitude in the depths of the Silwood here. The scent of lilacs fills the air, along with the smell of

something else, as if something is beginning to decay. Standing near a tranquil pool in the middle of the grove is a tall, beautiful figure. The fey stands nearly six feet in height, clothed in a silver-hued toga that reveals toned muscles and tanned skin. A snake-like golden necklace adorns her throat, matching the hair that falls to the midst of her back. As she tilts her head to the side and eyes you suspiciously with a sapphire gaze, ruby teardrop earrings sway from her ears. Her voice is soft, but cultured as she speaks; "Why do you come here, mortals?"

Near and inside the cave are five mountain wolves and two giant mountain wolves, the alpha male and female of the pack. From further within the cave itself can be heard the soft yips of five mountain wolf pups, only recently born, and unable to fend for themselves. The wolves are unfriendly and guard Daphne, but if made friendly will allow others to pass. Remember that the giant wolves are harder to influence.

In the grove itself is Daphne, who is constantly listening to the plants of the area, and thus is aware of the approach of others unless intruders take measures that make them undetectable to plants. Daphne is unfriendly to begin with, but doesn't attack on sight. Only if directly threatened does Daphne immediately attack, at which point she focuses her attacks on any spellcasters. She then utilizes her spells to sow confusion within the party before choosing whom else to attack.

A DC 16 **Wisdom (Perception)** check spots discoloration in her skin around her neck, and a DC 15 **Intelligence (Nature)** check allows a character to notice that her aura of beauty seems to warp around the golden necklace she wears. Skill checks made to influence Daphne's attitude have disadvantage. A PC must make three successful checks to influence her attitude.

Two hours after her attitude has been influenced, Daphne's attitude drops back to hostile with regard to the PCs, and she believes that anything they said was a plot against her. Only if her attitude is changed to helpful will Daphne remove the necklace willingly. After her attitude changes back to hostile, she will do almost anything to retrieve it. The attitude change overpowers any spell that would magically alter her view of the PCs, but if she is cured she will not become hostile again.

The nymph fully recovers her sanity 24 hours after the necklace has been removed, realizing with chagrin that something has been influencing her mind. This means that if the PCs can keep the necklace from her once it has been removed, she will be cured. However, remember she will be hostile towards them and be taking any steps possible to recover the necklace. If PCs have taken the necklace back to town, which could have dire consequences for the residents!

If left alone for another week with the necklace, Daphne's alignment becomes to Chaotic Evil. In this case, she marshals a large number of wolves, and any surviving other fey (aside from the dryads) to attack Iversdam.

Combat

(4) Mountain Wolf, (2) Giant Mountain Wolf and Daphne, CR 6; XP 1100; Adjusted XP 2750; Deadly.



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FEET

HIDDEN GROVE



Mountain Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	3 (-4)	14 (+2)	6 (-2)

Skills Perception +4, Stealth +4

Senses passive Perception 14

Languages -

Challenge 1/4 (50 XP)

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

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

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Giant Mountain Wolf

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	7 (-2)	16 (+3)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 1/2 (100 XP)

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

Pack Tactics. The mountain wolf has advantage on attack rolls against a creature if at least one of the mountain 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.

Daphne

Medium humanoid (nymph), chaotic neutral

Armor Class 13 (16 with barkskin)

Hit Points 65 (10d8 + 20)

Speed 35 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	14 (+2)	19 (+4)	12 (+1)

Skills Deception +3, Intimidate +3, Medicine +6, Nature +4, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Druidic, Sylvan

Challenge 3 (700 XP)

Spellcasting. Daphne is a 6th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following druid spells prepared:

1/per day: *dimension door*

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

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

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

3rd level (3 slots): *call lightning, dispel magic*

Blinding Beauty. This ability affects all humanoids within 30 ft. of Daphne. Those who look directly at Daphne must succeed on a DC 14 Wisdom saving throw or become blinded for one week. Daphne can suppress or resume this ability as a bonus action.

(Daphne cannot use this ability due to the curse of her necklace. Such was an unintended side-effect, and she regains it when the effects of the curse fade.)

Inspiration. Daphne can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as Daphne retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains advantage on Wisdom and Charisma checks. Daphne retains a link to her token and its carrier.

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

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

ACTIONS

Quarterstaff. Melee Weapon Attack: +3 to hit (+6 to hit with shillelagh), reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage, 5 (1d8+1) bludgeoning damage if wielded with two hands, or 9 (1d8 + 5) bludgeoning damage with shillelagh.

Stunning Glance. As a standard action, Daphne can stun

a creature within 30 feet with a look. The target must succeed on a DC 12 Constitution saving throw or be stunned for 4 rounds.



Treasure

Silk toga, 50 gp



Concluding the Adventure

If Daphne is cured without being killed, she's disoriented and horrified by what has occurred. She does her best to make right any damage she caused, even if it may take her years to achieve. She gives her earrings to the party in both thanks and as an apology, and will be a staunch ally for as long as they live. All she can tell the characters is that she rescued a human named John Smith from a pack of wolves, and he gave her the necklace in gratitude before moving on his way. Oswald and the others are thankful, and even scrounge together an extra 200 gp as an extra reward. If they tell her of their adventure, Esmeralda composes a song about their deeds.

If Daphne was killed, Oswald is distressed but understanding, and follows through on his part of the bargain. If Honeyblossom was killed, the big man openly weeps, as he and the dryad were more than just close friends, and he vows to rebuild the peace between the fey and humans, at least in this small corner of the world.

If the party failed to kill Daphne, she gathers an additional twenty mountain wolves from the Smokey Mountains. Using this force, she attacks Iversdam, which is fated to fall without outside intervention.

Experience

Grant your PCs 5000 XP for the successful conclusion of this adventure.

New Item

Dryad-Leather

Normally only created by evil creatures, dryad-leather is quite simply leather created from the skin of a dryad and cured with an alchemical mixture that includes sap from their tree. The nature of how this material is acquired leads most good creatures to shun it, but it grants the wearer +2 to their armor class.

Necklace of the Mindtwister



Wondrous item, rare

This gold necklace is seemingly without hinges, looking like it's scaled like a snake. It is enchanted to grant the wearer advantage on Wisdom (Perception) checks, but it also carries an insidious curse. After wearing the necklace for 24 hours, the wearer begins to take any words spoken to them in the worst way possible. If someone changes their attitude for the better, the curse quickly causes them to reconsider and become a step more hostile to the creature after 2 hours. The amulet also imposes disadvantage on all the wearer's Charisma checks while it is worn. Additionally, after a week of wearing the necklace, the wearers alignment becomes evil. All negative effects, including the alignment change, fade 24 hours after removing the necklace.

Necklace of Inner Sight

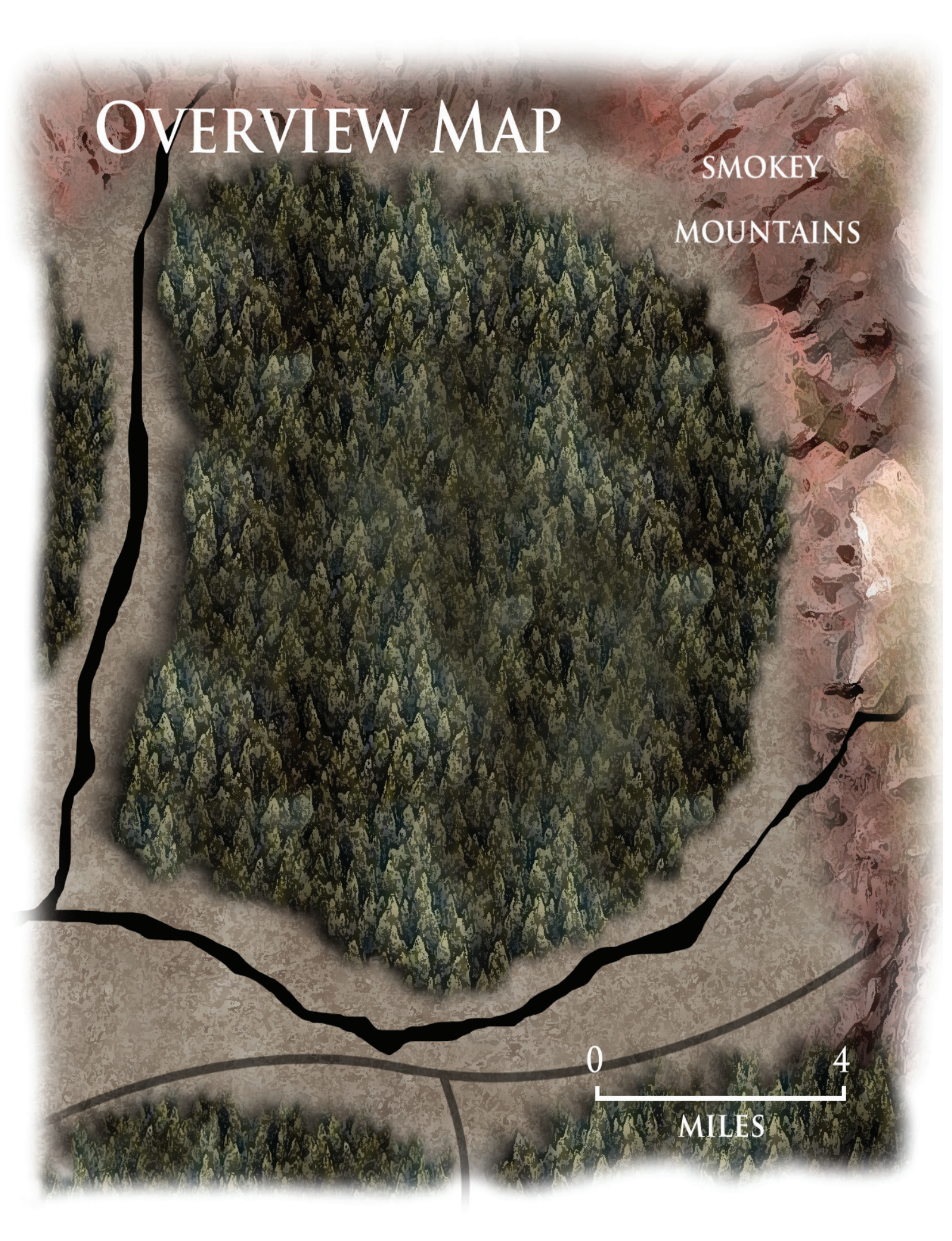


Wondrous item, rare

This gold necklace is seemingly without hinges, with a pattern of snake scales on it. Designed to allow one to sense others via movement and motive, it is often prized by duelists and socialites alike. It is enchanted to grant the wearer advantage on either Dexterity or Wisdom checks for one hour per long rest.

OVERVIEW MAP

SMOKEY
MOUNTAINS





OSWALD'S HOME



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FEET

HIDDEN GROVE



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A 5th Edition compatible adventure designed for four 1st level PCs.

The small town of Iversdam is threatened by an insane nymph! Accompanied by vicious mites and deadly mountain wolves, the townsfolk have little to defend themselves should an attack come to them. Three villagers have died trying to enter the nearby Silwood, and now an adventuring party has also vanished within. The party must find a way to stop the nymph before she descends on Iversdam and wipes this small town off the map completely.

- New Creature! The Mountain Wolf, a more combat focused version of the classic wolf
- The town of Iversdam, located on a trade route through the mountains
- The fell armor of dryad-leather
- New Magic Item!

