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FOREST OF MYSTERIES

Dark Master's Return part 2

An adventure for beginning DMs and 2nd level characters

DEAN SPENCER

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CONTENTS

INTRODUCTION.....	5
CHAPTER 1: THE OAKENVILLE MOOT	16
CHAPTER 2: EXPLORING THE FOREST.....	25
CHAPTER 3: THE SPIRIT OF THE FOREST	35
CHAPTER 4: DEAD RUINS	39
CHAPTER 5: THE RITUAL OF LIFE.....	52
CHAPTER 6: KOBOLD LAIR	56
CHAPTER 7: CLASH IN THE SKY.....	64
CHAPTER 8: THE LAST ELVEN WARRIOR.....	69
CONCLUSION.....	75
EXTRAS	77
ADVENTURE TRACKING SHEET: SESSION FLOW.....	79
MONSTERS AND NPCs	82
MAPS.....	87
TABLES.....	99
PREGENERATED PLAYER CHARACTERS.....	101





INTRODUCTION

Forest of Mysteries is the second part of the cycle titled *Dark Master's Return*, started with *Goblin Trouble*. Although you don't need to know *Goblin Trouble* to run this adventure, it helps both players and DMs to better understand the situation in the Green Forest. A short summary of the first part of the cycle can be found later in this chapter. *Forest of Mysteries* is designed for four 2nd level characters but the adventure also works with more players or parties consisting of more experienced characters. Depending on the players and their decisions, finishing the adventure takes about 8-12 hours. The adventure also includes:

- Monster and Non-player character stats and hyperlinked references,
- Adventure tracking sheet to make your life as a DM easier,
- 12 ready-to-play 2nd level characters,
- beautiful maps you can use in other adventures.

The module is also full of tips and suggestions, especially useful for new Dungeon Masters. However, the text assumes that the DM is already fairly familiar with the rules of the *Dungeons&Dragons 5th edition*. If this is the first time you're running the game, best start with *Goblin Trouble*. The advice in *Forest of Mysteries* focuses on other elements of the game. *Goblin Trouble* dealt with the basics of the Fifth Edition but *Forest of Mysteries* allows

your group to learn more advanced elements, such as: free exploration (“hexcrawl”), branching storyline, random encounters, adapting the adventure to players’ decisions, monster legendary actions, mounted combat, magic items and more.

PREVIOUSLY ON DARK MASTER’S RETURN

In *Goblin Trouble* a group of adventurers arrives to the village of Oakenville, lost deep in the Green Forest. Soon, it turns out that the villagers have problems with goblins. The party agrees to help and sets off to the Forest. They discover a secret entrance to the monsters’ lair and after navigating a dungeon, the heroes face and vanquish the goblin leader. Although the goblin problem might be solved, more trouble awaits in the Green Forest. During the adventure the party witnesses a meeting between the goblins, kobolds, and a mysterious specter (Bel’Quath, the campaign’s villain) that issues orders to the other monsters. Moreover, the heroes find old wall paintings that show a tribe of forest elves fighting a demonic being – clearly the Forest hides a lot of secrets!

ADVENTURE SUMMARY

Forest of Mysteries focuses on exploring the forest and discovering secrets of the past, gradually revealing the

full story, the villain’s motives, and the reason for his conflict with the long-gone elves.

In **Chapter 1** the party participates in a meeting with Oakenville’s inhabitants and meets the mysterious Pabinus Yardon. They also receive a new quest: to hunt down the kobolds and investigate the legendary Spirit of the Forest.

Chapter 2 explains forest exploration rules and presents random encounters.

In **Chapter 3** the party meets the Spirit of the Forest, who agrees to help – if they destroy an undead creature that haunts a nearby ruin.

Chapter 4 is a small dungeon, where the heroes fight or negotiate with an undead Chieftain, returned to life by Bel’Quath’s dark magic.

In **Chapter 5** the party receives more information from the Spirit of the Forest and further explores the woods in the search of the special Spirit Trees, which are required for a powerful ritual, which reveals the location of the last elven warrior, who once fought the ancient evil that haunts the Forest. Searching for information, the party might also go to the Kobolds’ lair, described in **Chapter 6**.

After conducting the ritual, in **Chapter 7** the party knows almost everything they need about the forest and sets off to meet the last elven warrior, who should fill all

the gaps and reveal the villain's nature. On the way the heroes take part in an aerial combat!

Chapter 8 describes the final fight with Bel'Quath's shadow and the meeting with a powerful being that explains the Green Forest's mysteries.

HOW TO USE THIS ADVENTURE

Forest of Mysteries is a bit more open than *Goblin Trouble*. Although it starts with a clear objective, the party can explore the forest freely and search for clues on their own. With that mind, note that the scenes and situations described in each chapter may take place in a different order. For example,

the party might ignore the Spirit of the Forest's task and thanks to a successful **Wisdom (Survival)** test find the kobolds on their own. Similarly, while exploring the forest the heroes might come across the Spirit Trees, research and conduct the ritual and then go to the Elven Tower – never meeting the Spirit of the Forest. Remember that **the party's main goal is to find and reach the Tower**, where they can learn everything they need to know about Bel'Quath.

If your group continues the adventure they started in *Goblin Trouble*, take into account their decisions from that first game. Naturally, each group has a different playstyle but try to include the consequences of past actions. For example, if the party calmed down



the pixie Lalalna or helped the wolf (random encounters in *Goblin Trouble*), the Spirit of the Forest might be better disposed towards the heroes. Similarly, if the party allowed Grug the Half-ogre to leave (or ignored him altogether), he might rise as the new leader of surviving goblins and become another threat to Oakenville. But perhaps the party convinced Grug to help the village and he can be hired as extra muscle? Intelligent monsters might realize that it was the party who killed Toother, the goblin leader, and act accordingly, with fear or respect.

You'll find additional ideas and helpful comments on the margins.

☞ The text marked like this offers options for advanced players and DMs. They complicate the scenes, but also make them more challenging and fun!

Read the texts with old paper in the background aloud to your players. You can also paraphrase or summarize them only glancing at the page. This way you keep eye contact with your players.

PLAYER CHARACTERS

The adventure is designed for 2nd level characters. It is assumed that the players continue with the same characters they played in *Goblin Trouble*. However, a player might

want to change their character or new heroes join the party. If that happens, it's best to assume that new heroes arrived to Oakenville: they might be old friends of the other party members or previously absent inhabitants of the village. The former will be eager to help their friends, the latter should want to save their home.

Sometimes, after one – typically the first – game session a player wishes to modify their character but leave their “fiction” intact. For example, a sorcerer decides they want different spells and warlock wishes they had a different patron. Such a mechanical change won't derail the game and it will make players happy, so I advise to agree to such modifications.

Some people might even want to pick an entirely different class. For example, a player who in the first game picked the cleric Lars, might decide that the class is too complicated to play – all the spells to choose from! However, they don't want to create a new character (in the narrative), because they like Lars's backstory and the PC has good chemistry with the party. Although such a change requires a bit more work and a mental flip to adapt new mechanics and the narrative to the game, it is possible to do. Create the game mechanics foundations for the character and then sew on Lars's backstory. The other players just ignore the fact that in the first game Lars was a cleric. It's not about “realism” but about good fun for everyone and there is no point in arguing about such things, espe-

cially after one session. The adventure awaits!

If new people are joining the party, it's best if they create 2nd level characters or choose one of the ready-to-play heroes that come with this adventure.

ENCOUNTER DIFFICULTY AND CHARACTER DEATH

Forest of Mysteries is designed for four 2nd level characters. The module will be too difficult for starting, 1st level heroes. If your group consists of 5–6 2nd level characters or the heroes are higher level, the encounters will be a bit easier. If you want to avoid that, add one enemy in random encounters and increase “main boss” hit points (such as the Chieftain, the Spirit of the Forest, Kirich, Bel'Quath's shadow) by 30%–50% and don't forget to use all their special features.

If you award experience points immediately after encounters, note that the party might advance to the 3rd level before they complete the module. It won't spoil the fun, but it's better to select new spells and study new class features between the games or during a break.

You should also bear in mind that 2nd level PCs are still quite fragile. They have relatively few hit points, spell slots, and daily powers. A character might die! Although for many players it's a traumatic experience, your group should remember that it's just a game. When a DM cheats

to save a character, it may make the players, including the one whose character has died, feel even worse. A character death doesn't mean that the player packs up and goes home. The group may discuss the following options:

- **Resurrection.** Magic is a vital part of *Dungeons & Dragons* worlds, including the Forgotten Realms, the default setting of many adventures. Elenya Silverbraid, the priest of Oakenville, may have a couple of raise dead scrolls, or even a single resurrection scroll. Considering the importance of the party's mission, she'll use them to save a dead hero. However, Elenya isn't a powerful spellcaster and can't cast those spells herself. The two or three scrolls should be a limited resource. Of course, you might all agree to play an easier, more relaxed game where death is just a temporary obstacle. In that case, you might decide that if the party delivers the dead member to Elenya, she'll restore them to life for 200 gp.
- **New character.** The player chooses one of the ready to play characters provided with this module and immediately joins the game. In the narrative, assume that the new hero arrived to help Oakenville and/or another party member. Naturally, to use this solution you must forsake “realism” for fun, but the situation when a hero just died and a new one emerges from the

The Spirit of the Forest may give the party one or two extra acorns (see Chapter 5), especially if they proved themselves.

bushes is better than making a player wait for hours until they can re-join the session.

- **New character**, same mechanics. Sometimes a player wants to play exactly the same character as the one who just died. They like the class, they've already learned their features, spells, and tactics. Now, they want to recreate the PC. In that case assume that the new hero or heroine is, for example, the deceased's family member, who now has a good reason to vanquish the evil in the Green Forest.

ADVENTURE'S BACKSTORY

Many centuries ago a secret war ravaged the Green Forest, where a nomadic tribe of Wood Elves fought a powerful warlock named Bel'Quath, who wanted to summon and bind a powerful devil and its minions. With such support Bel'Quath could free his homeland.

However, the summoning ritual required vast quantities of magic energies, which the villain planned to absorb from the Forest. The elves opposed Bel'Quath and the war began. Nowadays, the real reason for the conflict has been forgotten, the elves left and Bel'Quath has never been heard of again. Decades passed and humans began to settle in the forest. Trees have grown on old battlefields and plants covered derelict towers and fortifications.

One day, Pabinus Yardon, a young wizard driven to prove that Bel'Quath was not a legend, arrived to the Green Forest. Pabinus found Bel'Quath's hidden tower and discovered that the powerful warlock was still alive, but bound with elven magic and unable to leave. However, Bel'Quath easily dominated Pabinus's mind making him into his puppet.

At last he could carry out his plan and regain freedom! But elven spells were powerful and it's not easy to unbind the weave of magic. The elves couldn't kill or even get close enough to Bel'Quath, so they used powerful rituals to create three magic statues of Bel'Quath, which they placed around the forest. The lines of the magical energies flowing between those Dark Statues converged on Bel'Quath's tower, draining most of his magic and imprisoning him forever. Now, Bel'Quath wants to find and destroy the statues. Powerless outside the tower, he uses Pabinus as his agent.

Bel'Quath's plan. The forest is enormous, dark and unexplored. Bel'Quat/Pabinus began with finding more allies. He visited tribes of goblins, kobolds or even more terrifying creatures and with threats or promises made them work for him. While monsters are searching for the statues, Pabinus pretends to be a harmless hermit and lives in Oakenville, keeping tabs on humans. He fully realizes that the increased monster activity is likely to draw the attention of adventurers or even the king's army. Time is of the essence! Thanks to Pabi-

If you're playing in the Forgotten Realms, Bel'Quath's revenge might be directed at Thay.

nus he knows the legend of the Spirit of the Forest through the mind-controlled wizard he wants to use the party to find the creature. He suspects that by discovering the Spirit's secrets he'll be able to undo the ancient elven magic and quickly discover the location of the Dark Statues.

PABINUS YARDON

The wizard Pabinus Yardon is an important non-player character, so his past and motivations should be fully explained.

Forbidden knowledge. Pabinus used to be one of the most talented students of the famous Blackstaff Tower in Waterdeep. One day, he came across contradictory sources describing a war between an ancient nomadic tribe of wood elves and a force of magic. That's how his obsession started – week after week the young wizard devoted more and more time and resources to discover the truth about Bel'Quath. He decided to prove to his teachers and other students, who ridiculed his endeavors, that Bel'Quath was real. Finally, he set off to the Green Forest, hoping to find the ancient warlock's secret notes and magic items that would increase his own power, glory, and standing.

After reaching Oakenville, he didn't stay at the inn, but rented a small house, where he hoped to conduct his research in peace. He easily found the Old Dungeon (where the goblins hide in *Goblin*

Trouble) and the paintings and other clues at that place filled the gaps in his research. Soon, he discovered the Dark Master's Tower, overcame magic defenses and met imprisoned Bel'Quath – who easily took control of Pabinus's mind.

Now a helpless puppet, Pabinus returned to Oakenville. To erase any clues leading to the Tower,



he started a fire in his hut and all his research burned to ashes. The villagers think he's mentally unstable, a harmless weirdo who hides from the world in the forest. They try to get out of his way and no-one really believes he can cast spells.

Appearance. Pabinus is a human male in his mid-twenties. His skin is pale and blemished, blond hair dirty and knotted, and many strange things and creatures call his beard home. Pabinus's left eye is green and the other purple – through the latter Bel'Quath observes the world. The wizard wears tattered, worn-out gray and blue travelling clothes, which haven't been washed for ages. He always carries his spellbook with him. Pabinus walks half-crouched, searching for enemies, bending down, squatting and then suddenly straightening up and acting like a posh noble. He also stinks to high heavens and bugs crawl on him. Occasionally, he becomes infuriated and then he swears loudly and creatively.

Roleplaying Pabinus. When role-playing Pabinus try not to reveal his "double" identity too soon. Players, especially those familiar with how magic works in D&D, will soon realize what is going on. Naturally, there is nothing wrong with that and eventually Pabinus can be saved but if it happens in the first scene, the NPC's potential will be wasted.

The real Pabinus was an intelligent and polite man with a touch of

aloofness. Under Bel'Quath's control the wizard stutters, constantly looks around, squats. Then, he nervously browses his spellbook, often ignoring the fact that he is holding the tome upside down. It's all a ruse. Bel'Quath uses Pabinus's eyes and ears to watch the village and he'll try to influence the party to do his bidding, maybe even find and destroy the statues.

Bel'Quath's influence. Bel'Quath sees and hears what Pabinus does. He can give orders to the wizard and if Pabinus disobeys, he suffers. It works as the *geas* spell, with a 1-year duration. Bel'Quath will try to use the heroes and through them find and destroy the statues. He'll make Pabinus appear simultaneously helpful and infuriating. Bel'Quath realizes that if someone spends too much time with the young wizard, they might become suspicious or pity the man and accidentally discover Bel'Quath's dark influence.

A person who spends some time with Pabinus (the exact amount is left for the DM to decide) can discover that the wizard is mind-controlled, providing they fulfil at least one of the following conditions:

- Their passive **Wisdom (Perception)** is 20,
- they make a successful **DC 18 Wisdom (Insight)** test,
- they make a successful **DC 15 Intelligence (Insight)** test and a successful **DC 15 Wisdom (Arcana)** test.

Dungeon Master's Guide explains when you can decouple the standard ability-skill pairings.

Moreover, the detect magic spell can reveal that Pabinus is under the influence of enchantment school of magic.

If the character making any of those tests has spent a lot of time with Pabinus and endured his eccentric behavior, they make the test with advantage.

Revealing Bel'Quath. When Bel'Quath notices that a hero is too suspicious or spends too much time with Pabinus, he forces the young wizard to behave especially nasty. For example, Pabinus may start screaming while the party is setting up an ambush or he casts a spell that damages something important or even hurts a villager. However, Pabinus should also be useful: make a clever suggestion or use helpful magic. Bel'Quath aims for the situation when the party allows Pabinus to be near them, while not paying attention to him.

If someone starts to suspect something, Pabinus denies everything. Cornered, he starts lying and, for example, tells a story about a fey creature that cast a spell that made him so unbearable. If the party attacks him (even using non-lethal means), he defends himself, also trying not to harm anyone – Bel'Quath still wants the party to help him find the statues. If worse comes to worst, Pabinus tries to escape to the forest and hide among gnolls or orcs. If the party kills Pabinus, Bel'Quath's spirit escapes unharmed.

Healing Pabinus. If the party captures Pabinus, they might try to separate Bel'Quath's essence from him, which requires a special ritual that must be conducted on sacred ground (e.g. in the temple in Oakenville). The ritual requires ingredients worth 100 gp and a successful **DC 15 Intelligence (Arcana or Religion)** check. Throughout the ordeal, Pabinus must remain tied up and immobilized. If the test is successful, Bel'Quath's shadow flees the young wizard's body (and it is weakened in the final fight, see **Chapter 8**). Afterwards, Pabinus doesn't remember much. If you want, Pabinus can reveal the location of monster camps or the Dead Ruins, but he doesn't remember where the Dark Master's Tower is.

If a hero dies and the new character is a wizard – the player can take over Pabinus, now sane and with awesome backstory!

DARK STATUES

Although the dark statues that imprison Bel'Quath are an important plot device, they will be fully discussed in the next part of the *Dark Master's Return* cycle. For now, assume they cannot be found since they're hidden by powerful magic and the forest itself.

TRAVERSING THE FOREST

Forest of Mysteries holds many secrets. The places important for the main plot have been marked on the map, but you can always add your own. A small dungeon

or a mysterious cottage will make travelling through the forest more interesting. Describing the trees and greenery might get boring after a while. Instead, prepare a dozen or more images that show different parts of forests; young, old, deciduous, mixed etc., then start a slideshow on a TV or laptop. Youtube has hours of ambient forest sounds you can play in the background, even from your phone.

When the party explores the forest, you can determine their position in two ways:

- **Narratively.** This method is less time-consuming, but also somewhat limits player agency. The players choose their destination by responding to the events (for example, they declare that they go to the Spirit of the Forest and then to the Dead Ruins.) In this method locations “appear” on the map only after the characters learn about their existence. It’s hard to find something accidentally.
- **Hexcrawl (Simplified).** The players use the version of the Green Forest map marked “for players,” which is divided into six-sided fields called “hexes.” As they explore, they move their party’s marker (any token or miniature) on the map and the DM checks their version of the map and tells the party what they find on the new hex. Traversing one hex takes 1 hour. It’s faster to follow a path (2 hexes per hour). If the party wants to travel twice as fast,

they cover 2 hexes per hour, but if they don’t rest every 4 hours, each hero must make a successful **DC 11 Constitution saving throw** or receives a level of exhaustion.

The hexcrawl option allows the party to accidentally come across an interesting and/or dangerous area. **Chapter 2** presents full rules of forest exploration, what can be found on the map and how the discoveries affect the adventure.

Regardless of the selected travel option, the party will often need to cross the river. Although there are no bridges on the Rokyta, the party can find boats and rafts in Oakenville – it’s the only place where they can cross the river quickly and safely. In other cases, you might want to ask for a successful **DC 11 Strength (Athletics)** or **Constitution** check. The hero who fails receives 1 level of exhaustion.

TIME KEEPING

Some players may like free forest exploration (and collecting treasures) a little too much. They might even forget about the main plot! However, Bel’Quath won’t wait for them. His monsters are combing the forest and **every 5 days** find another statue – this will be important in the upcoming Part 3 of the cycle.

The party should realize they’re not on a vacation. Of course, it is very likely that for the majority of the adventure they don’t realize what their opponent – whom they still haven’t really encountered – is

doing. However, the situation when you suddenly, after 15 in game days, announce the players that they have lost would be very frustrating! Therefore, every five days tell the players how their characters feel a growing feeling of impending doom; they might have had a nightmare about dark clouds gathering over the forest or experience something similar. Perhaps it might be a warning from the deity the given character worships? Alternatively, after the monsters find the first statue, a sudden, freak storm breaks out over the forest. The adventure tracking sheet will help you track the passage of time.

☞ **Advanced players.**

The monsters find the statues **every 4 days**, which will make the fight with Bel'Quath in the upcoming module much more challenging!

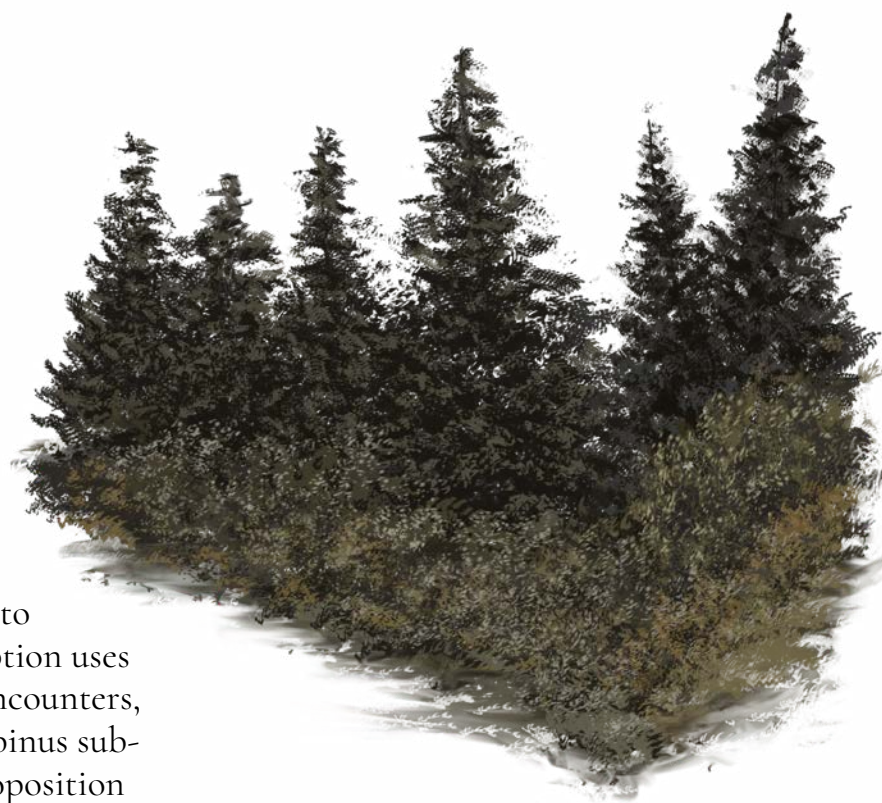
ADJUSTING ADVENTURE LENGTH

There are three main ways to regulate the play time of *Forest of Mysteries*.

- **Full option.** The module takes 8-12 hours and you'll probably want to break it into 3 game sessions. This option uses all the maps, random encounters, monsters, traps, the Pabinus sub-plot, the Chieftain's proposition and perhaps negotiations with

kobolds. In this variant the play time directly corresponds with players' decisions and the frequency of random encounters and combats.

- **Without exploration.** The game takes about 8 hours. You don't use the maps with hexes; instead the party moves narratively between specific locations, having 1 random encounter and/or fight on the way. After each one, they receive one random treasure. The party needs only 3-4 trees for the ritual.
- **Speed run.** Takes 4-5 hours. You cut out the Pabinus sub-plot or make it really obvious. There are no random encounters. The Chieftain doesn't want to negotiate. The party needs only 3 trees for the ritual.



CHAPTER I

THE OAKENVILLE MOOT

Forest of Mysteries comes with a special handout for players, which lists all the important villagers. Print it out or send via e-mail to your players, even before you start the game. This will make remembering who's who easier and improve the flow of the game.

Important! The player's handout differs from the one below and doesn't contain all the information – some things are left for the party to discover!

In this scene the party receives a new mission: they must deal with the kobolds that live in the forest and learn more about the mysterious shadow they saw after their fight with Toother, the goblin leader. The party also meets Pabinus Yardon.

Nonplayer Characters. In this adventure Oakenville becomes the party's home, their safe haven in the dangerous forest. Therefore, the villagers should become something more than nameless shadows the party meets only when shopping or turning in quests. Simultaneously,

you don't need to devote hours for building the relationship between the heroes and the villagers – unless all the players enjoy such things. Usually, it's better to create short, meaningful scenes such as the examples in the table below. Unless otherwise noted, all NPCs are **commoners**.



Name and appearance	Characteristic behavior	Typical interaction with the party
Mandyk Bor and Sarah Bor (Oakenville's leader and his wife) Slightly limping man with grey hair and a magnificent beard coupled with bushy and very well-groomed moustache. He has perceptive, intelligent eyes.	Often strokes his beard and curls moustaches. Sarah keeps quiet, but – depending on whether Mandyk speaks reasonably or babbles – glares at him or nods and smiles. The village leader favors his right leg, since long ago the other was wounded in a fight with an powerful owlbear. He's always eager to retell the story!	Represents the village, gives missions, informs about the area.
Jokista (inn owner) An energetic human woman in early thirties. Has a long braid, strong hands, and her voice commands instant respect. She always looks tired.	Although she is a no-nonsense person who knows how to deal with problems, sometimes she takes out a small, silver ring and kisses it gently. It belonged to her little daughter, who passed away a few years ago due to a mysterious illness.	As the inn-keeper, she cooks for the party, who most likely rents rooms in her inn (The Old Oak). If the party proves to be good people and customers, she takes good care of them.
Bartholomeo Bandau (halfling shop keeper) A plump halfling. He has multiple chins and sweats easily.	Huffs and puffs, pulls up his pants and he takes offence when someone makes him climb a ladder to get something from a high shelf.	In his shop the party can buy equipment and sell loot.
Elenya Silverbraid (priestess) Young half-elf woman with long, silvery hair. She dyes them, but keeps that fact to herself.	She hasn't been in Oakenville long, but she is growing to like the place. There one thing she can't stand: "the bugs", all the mosquitos, flies etc. and she always has an incense stick with her to keep the vermin away.	If the party shows their devotion (and puts some gold into the alms box) she can cast a spell from the cleric spell list, up to level 2. Elenya's stats are at the end of the adventure.
Yuri (thug) A powerful, bearded lumberjack (male human). He's healing from the wounds he received in a recent fight with goblins.	After a brush with death, he stopped drinking and spends a lot of time with his wife, in the temple, or alone on a riverbank. Although he smiles a lot, his eyes are sad.	He is really grateful to the party for saving his life (at the start of <i>Goblin Trouble</i>). Although he doesn't believe it, he's a good warrior. He might help the party or get them out of trouble.
Sonia and her gang (Marko, Poory, Cheko and little Tipper) A group of village children. Dirty and happy.	They run, scream, help their parents, hide, bombard the party with questions, are a bit shy. Sonia complains that it's hard to be a leader.	Whenever the party returns to the village, the kids ask for stories about new adventures and then recreate them in their games. Tipper is always a goblin, he doesn't really like it but he doesn't fully comprehend what's going on.

Grandpa Klaus A venerable, toothless (literally) human male.	Loves to laugh and smile, presenting his gums. He is cheerful, friendly and often says “Well, well, welllllll.”	Somehow, he always waits at a side of the road when the party leaves Oakenville. He wishes them good fortune and gives very tough candies.
Marsha (herbalist) A young black-haired woman wearing simple clothes, with a distinctive apron with dozens of patched-on pockets.	She often says: “As Savoire once said...” – Savoire was the previous village herbalist, who taught Marsha everything she knows.	The party buys healing potions and herbs from her, and she can heal their infections. Young villagers tell Marsha about their problems and ask for advice.
Marsha’s cats – Thyme and Coltsfoot	They wander around the village, believing they own it. Sworn enemies of a fox that lives near Oakenville. Local dogs get out of their way.	If a party member earns their trust, they will become the cat’s chosen one.
Mother Rose A round woman wearing several layers of colorful clothes. She helps Jokista at the inn.	Takes care of others and she’s always full of good advice. Even if no-one wants to hear it!	She patches the party’s socks, gives ointments, and gives million life tips, even if something is outside her field of expertise.
Bran the Blacksmith	A beefy man with a heavenly voice. During work he signs loudly and the angrier he is, the more beautiful his songs are. “Stop singing like the blacksmith” is the local version of “calm yourself.”	He sells and repairs weapons and armor (not heavy armor though).
Renya Miller An energetic woman with a soft spot for jewelry. She wears necklaces, bracelets, rings, and brooches.	She jingles as she walks. Jokista’s best friend.	To help her friend orders the party to clean after meals at the inn.
Wanda A slim, red-head teenage girl.	In secret, she practices sword fighting – she found an old sword in the forest. She dreams about leaving Oakenville.	At some point, she gathers her courage and asks a party member to teach her how to fight “for real.”
Stan Muscular, handsome teenager with a nasty smile.	Young or old, many dream of him. He’s the village’s biggest – and talented – gossip.	He spreads gossip, good and bad, about the party members.



New mission. The adventure begins a day or two after the victory over goblins. Both the party and the villagers have recovered after the events of *Goblin Trouble* and Mandyk Bor, Oakenville's leader, organizes a moot to plan the next move.

If your players haven't played *Goblin Trouble* or the game took place a long time ago, read or paraphrase the following text (those who participated in the adventure can help!):

"Oakenville had a problem with goblins. There have always been monsters in the Green Forest, but they've never appeared so close to the village and they've never been so aggressive. You agreed to investigate. Under a meadow known as New Clearing you discovered an entrance to an old dungeon: a cellar of an ancient elven tower. Strangely, there were no ruins on the surface. On the dungeon's walls you saw images of wood elves fighting a mysterious spellcaster. Eventually, you managed to vanquish Toother, the goblin leader, and scatter or kill his minions. Just before the fight you witnessed something very worrying: a shadowy being with fiery eyes giving orders to goblins and kobolds, which apparently also came to the forest... And the shadowy creature saw your faces!"

If your group starts the campaign with *Forest of Mysteries*, each hero can add 50 gp and 1 healing potion to their inventory. Next, read or summarize:

"The common room of Oakenville's only inn – The Old Oak – is full. It seems that most of the villagers came to the meeting. Once again, in silence, they listened as you told the story of your heroics. An animated discussion followed. The villagers have had different ideas: for example, they wanted to send someone to the king and ask for help, but someone pointed out that when – if – that help arrives, Oakenville might be long gone."

You can recreate this discussion and this way introduce some of the Non-Player Characters (NPCs) described in the table above. However, roleplaying several different NPCs is difficult for most DMs and often confuses players, who prefer doing things anyway, not sit and listen to the DM. Instead, you can involve the players and ask if their characters have their own ideas. Perhaps one of them will want to track the kobolds or search for an important or historical place in the forest. If that's the case, modify the following read-aloud text:

"Finally, the village elder Mandyk Bor clears his throat, strokes his well-groomed moustaches, glances at his wife, who gives him a silent nod, and only then addresses you:

OAKENVILLE

1. OLD OAK INN
2. ELDER'S HOUSE
3. SHOP
4. TEMPLE
5. MARSHA'S HOUSE



'I believe that things are as follows. We know there are kobolds now in our forest too, and they're really nasty beasts. So, they must be found and dealt with. You know, the same way you dealt with the goblins. That's obvious. Alas! Our discussion shows that no-one really knows how to find them and wandering around the forest, hoping for Tymora's favor, smells of desperation. (Sara nods). Maybe you have an idea or two?'

Allow your players to brainstorm for a minute; NPCs (for example, Renya or Bran might agree, other

disagree). Then, suddenly break the discussion by reading or paraphrasing the following text:

"Suddenly a loud, rasping voice cuts through the voices.

'Fooooools! You'll wander around the forest, waste precious time! I have better advice for you...' someone emerges from a corner, a hunched, unkempt man in his twenties, wearing tattered clothes, clutching an old tome in one hand. Before he can continue, the villagers start shouting at him and some get up to shove him out. Mandyk turns to you:

‘I’m sorry, that’s Pabinus Yardon, our local weirdo. You don’t want to listen to him, do you?’”

If the party wishes to hear Pabinus out, the villagers lose respect for them and a hero’s next Charisma (Persuasion) check when interacting with the villagers gains disadvantage.

If the party does nothing, Pabinus is chased away and the moot continues. If the party doesn’t have any ideas, Mandyk decides that the heroes should return to the dungeon under New Clearing and try tracking the kobolds from there. If they manage to capture a kobold, they might be able to interrogate it and maybe discover the location of the kobold lair.

Some heroes might want to discuss a reward. Unfortunately, the village doesn’t have anything else to spare but it can provide the party with food and give them a place to stay. Mandyk Bor also promises that “after it’s all over” he’ll write a letter to the lord of the land, who will certainly reward the party. After all, the wood from Oakenville is a very important element of the lord’s powerbase.

Who is Pabinus? If the party asks about Pabinus, the villagers (remember to pick one or two from the table) explain that he’s a weirdo who came to Oakenville a few months ago. A successful **DC 12 Charisma (Persuasion)** check convinces the villagers to reveal also the following information:

- He came to the village a few months ago.

- Then he started drinking and went mad (false). The villagers suspect that he ran away from a city, demons of the past and all that.
- He’s generally harmless and stinks to high heavens. Sometimes he reads to the kids, so the villagers give him food.
- He lives in the burned-out ruins of the cottage he bought from Bandau (the shopkeeper).
- He isn’t a wizard, he probably stole or found the book. Perhaps that thing made him crazy?

Talking to Pabinus. The party might want to talk to Pabinus – alone or with other villagers nearby. Pabinus also starts a conversation with them at an opportune moment. Stuttering, cowering, and growling, he says:

“The villagers are fools. I’m a scholar! I came here to study old legends. Thus, I know who has the power to reveal the location of the kobold lair... The Spirit of the Forest! (if villagers hear this, they start laughing). Yes, yes, to the East of this ramshackle village an old tree grows and an ancient creature inhabits it. Legend says she takes care of the forest. She’ll know where the kobolds are!”

A successful **DC 11 Intelligence (Arcane, History, Religion)** check reveals that such beings really exist and might know of things that occur on their territory. Mandyk Bor or Grandpa Klaus reluctantly admit that there is an old law that forbids

to cut trees in the eastern part of the forest. Oakenville's founders established this rule, but today no-one really knows the reasons for it. Moreover, some bargemen reported strange phenomena on the southern bank of the river, three or more hours away from the village.

You can simply give this information to the players or act it out, assuming the roles of different villagers. If you do so, prepare small signs with NPC names and show whom you're currently roleplaying, making the one-person-conversation more dynamic.

The party must make a decision: do they want to track the kobolds from New Clearing or rather listen to Pabinus and search for the Spirit in the East. If you use the limited time option, start tracking days when the party leaves the village. Although Pabinus emphasizes that he's a scholar and as such he doesn't bumble about forests, a successful **DC 15 Charisma (Persuasion or Intimidation)** check can convince him to accompany the party. However, Bel'Quath knows that the Spirit will see through his mind control and won't approach the tree,

instead escaping or vanishing in the night before the meeting. Then, he appears out of nowhere, acting confused, asking if the "legend" was true. Important! If the party finds a way to get Pabinus to the Spirit of the Forest (which might be difficult), don't railroad them and let it play out. After all, they're supposed to learn the truth about Pabinus. The adventure won't suffer for it and the players will be really happy!

Investigation. A particularly suspicious party may want to investigate Pabinus. You must decide if you want to reveal all the facts, and how soon. Each NPC knows a different fact and collecting all the clues takes time – the villagers have their own lives and don't stand in place, waiting for a hero to find and question them. To simplify things, assume that talking to one character takes 1 hour, including the time required for tracking down that NPC.

To get each clue a hero must make a successful **DC 11 Charisma (Deception, Intimidation, Persuasion)** check. Failure means the hero gets the information, but it takes twice as long or the NPC is later ill-disposed towards that hero. Note that the villager's disposition towards the party will change, depending on the skill used. Instead, the heroes may also try a **DC 13 Wisdom (Perception)** or **Intelligence (Investigation)** check. Those checks represent different ways of gathering the clues: eavesdropping, reading someone's diaries and documents, connecting the dots etc. Depending on the situation, the party may need to make also **DC 11 Dexterity (Stealth)** checks.



Information source	Clue
Mandyk Bor	At first, Pabinus seemed to be really full of himself. Then, it turned out, that the wheel is spinning, but the hamster is dead.
Sara Bor	I talked to him briefly, soon after he arrived. He seemed excited and talked to Klaus about old legends.
Jokista	Pabinus? He didn't want to rent a room because he was afraid someone would steal his notes. Thieves! In my inn! Hmpf! He bought an old house from Bandau.
Bartholomeo Bandau	I've known people like him. They run away from trouble, hide in a small village. Start drinking. And often they can spend a lot on booze! Pabinus bought an old cottage from me and some camping equipment. And all the ink and paper I had!
Elenya Silverbraid	Pabinus is a poor, lost soul. He came here searching for peace, but after the very first trip to the forest the demons of his past caught up to him. I understand how it is, when you live your whole life in a city and then come here...
Yuri	Right, I met him once in the forest, just after that great storm. He wandered aimlessly, talking nonsense, so I took him back to the village. Later, I've seen him in the forest a few more times, and warned him not to walk alone – at that time the forest started to become a dangerous place. But he only laughed.
Sonia and her gang (Marko, Poory, Cheko and little Tipper)	So, yeah, sometimes we tease him a little. Once he even cast a spell on us and we all fell asleep. But no-one believes us.
Grandpa Klaus	Ah, Pabinus. We chat from time to time. He asks how it was here a few decades ago, about stories. Always comes back to the topic of the elves who supposedly lived here ages ago. But what do I know? Grandpa told me something when I was a kid, it all happened so long ago.
Marsha	Sometimes we talk. He seems to know a lot about herbs and once or twice he said something clever, then started mumbling again. He's really interested in old trees.
Marsha's cats – Thyme and Coltsfoot	<i>Speak with animals</i> or another spell or feature may allow the party to communicate with the inquisitive "masters of Oakenville." The cats reveal that they saw Pabinus (or Stinky) hiding in the bushes and talking to a goblin!
Mother Rose	That poor Pabinus. I wanted to clean his cottage, you know, earn a few coppers, but he chased me away, saying he didn't want me reading his notes. Notes! Just some old pictures of elven sculptures and rocks. It all burned down anyway and that's why he lost his mind.

Bran	I don't want to have to do with him, at all. He's a madman, plain and simple. He talks to himself for hours, changing voices and everything. Sure, I pity him, but maybe it'd be better if something ate him in the forest.
Renya Miller	I wish I had Tymora's favor as he does. I see him all the time returning from the forest, alone, sometimes he's gone for days, and always comes back in one piece. Gods take care of simpletons, and let us suffer. I must discuss this with Elenya.
Wanda	I... happened to be on a branch of a tree, practicing balance. And Pabinus walked below, so he didn't notice me. He talked to himself, as he does. Something about a revenge. And that he must find something in the forest. And that he's already secured help.
Stan	I was there, when the fire started. In his cottage. He started the fire himself! Then, he tried to put it out, but it was too late. I helped him and he promised to take me as his apprentice, because I'm good apprentice material. So I laughed at him, obviously.

TRACKING THE KOBOLDS

The party might ignore Pabinus and search for kobold tracks near the New Clearing. A successful **DC 12 Wisdom (Survival)** check allows the party to find out that a quite a large group of kobolds left towards the river. There, the kobolds stretched a length of rope over water and got to the other bank. If the party follows, to find the trail they must make another **DC 12 Wisdom (Survival)** check on the other side.

☞ **Advanced players.**

A person following tracks travels with half-speed, on the overland map it means the party covers 1 hex per 2 hours. You can ask for another check every 2-3 hexes.

Failure means losing the tracks or a false path!

Eventually, the party gets to the Kobold Lair (see **Chapter 6**). Most likely, in Kirich's room they discover the map showing the location of the Spirit Trees. Naturally, if they haven't visited the Spirit of the Forest yet, they might not know the trees' importance. Perhaps after finding the first Spirit Tree and a successful **DC 15 Intelligence (Arcane)** test they'll realize their function or confirm Pabinus's words, eventually finding the Spirit or conducting the ritual on their own.

CHAPTER 2

EXPLORING THE FOREST

This chapter explains the rules governing travelling across the Green Forest and random encounters. Return to it every time when the party journeys through the forest.

Instead of using the exploration rules, you might simply assume that while travelling to a destination the party has one random encounter and one random combat, with a random treasure being the monster loot. In this variant you can still count hexes and determine the journey's length (in hours).

Explain the journey rules to the players, you can also print them out and distribute as a handout.

Exploring the forest. When the party enters a new hex, roll a d20. If the die shows 17-19, check the symbols on the hex and follow the instructions below. If the die shows 20, not only do the events marked on the hex occur but the party also finds a shortcut and can move one more hex, which doesn't cost extra hour. If you feel there are too many random fights and encounters, you can limit them to 2-3 per day, unless the players are enjoying such randomness!

Each player may roll in turn or the group may assign someone a "rolling duty."

If there are both monsters and a trap on one hex, first resolve the scene with the trap, then the fight.

The monsters may hide near the trap, waiting for prey!

Always resolve treasures last.

Travelling speed. If the party travels fast, they cover two hexes per hour but every 4 hours everyone must make a successful **DC 11 Constitution saving throw** or receives one level of exhaustion. Additionally, normal rules of forced march apply (see *Players Handbook*).

The Rokyta river. During the adventure the party will need to cross the river, probably more than once. There are no bridges on the river, but there are boats and rafts in Oakenville and the party can cross

the Rokyta there without problems or delay. In other cases, you might want to ask for a successful **DC 11 Strength (Athletics)** or **Constitution** check. The hero who fails receives 1 level of exhaustion, but gets across.

Tracking. The party may want to search for tracks and follow them to interesting or dangerous places. A successful **DC 11 Wisdom (Survival)** check conducted 1 hex away from a Spirit Tree (optionally: +1 DC per extra hex) allows the hero find animal or monster tracks leading to a nearby Spirit Tree or reveal that monsters can be encountered on this hex.

Spending a night in the forest.

At night, the forest is dark, mysterious, and dangerous. Open flame may draw uninvited guests, who'll interrupt the party's rest. If the party spends a Long Rest in the forest, roll a d20. If it shows 18-20, roll in Table 1 to check what monsters approach the camp, then proceed with the encounter. Random encounter maps can be easily made with official D&D tiles or for example tiles such as [I'm going in.](#)

☞ Advanced players.

If you want to make the adventure really difficult (and considerably longer) you may allow long rests **ONLY** in Oakenville. This considerably weakens spellcasters. Naturally, the party may still camp in the forest, but they don't receive long rest benefits.





EXPLANATIONS OF THE MAP SYMBOLS

P – Monster patrol. Different groups of creatures traverse the forest. Some serve Bel'Quath and search for "old ruins" (most don't know they're looking for statues because Bel'Quath doesn't want to share the knowledge), other are just dangerous inhabitants of the forest. The party doesn't need to fight all of them. Perhaps they can be charmed, intimidated or bribed? If the party manages to talk to them, they may provide useful information. But if your group is keen to fight, let them! Remember, the forest is full of hiding places and some opponents may wait in ambush. Also notice that some parts of the forest are more dangerous than the other.

In random fights you can use terrains made of tiles, each time arranging them differently. You can use the official tiles from Wizards of the Coast or for example [I'm going in](#) tiles.

If the party spends an extra hour searching a hex and makes a successful **DC 12 Wisdom (Survival)** test, they find monster tracks. Roll k12 and in Table 1 check what monsters came through the area. The party may try to sneak upon the group.

☞ **Advanced players.**

If the party is travelling fast, they make a lot of noise. Monsters appear on the result of 15-20.

Award experience points (XP) immediately after a random fight.

Later, it will be difficult to remember who fought what. Remember to split the total monster XP between all party members!

As explained above, the party may capture and, after a successful

DC 13 Charisma (Intimidation)

check, interrogate the opponent, often with the help of spells such as *comprehend languages*, *speak with animals* or *speak with dead*. The table below shows what the given type of creature knows but if the party lacks a particular piece of information you can use this opportunity to provide it, just remember about the creature's intelligence. For example, an orc or gnoll may know the location of the kobold's lair or they've heard about the Spirit of the Forest.

T – Trap. Kirich's kobolds got lost and travelled all corners of the forest searching for the perfect place for their lair. As kobolds do, they kept building traps as they went. When the party enters a new hex and the d20 shows there is a trap, roll a die and check in Table 2 what kind of trap it is. If there are also monsters on the hex, it was them who might have installed the trap – or they might be ignorant of the trap too! Once activated, the trap is spent – mark it on the map. After resolving a scene with a trap, **award the party with 50 XP.**

S – Treasure. The old forest is full of valuable items. Some are things monsters looted, other objects might have belonged to e.g. ancient elves. Signs, such as an old camp or a battlefield, indicate that there might be something interesting in the area. If there are monsters on the same hex, the party might get the treasure after dealing with them. Otherwise, work with the players and try to come up with an idea

why the given treasure is at this place. Don't spend too much time on this, though – random treasures usually have only limited value. A treasure can be found only once! Once a treasure has been found, mark it on the map, for example by crossing the S. If the party doesn't find the treasure by entering a hex with the S symbol (and the d20 doesn't come up as 17-20), they can search the area, which takes an extra hour. Afterwards, they can make a successful **DC 12 Intelligence (Investigation)** check to attempt to find the cache or determine that there is nothing to be found.

L – Random Encounters. Select or roll for a random encounter in Table 4 or in *Goblin Trouble*. Players should mark results of some of the encounters on the map. For example, if ruins or a blockage don't disappear and become a fixed feature

in the forest. There are relatively few random encounters on the map and it may happen that they never occur for your party. If you want, you may assume that unlike random monsters, traps, and treasures, the encounters happen automatically whenever the party enters a hex with the L – but limit the number of such mini-adventures per day. Alternatively, if a party spends 2 hours or more on a hex with L, roll the d20 again. After each random encounter **award 100 XP**.

☞ **Advanced players.**

You can expand the encounters to make them more connected to the adventure's main plot. For example, the knight's ghost may say that he died fighting Bel'Quath, the staff belonged to Pabinus, and Amarylis may mention something about her flying on a gold dragon over the forest.



RANDOM ENCOUNTERS TABLES

Table 1: Wandering monsters. Add one monster if the party consists of 5-6 heroes or they are 3rd lvl

Roll 1d12	Monsters	Experience	Sample clue
1	2 skeletons	100	They can show the way to the Dead Ruin.
2	3 kobolds	75	They can show the location of the Kobold Lair.
3	2 goblins	100	They know what the party can find on all nearby hexes – reveal all symbols of monsters, traps, and treasures. Goblins are afraid of the heroes, because they killed their boss. Remember to award advantages and disadvantages accordingly.
4	Bugbear and 2 goblins	300	They know the location of the Orc Camp.
5	Brown Bear	200	It knows there are a lot of orcs in the North and can lead the party to the Spirit of the Forest.
6	4 wolves	200	They know that there are gnolls in the marsh. They can lead the party to the Spirit of the Forest.
7	Dire wolf and 2 wolves	300	They know the location of the Western Spirit Tree. As well as the location of the Orc Camp.
8	3 orcs	300	They know the location of the Orc Camp. Know that there are gnolls in the marsh.
9	5 boars	250	They can show the location of the nearest treasure (right next to truffles). They can lead the party to the Spirit of the Forest.
10	3 gnolls	300	Can show the location of the Gnoll Camp.
11	Giant Spider	200	Can explain the location of the nearest trap.
12	Roll twice – the party encounters two groups of monsters at once!		If they're different monsters, they fight each other or are arguing. If the same result came up twice, the party must deal with a particularly strong group – or run!

Table 2: Traps

Roll 1d6	T – Trap.
1	A pit trap. 10-foot deep hole covered with twigs and leaves. The hero leading the party falls in and receives 1d6 damage, unless their passive Wisdom (Perception) is 12.
2	Net. A net falls after someone steps onto a hidden release. If the party's leader passive Wisdom (Perception) is 12 or higher, they notice the danger in time. Disarming the trap requires a successful DC 15 Dexterity with Thieves' Tools check; any sharp tool can be used, but the check is made with a disadvantage. A failure releases the net, which traps creatures underneath in the 10 ft. by 10 ft. area. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.
3	Spikes. Sharpened sticks attached to a strung branch, activated when the target steps on the string hidden on the ground. Someone with passive Wisdom (Perception) 14 detects the trap. The trap makes a roll to hit with +5 modifier. If it hits, it deals 2d6 piercing damage to the target.
4	Smasher. A rock or a log hung under a branch with a lure directly underneath (a dead animal, a small shining object etc.) Disturbing the lure activates the trap. A successful DC 12 Intelligence (Investigation) check reveals the trap or someone with passive Wisdom (Perception) 14 notices it automatically. The target must make a DC 13 Dexterity saving throw or receives 2d10 bludgeoning damage, or half if the save was successful. A variant of this trap is a long log (or a huge boulder) that smashes into everything on the path. If that's the case, all creatures in a 20-foot line make the saving throw.
5	Snare. The target steps into a loop of rope hidden on the ground. The rope's other end is attached to a bent young tree. The victim is catapulted into the air and ends up hanging a dozen feet over ground. The trap can be noticed by someone with passive Wisdom (Perception) 13. The victim may avoid getting caught with a successful DC 12 Dexterity saving throw . If the save roll fails, the victim receives 1d10 bludgeoning damage, they are Restrained and hang 20 feet over ground. Falling (e.g. after the rope is cut) causes another 2d6 bludgeoning damage. A particularly nasty version of the trap uses weakened rope, which breaks 1 round after the trap is activated and the victim falls.
6	Wall of fire. Dry leaves and conifer needles arranged in a circle and covered with green twigs and patches of grass. In the middle a small hole hides a flask of alchemical fire. If it breaks (e.g. someone steps on it), the whole circle becomes a ring of fire. Creatures standing in the fire make a DC 10 Dexterity saving throw or receive 2d4 fire damage or half if the save was successful. Creatures running through the wall of fire follow the same procedure. Creatures within the ring at their start of their turn receive 1d4 fire damage. The fire lasts for 1d4 minutes. The trap can be noticed with a successful DC 10 Wisdom (Survival) or DC 11 Intelligence (Nature) check, or by someone with passive Wisdom (Perception) 13.

Table 3: Treasure (roll once for each column).

Roll 1d10	Items worth...	and
1	1 sp	Potion of healing
2	11 sp	Plate mail piece (1 of 5)
3	8 sp	A page from a wizard's spellbook with a random 1st level spell
4	15 sp	Climbing gear
5	25 cp	A pot
6	10 gp	Acid vial
7	22 cp	Silk rope
8	12 gp	Artisan tools (select or determine randomly, see <i>PHB</i>).
9	12 gp	A melee weapon (select or determine randomly, see <i>PHB</i>)
10	14 sp	A ranged weapon (select or determine randomly, see <i>PHB</i>)

Table 4: Random Encounters

Rzut 1d8	Encounter
1	Meal interrupted. The party stumbles upon a griffon , feeding on the carcass of a giant bat. Strangely, on the bat's back you can see the remnants of a saddle and harness with a beautiful shield attached. After a successful DC 15 Intelligence (History) check the party can recall that some orc tribes use giant bats as mounts. After a successful DC 15 Wisdom (Animal Handling) check a hero might approach the griffon and remove the shield. If the check fails, the griffon attacks but returns to his meal if the party withdraws. Although the shield looks feral and primitive, it's a +1 shield (the user's AC increases by +3 instead of +2). If the random encounter comes up again, the griffon is eating another victim, but the shield can be acquired only once.
2	Lalalna's picnic. On a picturesque meadow, under a willow, the pixie Lalalna sits in the middle of a toadstool circle, crying. No-one attended her picnic! If the party wants to cheer Lalalna up, they must participate in the picnic. But the blanket, dishes, and cutlery are so small! For the picnic to be successful, Lalalna must miniaturize everyone, making them Tiny creatures. While inside the toadstool circle, she can cast <i>polymorph</i> at will. If the heroes agree to that, they don't make the saving throw against the spell. When everything's ready, Lalalna suddenly remembers about a very important meeting and he's gone in an instant. The mini-party returns to their normal size after 1 hour.
3	Old grave. The party finds an old grave, lost in the forest. If they decide to search it, they find an extra treasure, but the next check they make gains disadvantage. If they clear the grave, bless it or show respect in some other way, the next check they make gains advantage.

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- 4 **Blockage.** A mighty storm fell down hundreds of trees, which make this area very difficult to traverse. The party may go around (through other hexes), but this adds extra hours to the journey. Getting through the blockage requires a successful **ST 13 Dexterity (Acrobatics)** check. A hero who fails receives 1 level of Exhaustion and the journey through this hex takes twice as long.
-
- 5 **The Lost Lady.** Amarylis, a beautiful eladrin, strolls through the forest. Her gown is made of living flowers, the scent of summer surrounds her; you can drown in her eyes and when she smiles, your heart stops. The lady recently arrived from Feywild and she's unhappy because she doesn't want to miss a grand ball at Castle Sundawn. She orders the party ("mortal servants") to get her back – but she doesn't know where the destination actually is. She's shocked when she learns she's actually in the mortal realm. She's a high maintenance lady in a very bad mood. As all Fey creatures, she loves art, especially music. If a party member sings a beautiful song or plays music (which requires a successful **DC 13 Charisma (Perform)** check), her mood improves and she gives the artist a multicolored flower, which can be used to cast *charm person* (1st level, DC 11)¹. The flower turns to dust after use. If the party can't help the lady, she leaves, visibly annoyed, and disappears when walking through the border between a shadow and light. If the party attacks her, Amarylis casts *mass suggestion* (e.g. "go whence you came"), DC 15 to resist, and then disappears in the thin air.
-
- 6 **Knight's ghost.** Fog rises among trees and temperature plummets. A transparent figure emerges from the miasma: a knight, wearing plate mail armor. The armor is incomplete, and the **ghost** is apparently searching for something. If it spots the party, he shows them his horrifying visage: all creatures within 60 feet must make a successful **DC 13 Wisdom saving throw** or become Frightened for 1 minute. The saving throw can be repeated at the end of each creature's turn, ending the effect on a success. If the save fails by 5 or more, the target also ages 1d4 x 10 years. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a Greater Restoration spell, but only within 24 hours of it occurring. If attacked, the ghosts vanishes on the Astral Plane.
-
- 7 **Itinerant staff.** Bushes shake, birds take off and small critters scatter as something stomps through the forest! From behind a tree a ... magic staff emerges! It hops on with a purpose and if the party ignores it, the staff soon disappears in the forest. It's a magic item, self-aware and a bit crazy, searching for its master. It communicates through emotions and hears and sees within 60 feet as if under *true seeing*. If someone tries to catch it, the staff defends itself. The staff has Intelligence 12, Wisdom 8, Charisma 12 and Initiative +3. It also has 20 charges it can spend to cast the following spells: *wall of force* (5 charges), *magic missile* (1 charge, 1st level), *globe of invulnerability* (6 charges). If someone catches it, the staff tries to take over the holder's mind: if the target fails a **DC 13 Charisma saving throw**, it becomes charmed and tries to follow the staff's instruction. The staff wants to be left alone. When the staff expends all charges, it becomes a normal non-magical quarterstaff.
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¹ More on such flowers in Chriz Walz's adventure "Midnight Revelry."

Elven ruins. The party comes across a ruin of an ancient elven structure, overgrown and hidden. It's a great place for camping. The heroes are quite safe here and they won't be attacked during a long rest here (don't roll d20). A **DC 15 Intelligence (Investigation)** check reveals a map carved in a stone wall. Deciphering it requires a successful **DC 13 Intelligence (History or Investigation)** check. If the check is successful, the party learns secret paths in the area and travelling through adjacent hexes takes only 30 minutes instead of an hour.

There are too many! While exploring the forest, the party might come across the Orc Camp or the Gnoll Camp. There are 30-40 creatures in each and the party should realize they're too weak to take such might on their own. Describe the fortifications, the stockade, patrols, guards, fierce shouts and howls. Then, give your party a chance to withdraw. Both gnolls and orcs feel quite secure and don't expect an attack, so they aren't particularly vigilant. Explain that the world in the game lives and not all monsters and encounters must be tailored for your party's level!

If the party tries their luck and attempts to infiltrate or even attack the orcs or gnolls, they defend themselves. If possible, they try to take the heroes alive (but death may happen) and then interrogate them. This may give the heroes a chance to escape and create an opportunity for an amazing adventure, which goes beyond the scope of this module.



CHAPTER 3

THE SPIRIT OF THE FOREST

In this chapter the party meets the Spirit of the Forest that can reveal some secrets of the forest. In exchange, the sylvan being asks the party to destroy an undead monster that appeared in a nearby ruin. The heroes may complete this mission or change sides and support the undead.

Following Pabinus' clues, by wandering around the forest or using information gained from a monster, the party eventually arrives to the Spirit's Glade. Read aloud or paraphrase:

"You're travelling through particularly dense, old forest. The trees here are ancient and beautiful but silence fills the air under their majestic branches. One after another, birds stop singing. The forest abruptly ends and you enter a large, almost perfectly circular meadow. An impressive oak grows in the center, its leaves showing a delicate silvery pattern.

The fresh green of the grass contrasts with the dark trees around the clearing. Rich, sweet scent of flowers and herbs permeates the air... and total silence presses on your ears.

Ask the players what their characters want to do.

For example, they might want to approach the tree, hide on the border, or look around. The heroes may also realize that they have already seen a similar meadow – in the first scene of *Goblin Trouble*.

The last chapter of the Player's Handbook provides more information about Feywild.

A successful **DC 15 Intelligence (Arcana, History, Religion)** reveals that such trees sometimes mark a gate to Feywild – another Plane that overlaps the mortal realm.

After a successful **DC 13 Perception (Wisdom)** check a hero notices



several forest animals lurking in the forest: wolves, bears, an elk and smaller critters. They stand motionlessly, as if waiting for something. If the party hesitates for too long and no-one wants to enter the meadow, a small, white rabbit hops to them and by going there and back tries to encourage them to approach the tree.

When the party (or its representative) approaches the tree, read aloud or paraphrase:

Although there is no wind, the tree's massive branches move and sway. The bark on the trunk wrinkles, swims and a humanoid creature emerges from within the tree. The noble being is androgynous and bark covers its entire body. A thicket of twigs, leaves, and flowers abloom grows from its back and head, connecting the creature to the tree and keeping it up in the air. The Spirit of the Forest opens its olive-green eyes, the susurrus of branches intensifies, and in the rustling, you discern words: 'Welcome, mortals. What brings you to my domain?'

The animals, until now waiting in among the trees, enter the meadow and surround the tree (and most likely also the party). All of them bow before the Spirit.

The party probably has a lot of questions. Adapt your answer to the following examples.

Enemies of the Forest

If the party attacks the animals, the Spirit of the Forest gives them one chance to explain their actions. If the party continues to fight and starts winning (most animals are dead and/or the Spirit's hit points drop to 10 or less), the Spirit begs for mercy and answers all questions without any demands. However, from now on all animals and plants in the Green Forest treat the party as their enemies and the party receives disadvantage in Charisma checks involving interaction with such creatures.

The same occurs if the party attacks the Spirit and the animals and then withdraws. Naturally, if that's the case they obtain no information and gain an enemy instead of an ally. That said, the Spirit of the Forest realizes that to save the forest, it needs help. Perhaps the party and the Spirit initiates another round of negotiations. For the same reason, the Spirit of the Forest may keep the heroes alive if they lose the fight and offer them a second chance – but no rewards.

If a fight erupts on the Spirit's Glade, the following animals help the Spirit and its tree: **4 wolves, a black bear, an elk, a venomous snake.** The Spirit of the Forest uses its powers to charm a party member and the tree becomes an **awakened tree**.

What's happening in the forest?

A great evil, the great warlock Bel'Quath, once vanquished by elves, is returning.

Why are goblins and other monsters attacking the village?

It's their nature. Besides, now they all serve one master.

What's that strange shadowy creature we saw in the goblin's dungeon?

It's an emanation of Bel'Quath's will.

*Do you know where the kobolds are?
Can you help us?*

Yes, I know of many things happening in my forest. But I need your help too. The growing evil, maybe Bel'Quath himself, has awoken another creature of darkness, an undead monster. Perhaps Bel'Quath – your enemy – needs allies and minions for his plan. Destroy that undead creature that dwells in a nearby ruin and then, together, we'll deal with the warlock. Do this for me and I'll share my knowledge with you. I'm sure you'll use it well. And to improve your chances with Bel'Quath, I shall offer you a reward – a magic item made of the bark of my tree.

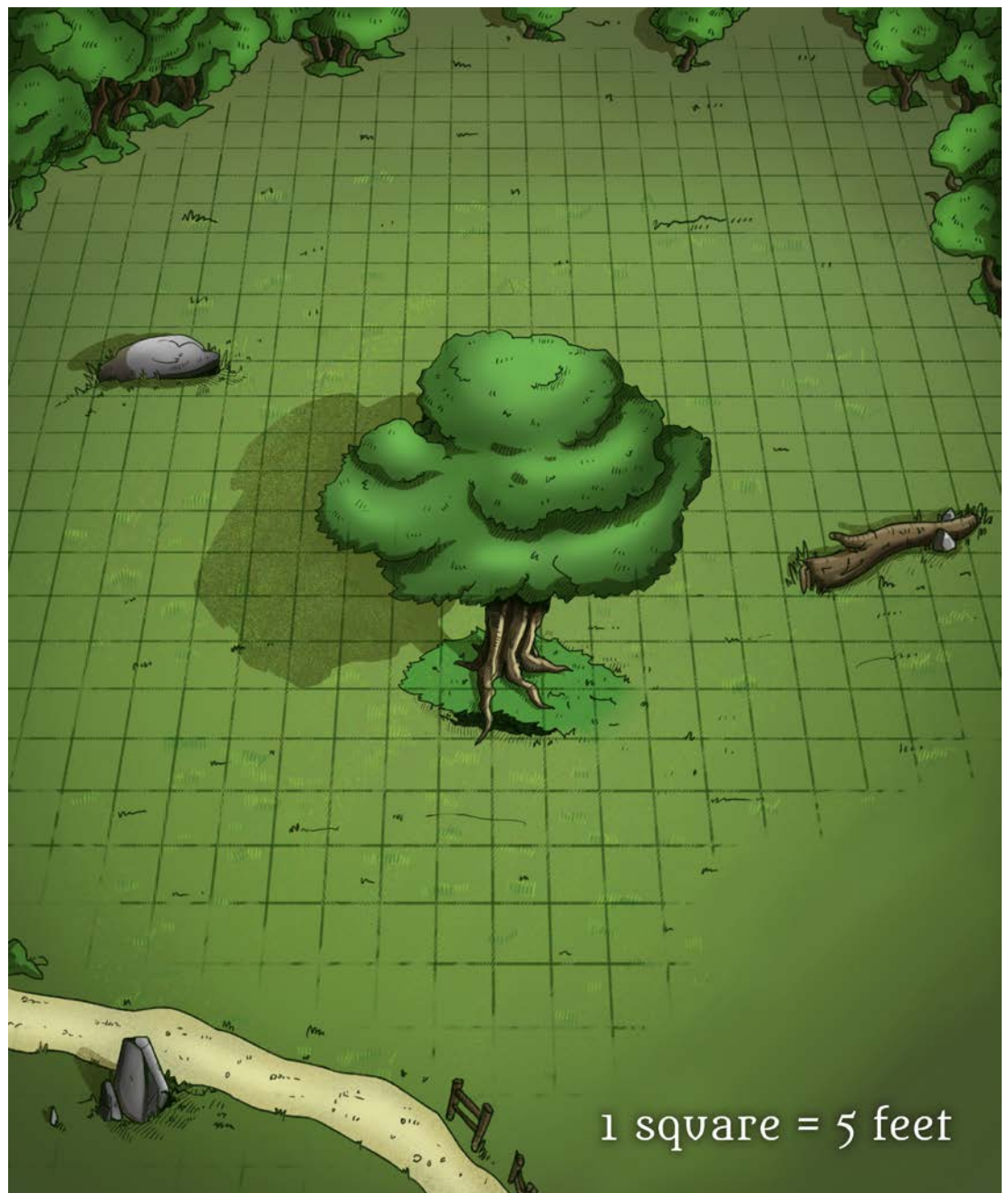
The party might decline the mission (e.g. because they're in a hurry or don't trust the Spirit) and try to convince the creature to immediately reveal all it knows. This requires a successful **DC 18 Charisma (Persuasion or Intimidation)** check. Naturally, the party can still help the Spirit and cleanse the Dead Ruin of the undead.

If the party accepts the mission, one of the Spirit's wolves (with a distinct gray patch on the snout) becomes their guide. Alternatively, you can use any other forest crea-

ture, someone the party have met during their adventures, for example the wolf they saved from a trap (in *Goblin Trouble*), Lalalna the pixie or wild boars whom the party's druid gave some goodberries.

If the party manages to convince the Spirit to reveal everything it knows without dealing with the undead first, go to Chapter 4 and continue the conversation.

Resting. The party can rest here without any trouble – don't roll to check if monsters attack them.



CHAPTER 4

DEAD RUINS

The party explores a small dungeon, finding both treasures and enemies. The undead Chieftain awaits in his throne room. The heroes may attack him or negotiate and agree to his offer. After completing their task, the Spirit explains a ritual involving Spirit Trees, which is required to learn what is really going on in the forest.

The wolf guides the party east through the Green Forest. If a random fight or encounter happens, the guide does not participate unless someone convinces him to do so with a successful **DC 12 Charisma (Animal Handling)** check. The party may also want to backtrack to Oakenville, for example to better prepare for a fight with undead creatures by purchasing

holy water flasks from Elenya. In that case you don't need to narrate every little detail of the return trip and shopping. A short scene with Elenya or Bandau would be enough and then the party is back at the Spirit's Glade, getting ready to set off with their guide. However, you might still want to keep the track of time and random events.





- 1 - Entrance
- 2 - Tunnel
- 3 - Claw chamber
- 4 - Shattered Hall
- 5 - Throne Room
- S - Skeleton
- D - Lever raising the bars in 3
- K - Crumbling floor
- 1 square = 5 feet



Lost history. When the party reaches the Dead Ruin, read or paraphrase:

“Once, impenetrable thicket covered this area but now the plants around you are dead. Their gnarled, blackened branches reach to the sky in the gesture of silent helplessness. The grass has the color of bone and heavy, oppressive air smells of death and decay. In the center of the area you see overturned columns of an ancient temple and a dark entrance that leads underground.”

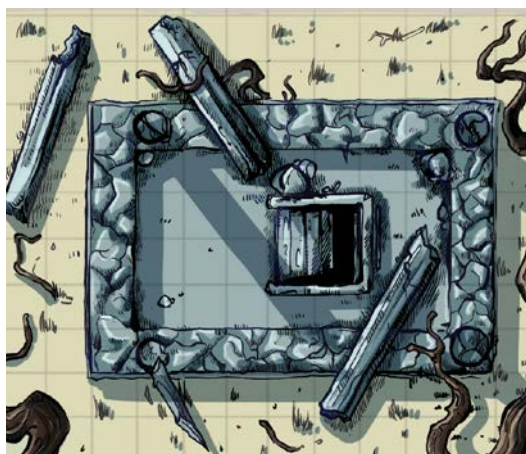
A character who makes a successful **DC 13 Intelligence (History)** check recalls that the author of *Master Levartus’s dark histories of the New Lands* discussed a story of a horse lords chieftain who in the time of conquest got deep into the kingdom and then, cut off from the main army, made a deal with dark powers. Fortunately, a group of heroes led by the queen of the land killed the chieftain. His scimitar is now the traditional weapon of the captain of the Royal Cavaliers. The forgotten chieftain punished his enemies by cutting off their hands. This way he showed them his “mercy.” The cruel chieftain, whose name has been erased from the annals, supposedly had one weakness – a result of erroneous pact with fiends – he was especially vulnerable to bludgeoning damage. A hero well versed in history might even know the chieftains name – they recall it after a successful

DC 20 Intelligence (History) check. The name is Malachi. This knowledge might prove useful!

The Dead Ruin is a small dungeon that the party explores as they wish. To complete the Spirit’s mission the party must destroy the Chieftain. Unless it’s stated otherwise, there are no light sources in the dungeon and the rooms are as high as they’re wide.

Although sometimes it seems that History or Religion aren’t very useful skills, knowledge is power. Remember this when you design your own adventures!

I. ENTRANCE



“Under the broken columns a gaping hole opens into the underground. Weak light reveals a tunnel that leads into darkness. Despite the age, the stone blocks of the walls and ceiling look sturdy and don’t show even a tiniest crack. Mud and dead insects accrued at the entrance to the tunnel.”

The insects aren’t dead, but undead, which can be noticed after a successful **DC 13 Intelligence (Perception or Arcana)** check. The test is made

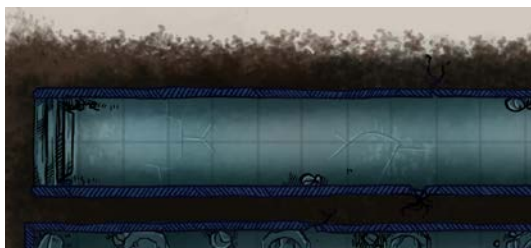
Casting spells from a scroll. If a spell appears on your spell list you can read the scroll and cast the spell from it and you don't need any material components for it. Otherwise the scroll is intelligible. Casting a spell from a scroll takes as much time as casting it in the standard way. Afterwards the scroll turns to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus. Cantrips and spell level 1st–2nd: DC 13, +5; Level 3rd–4th: DC 15; +7. You'll find more information on the subject in the *Dungeon Master's Guide*.

with disadvantage if it relies only on observation from a safe distance. When someone comes within 5 feet of the creatures (or steps onto them), the **undead insect swarm** attacks!

2. TUNNEL



"The tunnels leads down and then levels off. A few dozen yards in rusted bars block the way. On a wall nearby there is a stone plaque covered with ancient, almost illegible writing."

A successful **DC 13 Intelligence (Investigation)** enables a character to decipher the text: "On this day... [illegible] we have sent [chipped off] back to hell. Should the evil ever return, may the items stored here help new heroes achieve victory."

If someone smashes the plaque, they discover a small niche behind it. The cache holds 4 vials of holy water and two scrolls: one with **death ward** (level 4) and one with **wall of fire** (level 4).

Opening a rusted lock that holds the bars close requires a successful **DC 10 Dexterity with Thieves' tools** check or **DC 15 Strength (Athletics)** check. Failure means that the party gets through, but the whole operation takes 1 hour.

3. THE CLAW CHAMBER



This small, round room used to be a guard post. A pedestal in the center is covered with rubble – once a statue of a winged monster. Thick layer of white and green moss clings to the walls and the ceiling, the uneven surface pulsating slowly in the stale air. Or perhaps it's just a shadow play? The corridor on the right has collapsed but the main tunnel leads straight on. Just behind the room, on the left, you spot a closed door."

10 **crawling claws** (5 on each wall) hide behind the curtain of moss. There are also hidden pressure plates in the floor (marked on the DM's map). When someone steps on a plate, a portcullis cuts off the nearest exit. Th claws break through the moss and attack when a living creature comes within 5 feet of a wall. In each wall, about 6 feet above the floor, there is a head-sized hole. After combat starts, at the start of each round, one crawling claw enters the room through one of the holes. This continues until someone blocks the openings,

for example with a stone from the rubble, which requires a successful **DC 10 Strength (Athletics)** check. Note that Small or Tiny heroes might not be able to reach the holes! You might want to limit the number of claws in the room to 10. If some-

one withdraws from the chamber, the claws give chase as long as they detect the target!

Heroes with **passive Wisdom (Perception) 20** notice the pressure plates automatically. A successful **DC 15 Intelligence (Investigation)** also reveals their locations. The trap can be disarmed with a successful **DC 12 Dexterity with Thieves' tools** check. Remember about the lighting conditions and the fact that the search might be taking place during a fight with the claws (assign disadvantages accordingly).

☞ **Advanced players.**

Each pressure plate requires a separate disarm check.

A hero with Strength 15 can lift a portcullis, or the bars can be bent after a successful **DC 15 Strength (Athletics)** check, allowing the party to squeeze through. A lever in the Throne Room resets the mechanism and lifts both portcullises.

Hidden passage. The collapsed wall hides a passage to the Throne Room. The party can find the tunnel only if they clear the rubble first, which takes about 1 hour of work. Alternatively, you may ask for a successful **DC 15 Intelligence (Investigation)** check to give the players a clue that something might be there. The tunnel is narrow and characters bigger than Small have trouble navigating it. The passage leads to the edge of the abyss behind the Chieftain's throne.

The claws have only 1 hit point, but there are a lot of them.

You might suggest two-weapon fighting. Anyone can fight this way as long as they hold a light weapon in one hand. If they do, they can use their bonus action to make an extra attack, which on hit deals only the weapon's base damage (without the ability modifier).

Thanks to their blindsight, the claws detect everyone within 30 feet unless they're using magic to mask their presence. Note that crawling claws can't be turned (e.g. with the cleric's feature). Optionally, to increase the challenge you might decide that up to 4 claws can enter a single 5 ft. square but only 2 can attack while on it.



4. SHATTERED HALL



Read aloud or paraphrase:

“Sickly green glow illuminates this long hall from below. In many places the floor has caved in and through the holes and fissures you can see bubbling mud, good thirty feet below. It is the mud that produces the greenish glow. Several skeletons waded in the goo but they don’t appear to be armed. On the other side of the chamber, on your level, you notice a sturdy chest, built into a column that supports the ceiling. Quite likely, a long time ago this was the structure’s vault.”

This room is an optional challenge, although your players don't need to realize this. They may want to take the risk and attempt to get the treas-

ure or save their strength for the fight with the Chieftain. However, their greed may cost them a lot!

With magic and skills. The players may come up with different ideas to cross the room. Perhaps they have spells or features useful in this situation (note that if they use them, they'll be weakened or waste time resting): e.g. a druid transformed into a giant spider or lizard can easily climb the walls, and with a passenger on its back too! They can also use ordinary equipment and after a successful Intelligence or Dexterity check with appropriate tools create a footbridge from poles or spears – crossing requires a successful **Dexterity (Acrobatics)** check, with the DC depending on the width: from **10 (a plank)** to **15 (rope)**.

Acrobatics. A narrow ledge runs along the walls. Two successful **DC 12 Dexterity (Acrobatics)** checks allow an agile hero reach the chest. Failure means falling into the mud!

Jumping. The heroes may simply jump across each hole. When someone makes a long jump and they move at least 10 feet on foot immediately before the jump, they clear the distance in feet equal to their Strength score. When you make a standing long jump, you can leap only half that distance. If there is an obstacle to clear (such as the low walls marked on the map), the jumper must also make a successful **DC 10 Strength (Athletics)** check. On a failure, the creature crashes into the obstacle and may fall, in our

case, into the mud below. If after a jump the creature lands on a difficult terrain, they must make a successful **DC 10 Dexterity (Acrobatics)** check or land Prone. Note that the distance cleared with a jump counts into the distance the character can cover during their turn, which may be important during a fight.

In the case of the Shattered Hall, assuming a character can make a running long jump of 12 feet, it's enough if they make two **DC 10 Strength (Athletics)** checks to get to the chest. A failure means falling into the mud below!

Painful fall. Anyone falling into the mud receives 3d6 bludgeoning damage or half after a successful **DC 10 Dexterity saving throw**. The mud counts as difficult terrain. At the end of each turn a character spends in the mud, they must make a successful **DC 11 Constitution saving throw** or become Poisoned.

A short rest and washing the mud off removes the condition.

The **skeletons** (there are six, see the map for their positions) approach and attack anyone who falls into the mud. They aren't armed or armored: they deal only 1 point of damage and their AC is 10.

To climb the slippery wall, a character must make a successful **DC 15 Strength (Athletics)** check.

☞ **Advanced players.**

The DM's map shows a number of crumbling floor sections. When someone steps on them, they fall down unless they succeed at a

DC 12 Dexterity saving throw.

A successful **DC 13 Intelligence (Investigation)** check will reveal the danger or someone with **passive Wisdom (Perception) 13** notices the floor section automatically. Additionally, you may want to assume that initially the skeletons are not visible because they're hidden in the mud (change the opening description!). They rise when someone falls into the mud!

The chest. The chest is made from thick wood and sturdy metal. It is fitted into an old column that supports the ceiling and fits so well that it is practically a part of the column. It is trapped and cannot be safely removed. Should someone attempt to damage or destroy the chest, tries to pull it out, or the open lock fails by 5 or more, the column begins to crumble, and because it supports the ceiling, the entire room collapses.

The party has only 5 rounds to leave the hall! After that tons of rubble fill the space. A successful **DC 13 Intelligence (Investigation or History)** check reveals the trap and dwarves with the **stonecunning** feature receive an advantage. Disarming the trap requires a successful **DC 13 Dexterity with Thieves' tools** check.

Opening the lock requires a successful **DC 14 Dexterity with Thieves' tools** check. Risktakers may attempt to smash the chest, grab the first thing they see and run for it! The chest's AC is 16 and it has 7 hit points.

A poisoned creature has disadvantage on attack rolls and ability checks.

Armor Class represents the difficulty of dealing damage to the target! Naturally, the chest is not dodging blows

Treasure. Once the chest has been opened, use the *Dungeon Master's Guide* or an [online tool](#) to generate the treasure with your players. It spices up the game and makes it even more fun! Use the Treasure Hoard table for Challenge Rating 0-4. Don't try to come up with a long backstory for each and every valuable, a short description is more than enough – those can be cups, bracelets, small chests etc.). Don't forget about magic items!

If you can't or don't want to roll random treasure, you can use the following (honestly rolled!): 2,400 cp, 1,100 ss, 50 gp, a *small bag of spices* (25 gp), *ornamental wooden ring* (25 gp), *polished stone ring* (25 gp), *leather boots with steel buckles* (25 gp), *wand of the war mage +1*, *lesser gloves of thievery*, *instrument of the bards* (Doss lute). Use the special features table in DMG to determine cool extra qualities or with your players

think what they look like.

This will make them truly unique!



Magic Items

Some magic items require attunement. It's an automatic process and the user must study the object for 1 hour, typically during a Short Rest. One person can be attuned only to 3 different magic items. You might want to allow the heroes a **DC 15 Intelligence (Arcana or History)** check to identify an object. Otherwise, they automatically determine its qualities after 8 hours of study.

Wand of the War Wizard +1 – requires attunement by a spellcaster. While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.

Lesser gloves of thievery – While wearing them, you gain a +5 bonus to Dexterity (Sleight of Hand) checks and Dexterity checks made to pick locks.

Instrument of the Bards (Doss lute) – requires attunement. A creature that attempts to play the instrument without being attuned to it must succeed on a **DC 15 Wisdom saving throw** or take 2d4 psychic damage. You can use an action to play the instrument and cast one of its spells: *Fly*, *Invisibility*, *Levitate*, *Protection from Evil and Good*, *Animal Friendship*, *Protection from Energy* (fire only), *Protection from Poison*. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC. The item's full description is available in *Dungeon Master's Guide*.

5. THRONE ROOM



Read aloud or paraphrase:

This rectangular hall still echoes with horrific screams and translucent figures appear in thin air only to dissolve at the slightest disturbance. A wide chasm splits the floor at the back of the room and pulsing, ghoulish, green light radiates from within. With each pulse you see more: decrepit skeletons along the walls... Footprints of a humanoid... The skeletal throne they lead to... and the skeletal warrior that sits upon it. Clan symbols cover his leather armor and a spear lies across his knees. Like dead spiders, a bunch of dried humanoid hands hangs under the weapon's blade. Green eyes burn in the shadows of the spiked helmet, pulsing with the same slow rhythm as the light from the abyss behind the throne. A parody of smile splits the undead monster's leathery face as he welcomes you:

"So, you're here. Hold your spells and blades. Let's talk!"

The Chieftain is an undead creature and some heroes might feel inclined to attack it immediately. However, other might want to listen to him. Use the following sample answers to roleplay the conversation.

Who are you?

I'm a great chieftain who came back from the Plains of the Dead. A long time ago my horde swept through this land, then I was betrayed and abandoned. I made a pact with creatures from hell, who gave me another life... But I was destroyed all the same, though the fight was glorious! Now... I'm back.

What's your name?

I... don't remember. Note: If the heroes know the Chieftain's name (Malachi) and say it loud, the creature winces and orders them not to do that.

What do you want?

I want to restore my power and then take vengeance on the fiend who betrayed me. For that I need an army. There is a creature who opposes me, because she thinks she takes care of the forest. I admit I can't strike at her directly, therefore I require your help. Destroy the Spirit of the Forest – my undead warriors shall draw her animals away from the glade – and I'll be your ally. And I'll tell you who is your true enemy here.

Why should we trust you?

Although I'm this... (he points to himself), I still have my honor. (A successful **DC 12 Wisdom (Insight)** check confirms this).

What can you offer?

I don't need humans or elves for my army. During your travels you fight other creatures too. Touch a dead body with one of my hands and it shall become my minion and come to me. And when the time comes, my army will fight for you! Additionally, undead creatures in the forest will not attack you. Finally, I'll tell you about the enemy you're looking for and what will be soon unleashed in the Green Forest.

If the party agrees to cooperate with the Chieftain and swears not to betray him, the undead detaches a bony hand from his spear, explaining that a hero must touch a dead body with it, which after some time should rise and come to the Chieftain. The creature also warns the party that should they betray him and don't send any soldiers, he'll assume the deal is off and they should expect his revenge. Terrible revenge.

Despite the threats, the party might try to deceive the Chieftain anyway, which requires a successful **DC 14 Charisma (Deception)** check.

Although the Chieftain insists the heroes should decide immediately, a successful **DC 13 Charisma (Persuasion)** check convinces him that that is an important decision

and allows the party to leave the ruins.

For the horde. The Spirit of the Forest detects the Chieftain's presence and knows if and when the party completes their task. A successful **DC 13 Charisma (Deception)** check allows the party to come within a melee distance and launch a surprise attack. Conduct a fight between the party and the Spirit, its **awakened tree** and **three wolves** (including the guide). Other animals are fighting the undead deeper in the forest. When the Spirit dies, the tree stops fighting and the wolves run away.

Advanced players.

If the players use the Chieftain's Hand on the Spirit the entire wood slowly decays and the trees turn into undead plants. The Chieftain's power will rapidly increase! As long as the party cooperates with the Chieftain, the forest is safe for them and they travel at the speed of 2 hexes per hour. If a random fight occurs, one less monster attacks the party than indicated in the table.

What the Chieftain knows. If the party kills the Spirit of the Forest or deceives the Chieftain so he shares his knowledge, they gain the following information:

"I floated in the non-existence when a powerful will summoned me to this place. I saw a human, but soon I realized he was but a

puppet in the hands of a powerful warlock. Although a body of flesh and blood stood before me, I was talking to someone else: Bel'Quath, the Dark Master of Names. He's a powerful warlock who once warred with elves in this forest. Unable to kill him, the elves used powerful magic to imprison him. Now Bel'Quath tries to remove the ties that bind him and his monsters are searching the forest, looking for magic seals. My forces were supposed to join this search but... I don't really like this alliance, which has never been formally agreed upon.

Moreover, the Chieftain also reveals that:

- He doesn't know what the seals really are or their location.
- He knows the location of the Kobold Lair.
- He doesn't know the exact history of the war between the elves and Bel'Quath. It all happened long before his time.
- He doesn't know what the Bel'Quath's puppet looks like. He knows it's a human from a nearby village. As an undead, he perceives the world differently than mortals. But should he see the human again, he'll recognize his aura.

- He knows that Bel'Quath recruited also gnolls and orcs, but he doesn't know the location of their camps – yet.
- He knows that Spirit Trees can be used for a powerful ritual that will reveal all secrets of the forest. He senses the presence of the “Guardian of Elves” but doesn't know how to find them. The tree ritual should help him acquire this knowledge. Modify the last chapter accordingly: for example, the party might travel on skeletal zombi-owls.

Fighting the Chieftain. If the party attacks the Chieftain or it is clear that negotiations are not an option, read aloud or paraphrase:

“So you have chosen death. You'll become valuable additions to my army,’ the Chieftain stands up and green aura envelopes the throne. It rearranges the seat's elements, the bones creak and move; one leg emerges from the mass, then another, then an elongated skull... The Chieftain rides to battle on a skeletal horse! The mount rears and emerald flames shoot from its nostrils and eye sockets. The Chieftain lowers his spear and charges at you!”

The fight begins! The undead utilizes his mobility and legendary

actions. He'll also stab a physically weak hero and use his weapon's special ability. Note that Legendary Actions are made at the end of a **hero's** turn. Thanks to Legendary Actions you can have a proper boss fight while keeping the encounter balanced.

Special rule: if the heroes know the Chieftain's name (Malachi), as a bonus action they can utter it (hopefully creatively) and make a **DC 12 Charisma (Intimidation)** check. If it is successful, until the start of that hero's next turn the

Chieftain makes attacks and saving throws with disadvantage.

☞ **Advanced players.**

To make the fight more interesting, use the skeletons that stand along the walls. They don't move (or only 5 feet for extra challenge or if your party has more than 4 PCs) but attack the heroes within their melee reach. They can also make attacks of opportunity. Each skeleton has only 1 hit point. The players should know about this fact – either



explain it “outside the game” or ask for a successful **DC 10 Wisdom (Perception)** check, which reveals the skeletons are old and barely whole. The skeletons crumble when the Chieftain dies.

When the Chieftain is killed, his bones turn to dust – except for the skull. Green embers still glow in the eye sockets, although the light is much weaker than before. Green aura still pulses in the chasm. A successful **DC 15 Intelligence (Arcane)** check, **DC 12 Intelligence (Religion)** or **DC 18 Intelligence (History)** reveals that the Chieftain may still return. Perhaps the abyss serves as a conduit to the source of his un-life. Throwing the skull into the chasm breaks the connection and destroys the Chieftain once and for all. However, the character who has made the check also realizes that the skull is a powerful (and evil) artefact that creates undead.

Treasure: *leather armor +1, horselord's spear, Chieftain's skull:*

- *Horselord's spear* is a magic weapon that when used, awards +1 bonus to hit and damage rolls. Additionally, after scoring a hit, as a bonus action you can activate one of the dried hands strung beneath the blade. The target must make a **DC 12 Strength or Dexterity saving throw**. If the save fails, the hand grabs the target, driving the spear deeper and deeper and

at the start of each of their turn, the target receives 1d6+1 piercing damage, provided you've released the spear. As an action the target or someone within 5 feet can attempt to remove the spear, which requires a successful **DC 12 Wisdom (Medicine)** check or, also as an action, brutally pull the spear out by making a successful **DC 10 Strength (Athletics)** check, which also deals 1d8 piercing damage to the victim. The power can be used number of times equal to the number of hands (currently 3, or two if the Chieftain gave party one hand earlier). After using up all of the hands, the spear becomes a +1 weapon.

- *Chieftain's skull* is a wondrous object that requires attunement. Once per day, place it on a headless corpse of a medium or smaller humanoid and it rises and follow your orders. Depending on the cadaver's condition use the stats of either skeletal warrior or zombie. If that undead is destroyed, the skull falls onto the ground and can't be used to rise the same body. The first undead has only 1 hit point, the next one 2 and so on until reaching the maximum of the given creature (20 hp for the skeleton, 33 for the zombie). Note that the villagers, the Spirit and other good creatures might dislike or even attack an undead creature and its master, even if someone claims it is “tame.”

If you want, assume that with each such created undead the Chieftain's power slowly returns. At some point he'll be once more restored and independent.

CHAPTER 5

THE RITUAL OF LIFE

The party learns some facts about Bel'Quath. To discover more, they must perform a special ritual, which reveals the existence of the Last Elven Guardian, who knows everything about Bel'Quath. In order to conduct the ritual, the party must find several Spirit Trees – a map made by kobolds can help in this task.

Periapt of Health: wondrous object. You are immune to contracting any disease while you wear this pendant. If you are already infected with a disease, the effects of the disease are suppressed while you wear the pendant.

If the party destroyed the Chieftain and returns to the Spirit of the Forest, they are very grateful and keep their promise, producing a *Periapt of Health* from within of the tree and offering it to one of the heroes. The magic item resembles a wooden oak leaf scintillating with gold, silver and spring green.

Additionally, the Spirit orders the wolf-guide or another animal to lead the party to the kobolds, should they wish so.

Then, the Spirit of the Forest reveals the following:

“A long time ago a powerful warlock came to this forest, his name was Bel'Quath. I do not know his exact goal, but to achieve it, he began to siphon away the very forest's life essence. The wood elves who dwelt here opposed Bel'Quath. A terrible war broke out... the elves were unable to assault the warlock's tower, so instead, they imprisoned him there. Until recently, all was well. Now, Bel'Quath is returning and his minions are seeking something in the forest. Unfortunately, I'm not as powerful as I once was and still don't know everything that happens in the Green Forest. However, I do know how to change this situation.

There are five more unique trees in the forest, such as this we're talking before. They come from the magical land of Feywild and once, before Bel'Quath's evil spread, they were my eyes and ears. If you find the trees and help me connect with them, I shall know everything.

Plant my acorn at each of those Spirit Trees and recite the prayer I'll teach you. When you complete your task, return to me. Together, we will conduct the unification ritual and hopefully learn the whole truth.

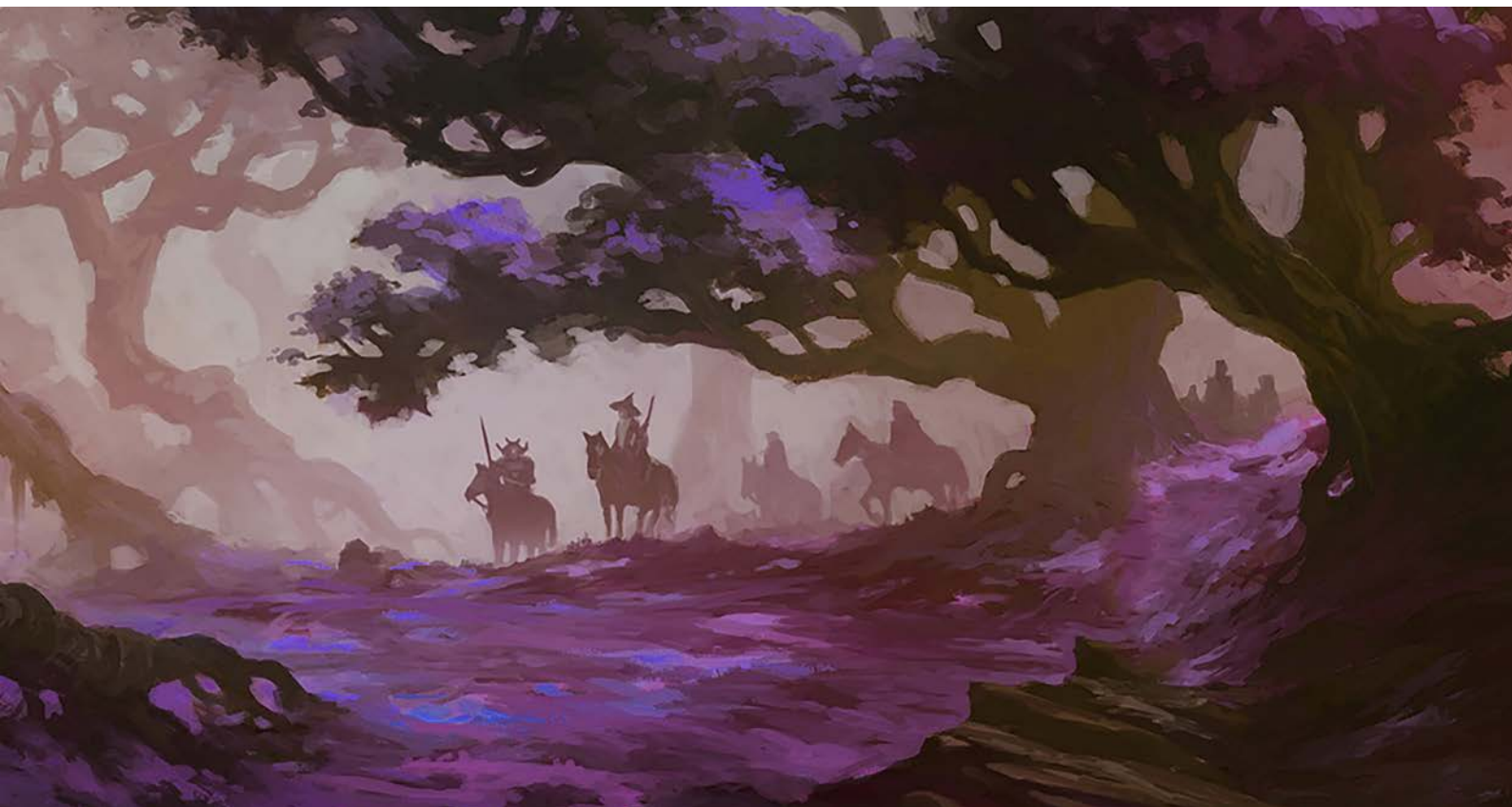
But... I don't remember where the Spirit Trees are. Fret not! A squirrel-sister informed me that the kobolds that serve Bel'Quath have recently become really agitated, perhaps they know something that can help? My wolf can guide you to their lair. Or perhaps you have another idea?

Where are the Spirit Trees?

The party might realize that they already know the location of at least one tree: the glade where they saved Yuri at the start of *Goblin Trouble*. Another tree is in Oakenville and forms a wall of Jokista's inn, The Old Oak. The positions of all the trees are marked on DM's map – some are hidden deep in the forest!

The Spirit of the Forest gives the party 5 magic acorns and 5 scrolls made of thin bark, each with the words of a prayer: "One forest, one world, one mind." Planting the acorns and reciting the prayer heals a Spirit Tree and connects it to the Spirit.

Treasure. The acorns are required for the ritual and each must be planted at a Spirit Tree, but a successful **DC 15 Intelligence (Arcana)** check reveals that they might serve another purpose. If an acorn is put into the mouth of a recently



deceased person, it will restore her to life, just as the spell *revive*.

How many trees? You should decide how many trees are required for the ritual:

- The party must find all the Spirit Trees,
- The party doesn't need to find all the trees, but the ritual is conducted with disadvantage,
- It's enough to find only 3 trees. This option is good for shorter games, because the party should already know the location of two or even three trees (the glade south of the village, in the inn, the Spirit's meadow).

Finding the trees. The party may have different ideas concerning the

search: from wandering the forest and hoping for a lucky find (remind them about the passing time) to the creative use of spells and class features. If something sounds fun and reasonably, determine the DC for an ability check and let them do their thing. Additionally, you might use the following ways of finding the trees:

- The map in the Kobold Lair (see below).
- Interrogating wandering monsters. For example, orcs might know about the tree near their camp and where the gnolls are – which know about the tree near the marsh.
- Additionally, a hero who makes a successful **DC 15 Intelligence (Arcana or Religion)** check realizes that a modified version of



the ritual can be performed in order to reveal the location of all the Spirit Trees. The modified ritual requires special ingredients: ointments, herbs, and incense. Marsha, Elenya, and Bandau can sell them, for the total price of 100 gp. Naturally, the villagers (and Pabinus) will be curious about the party's plan! Once they have the ingredients, the party can perform the modified ritual at any Spirit Tree: to do that, a hero must make a successful **DC 13 Intelligence (Arcana or Religion)** check and expend 1 1st level spell slot, as if casting a spell. If the check is successful and other conditions have been met, the hero learns the location of all other Spirit Trees – mark their position on the Player's map.

Note that only a spellcaster can conduct the modified ritual. Another spellcaster can help by expending their spell slot, granting the hero performing the ritual advantage to the check. If there are no spellcasters in the party, perhaps they can ask for help an NPC, for example Elenya or even Pabinus!

Pabinus and the ritual. Pabinus will be really interested in the ritual and agrees to help, only to fail the ritual spectacularly or he'll slow down the whole operation. Once he knows everything he wants, he escapes. If the party keeps him at bay, he tries other methods (magic, sneaking in) to obtain information about the ritual, acorns, and the Spirit of the Forest. For example, he might

take a party member aside and cast charm person on them – after all, friends don't have secrets!

Next, Pabinus/Bel'Quath attempts to find the trees to perform his own, twisted version of the ritual that reveals the location of the Dark Statues. He'll try to run from the party (if they keep an eye on him) and then gives orders to his gnolls and orcs to secure the three Spirit Trees located far from Oakenville. A day or two later 4 orcs or gnolls guard each Spirit Tree. Every two days that follow he visits and corrupts another tree (starting with those near the village). It is quite likely that the truth about Pabinus will be revealed at this stage of the adventure and the party will need to decide what to do with the mad wizard.

Abridged version. If you want to make the adventure shorter or emphasize different elements, consider the following:

- After the party destroys the Chieftain, the Spirit immediately informs them about the location of all the trees. In this option the Kobolds' lair becomes an optional mission – the heroes don't need the map.
- In the shortest version, after the Chieftain dies the Spirit immediately recovers all their strength and knowledge and reveal the location of the Elven Tower. There is no need for exploring the forest, seeking the trees or the ritual.

When charm person's effects wear off, the victim realizes they were put under the spell!

CHAPTER 6

KOBOLD LAIR

A tribe of kobolds agreed to work for Bel'Quath and they're currently busy constructing their hideout. The party may come across the lair by accident, after interrogating a wandering monster or following the information from the Spirit of the Forest or the undead Chieftain. In the Lair there is a map showing the location of all the Spirit Trees.

Kobolds are small and cunning reptilian creatures. A lone kobold isn't dangerous but a group of them can be quite deadly. They're also infamous for their traps. The kobolds were both lucky and unlucky in the forest. Their shaman and leader, Kirich, got lost and when the group wandered in the forest, they came across all of the Spirit Trees (except the one in Oakenville). Now, Kirich claims his ancestors guided him. He doesn't know how to use his knowledge, but he meticulously marked the position of the "strangetrees"

on his map and spends days and nights analyzing the picture, waiting for a good idea to enter his head. He knows one thing: Bel'Quath will reward him handsomely if the kobolds find the statues. He is the only kobold who knows they must search for strange, magical statues; his minions have more general orders: to report any and all magical places in the forest.

The players may have different ideas, such as head-on attack, infiltration, diversion... Describe the situation and the glade and let them act!

APPROACHING THE LAIR

As the characters approach the Kobold Lair, read or paraphrase:

“Thick trunks of magnificent trees climb towards the sky. There is little light under their branches and only occasionally gold shafts of sunlight penetrate this gloomy, green realm. The smell of freshly dug dirt hangs in the air. Your eyes discern a more regular shape among the trees. It’s a gigantic stone sword, probably a piece of an ancient monument. It’s as big as the trees around you! Green vines sneak up the slightly skewed blade and the weapon’s handle reaches to a branch of a nearby tree.

When the party comes a little closer:

“The stone sword’s blade is buried deep into the ground. At the foot of the statue there is a skull of an ancient dragon. The ground around this unusual installation is riddled with holes big and small, piles of dirt and scaffoldings. Apparently, the kobolds are very busy! It seems they have chosen this place for the location of their base and intend to stay. Multiple tracks lead to the dragon’s skull toothy mouth. It seems there is a tunnel entrance inside.

Kobolds are active at night. There are 15 of them in the lair. At night 7 work outside and 8 in the tunnels, diligently extending their home. During day they rest and 2 guards keep watch in the skull. Kirich spends mostly stays in his room, analyzing the map, or on the top of the sword, where he meditates and prays to Kurtulmak, the imprisoned kobold god.

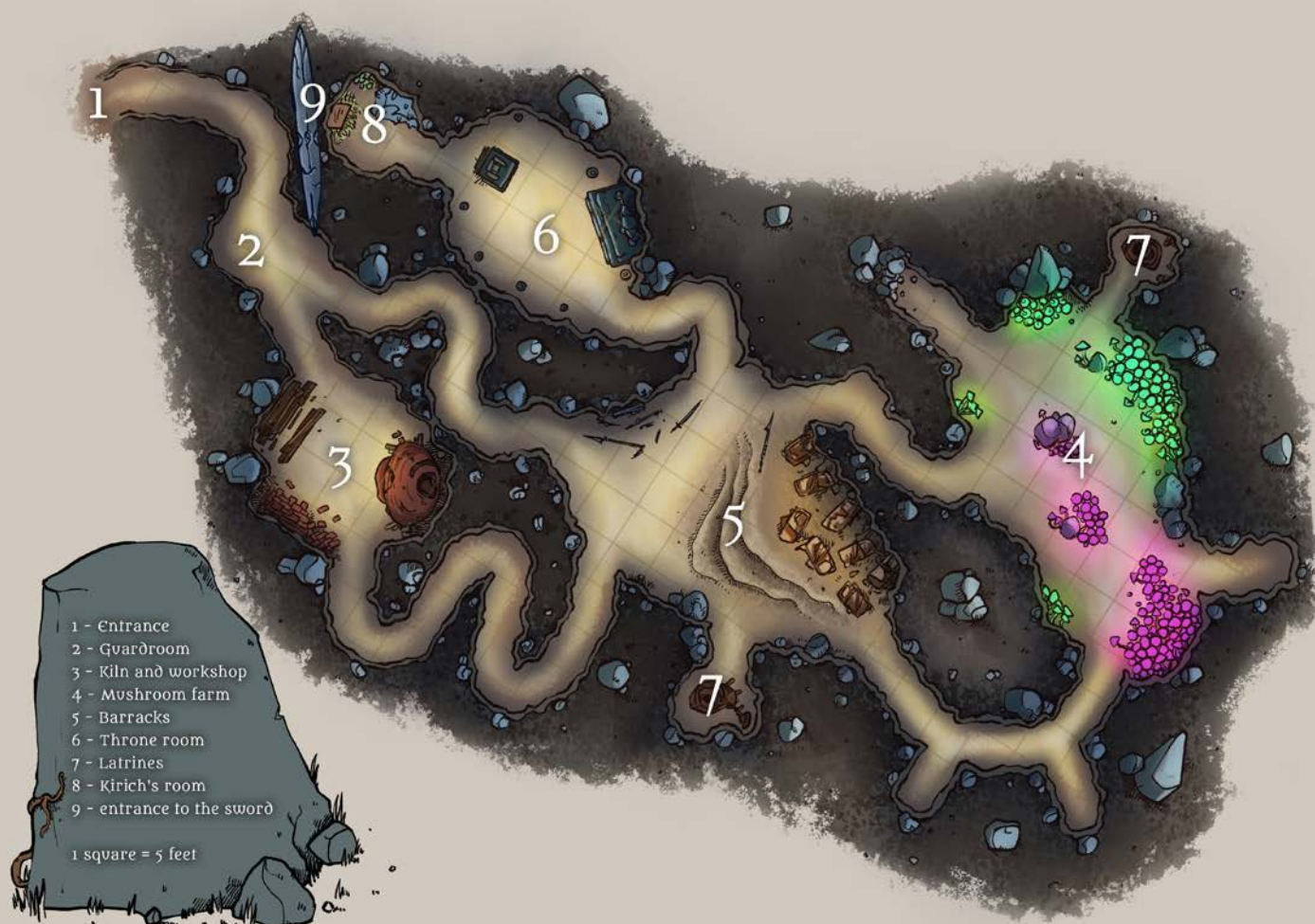
Kobolds have installed a lot of traps on the glade.

Trap A: Pit traps with spikes on the bottom. The spikes are covered with slime that carries a nasty disease. Detecting the trap requires a successful **DC 12 Intelligence (Investigation)** check or a character with **passive Wisdom (Perception) 15**. Medium-sized or larger creatures that step on the trap must make a successful **DC 12 Dexterity saving throw** or fall 10 feet into the pit, receiving 1d6 bludgeoning damage and 1d6 piercing damage.

☞ **Advanced players.**

The victim must also make a successful **DC 11 Constitution saving throw** or contracts a disease called the Rotter. The Rotter incubates for 1d4 days. Symptoms include cramps, exhaustion, and shivers. The infected creature suffers one level of Exhaustion, and it regains only half the normal number of Hit Points from spending Hit Dice and no Hit Points from finishing a Long Rest.

Garl Glittergold, the god of gnomes, imprisoned Kurtulmak in a magical labyrinth. Since then kobolds are a sworn enemy of gnomes!



At the end of each Long Rest, an infected creature must make a **DC 11 Constitution saving throw**. On a failed save, the character gains one level of Exhaustion. On a successful save, the character's Exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of Exhaustion below 1, the creature recovers from the disease.

Trap B: Centipede swarm. Swarm nests covered with punkwood and twigs, quite innocent at the distance. The trap can be noticed with a successful **DC 12 Wisdom (Survival or Investigation)** check or by someone with **passive Wisdom (Perception) 18**. Anyone stepping into the nest is immediately attacked by a swarm of insects.

Trap C: Tripwires. Strings attached to clattering metal pieces. Detecting the trap requires a successful **DC 12 Intelligence (Investigation)** check or a character with **passive Wisdom (Perception) 12**. The target must make a **DC 11 Dexterity saving throw** or becomes Prone. Regardless of the saving throw's result, a loud noise shakes the area, alerting nearby kobolds.

It's best to assume that for each 30 feet a character covers on the glade, they encounter 1 trap. Traps B and C protect the outer perimeter, Traps A and B are in the middle, and Traps C are around the skull. Alternatively, place the traps on the squares and follow the character's movement to see if they trigger

them, or roll d20 each time a PC enters a square: 17-20 means there is a trap.

Inside the Kobold Lair there are following conditions:

Light: total darkness. Additionally, if the party carries a light source, kobolds try to eliminate it to get advantage. Remember that even if someone has darkvision, in total darkness they have disadvantage on Wisdom (Perception) checks and their passive Wisdom (Perception) has -5 modifier.

Ceilings: Unless otherwise noted, all ceilings are at 5 ft. Tunnels and rooms are stanchioned – kobolds know how to build! Roots come out of the ceiling and walls, providing cover and hiding places for Small creatures.

Tunnels: the tunnels are very narrow. Medium creatures must squeeze through and treat the tunnels as difficult terrain.



You might also declare that e.g. two-handed weapons gain disadvantage on attack rolls. Kobolds may also hide in the squelchy ground (make a Stealth check and compare the result with a hero's passive perception), then jump out, attack and run away!

I. THE ENTRANCE

The entrance to the lair is hidden in the dragon skull.

New players might not know much about kobolds. Ask for a **DC 12 Intelligence (History)** check. If it's successful, the character recalls that kobolds dislike sunlight, dig tunnels and set traps. *Volo's Guide to Monsters* provides a lot of fascinating details about those creatures

2. GUARD ROOM

A small room that one day will become a guard post and the lair's first line of defense.

3. WORKSHOP AND KILN

The kobolds are building a kiln here. The hearth is ready, but the chimney and ventilation are not. There is a lot of dry wood here. Spells and effects resulting in fire damage automatically start a fire and the whole Kobold Lair fills with thick smoke.

4. MUSHROOM FARM

Kobolds were exultant when, while expanding their headquarters, they came across this natural cave full of edible mushrooms. A pair of **giant rats** lives among the mushrooms and Kirich hopes to breed them

one day. The rats are fat, lazy and prefer to run than to fight.

5. BARRACKS

The largest cave, where the kobolds sleep. Tools, rags and damaged or abandoned weapons and trap parts are scattered on the floor. A successful **DC 13 Intelligence (Investigation)** enables a character to find 2d20 cp, but searching the mess takes 1 hour.

6. THRONE ROOM

It's the most important room in the Lair. The ceiling is a bit higher, at 10 feet. The kobolds gather here to listen to Kirich's orders or to pray before the statue of Kurtulmak. There is an offering bowl in front of the idol, with 2d10+4 semiprecious stones (each worth 10 gp).

Traps: Each side of the statue is trapped: camouflaged bent branches with attached spikes slash at someone who removes anything from the bowl. A successful **DC 12 Intelligence (Investigation)** check reveals the traps or someone with **passive Wisdom (Perception) 16** notices them automatically. The target must make two **DC 13 Dexterity saving throws** or receives 1d6 piercing damage and 1d6 poison damage per trap. A successful **DC 11 Dexterity with Thieves' tools** check deactivates the traps; a failed disarm attempt activates them.

7. LATRINES

Kobolds aren't goblins and their lairs always have a few latrines.

8. KIRICH'S ROOM

A large, cured animal skin covers one wall, showing a pretty impressive map of the Green Forest. Kirich marked on it the locations of each Spirit Tree and Oakenville.

Under the map, a **giant weasel** sleeps in a bed of rags and colorful feathers. The weasel name's Dudu and it is Kirich's personal mount. If Kirich is in the room, the weasel warns him about intruders. If he's absent, the first intruder to enter the room can make a **DC 12 Wisdom (Animal Handling)** check to calm down the animal. Dudu is quite intelligent and very prone to bribery. If someone gives him fresh meat (he dreams of the rats from Area 5), he ignores the party and if a hero manages to communicate with him, he reveals the secret entrance to the sword. Attacked, he'll try to escape and warn kobolds.

Hidden passage. In a wall, behind a curtain of roots, there is a hidden entrance to the giant sword. A successful **DC 13 Intelligence (Investigation)** reveals the passage. If Kirich is absent, the entrance is trapped. If someone disturbs thin wires across the upper and lower section of the opening activate a mechanism that releases a cloud of poisoned needles: +5 to hit, 1d6 piercing damage and a **DC 12 Constitution saving throw** or

2d6 poison damage or half if the save was successful. A successful **DC 12 Intelligence (Investigation)** or **Wisdom (Perception)** check reveals the trap, which can be disarmed with a successful **DC 14 Dexterity with Thieves' tools** check. Failure means activating the trap.

9. PASSAGE IN THE SWORD

A crack runs inside the humongous stone sword, connecting Kirich's room to a small platform on the top of the sword's handle. Climbing up or down the tunnel requires two **DC 11 Strength (Athletics)** checks. The passage is very narrow and irregular: a failure results only in 1d6 bludgeoning damage. Medium creatures have disadvantage on the climbing check, but instead of the damage they receive 1 level of Exhaustion.

10. THE TOP OF THE SWORD

60 feet above the ground, on the top of the sword's handle, there is a small platform. It can't be seen from the ground level. Kirich spends his nights here, observing the stars and waiting for the Sign. A narrow crack runs through the stone sword and connects this place to Kirich's room (Area 9).

Characters can also climb from outside, which requires two successful **DC 10 Strength (Athletics)** checks. In case of a failure,

the climber can make a **DC 10 Strength saving throw** to avoid falling. If the save fails, the character falls and receives 3d6 or 5d6 bludgeoning damage, depending if they were mid-way to the top or almost there.

The platform can be also reached from a nearby tree. Climbing the tree doesn't require any checks, though remember that characters climb with half their speed (if it matters). The distance between the platform and the branch is 6 feet, which means a hero with Strength 12 automatically covers it with a standing jump. However, they must make a successful **DC 12 Dexterity (Acrobatics)** check to keep balance on the branch and another **DC 10 Dexterity (Acrobatics)** check upon landing to avoid falling prone. If the first check fails, the character falls and receives 6d6 bludgeoning damage. If Kirich is on the platform, he probably notices an intruder, unless you allow the hero a **DC 13 Dexterity (Stealth)** check, made with disadvantage.

Treasure. Kirich keeps his personal treasure in a small crack between the stones. The cache can be found after a successful **DC 13 Intelligence (Investigation)** check. A small pouch contains a diamond (worth 500 gp) and 2d4 obsidian chunks (10 gp each).

Kirich also wears a magnificent headdress full of colorful feathers. It is a magic item that works the same way as the *cloak of protection* (requires attunement, +1 to AC and all saving throws).

Such a valuable diamond can be used as an ingredient for the *resurrection* spell.

SAMPLE DEVELOPMENTS

Negotiations. Although Kirich and his kobolds agreed to serve Bel'Quath, the party might convince them to switch sides. After all, they just want a place to live in peace and Kirich worries that his tribe will end up as servants – or food – for gnolls and orcs. That's why Kirich still hasn't told Bel'Quath that he knows where all the Spirit Trees are – he wants the Dark Master to acknowledge his deeds in front of orcs and gnolls.

However, the kobolds are also afraid of Bel'Quath and need to be sure that they won't be left alone in the coming conflict. Negotiations require a series of **DC 12 Charisma (Deception, Intimidation, Persuasion)** checks. For example, the party may suggest that kobolds move closer to the village, which in turn might require a trip to Oakenville and warming the villagers to the idea. If the negotiations are successful, Kirich tells the party what the monsters really seek: magic statues of Bel'Quath. He also shows them his map and kobolds from random encounters don't attack the party.

The party might also try to deceive the kobolds, for example by lying that there are Bel'Quath's servants and this way, after a series of Charisma checks (Deception, Persuasion, Intimidation, maybe Perform) get the info they need.

Infiltration. Instead of a head-on attack, the party may study the area and find the secret entrance. After all, the goal here is getting the map or information on the Spirit Trees, not killing each and every kobold. Perhaps someone climbs the sword and finds the entrance to Kirich's room? Use a spell to look like a kobold? Catch and interrogate one of the creatures? Although the kobolds don't know about the secret path to the top of the sword, they suspect it exists: they know Kirich loves stargazing (and awaits the Sign) but he never leaves his room at night.

Combat. Kobolds are physically weak, but cunning. In a fight they rely on their traps and narrow tunnels. If they're attacked on the glade, they withdraw to the lair, Hide behind roots and in the squelchy ground, flank the party and use any means possible to even their chances. They also concentrate their attacks on weaker party members and whenever possible, attack one target *en masse* to use their **Pack tactics** feature. If they gain initiative, the party may be in trouble! As always, you might decide that instead of killing the heroes, kobolds capture them and stash in the mushroom room or in a latrine. Now Bel'Quath will give them a bigger reward!

☞ **Advanced players.** Assume that because kobolds are Small, two of them can enter one 5 ft. square. Moreover, they are on their territory and receive advantage in all Stealth and other checks when the knowledge comes in handy.

Pabinus. Kobolds know that Pabinus is Bel'Quath's puppet, because it was him who dealt with them on the warlock's behalf. If they see him with the party, they don't attack and expect more orders.

Sample kobold names: Arix, Ett, Galax, Irto, Meepo, Sniv, Urak, Varn. The Green Forest kobolds have light green scales with darker brown and dark green spots.

Pabinus (if he's with the party) tries to stop or sabotage negotiations or peaceful solutions and provokes a fight – he'll find new servants and the information the party might obtain is much more useful than some kobolds.



CHAPTER 7

CLASH IN THE SKY

When all Spirit Trees have been restored, the party returns to the Spirit of the Forest, who performs the ritual. The party learns about the Last Elven Guardian and must go to him – quickly! The Spirit has now enough power to summon giant owls that transport the heroes to the destination. On the way, the party fights in the sky with orcs.

After restoring the required number of Spirit Trees, the party returns to the Spirit of the Forest, who thanks them for completing the task and invites them to participate in the final ritual. The participants meditate for many hours – until sundown. Moreover, all of them must make a successful **DC 10 Wisdom check**. If at least half of participants succeed, the ritual is successful.

Otherwise it must be repeated the following day.

After a successful ritual almost all secrets of the Green Forest are revealed. Show the players the DM's map of the forest! They probably notice the Elven Tower by themselves. Next, read or paraphrase the following:

“Another day slowly ends over the Green Forest. Suddenly, the Spirit of the Forest begins to shiver and their tree’s leaves, painted red and orange by the setting sun, begin to wither and fall.

‘Evil magic is at work in this forest,’ says the Spirit hollowly. The bark mouth moves with effort. ‘Its full nature escapes me. But those who once vanquished that darkness are still here! The last warrior of the elves has not abandoned us! Go to the old tower, only today, when the ritual’s power peaks, the last ray of the sun shall show you the way. Only tonight the portal shall open for you. There, you’ll learn everything.

The Spirit’s body withdraws and slowly merges with the tree trunk. For a moment the Spirit’s face swims back to the surface and says: ‘Three seals, still hidden. Hurry! The Dark Master knows you’re close to the truth. His servants are on the move! Hurry!’ The Spirit disappears. Somewhere over the forest a flock of birds takes to the air. Another, in the west... From the third direction the wind brings you the sound of a horn. Orcs and gnolls have begun a hunt. And you’re the prey!”

Give the party a moment for declarations. Then read aloud or paraphrase, adapting the description to what the party is doing:

“You’re discussing plans when two giant owls silently swoop in and land near the tree.

On their backs you see saddles, made of twigs and vines. It seems the Spirit of the Forest is still trying to help you! Thanks to your actions and the ritual, the Spirit is strong enough to send you such magnificent allies!”

If your party consists of 5 or 6 people, add 1 owl.

The party must get to the Elven Tower before nightfall because the last sunray opens the way to the last elven warrior. If the heroes don’t hurry, they might miss the opportunity to learn the truth about Bel’Quath and orc and gnoll hunting parties might catch up to them. The journey on foot takes many hours – it’s best to use aerial transport!

Chapter 9 of the *Player’s Handbook* or the [SRD document](#) explain the rules for mounted combat. In short:

- Mounting or dismounting costs an amount of movement equal to half your speed.
- The owls act on the “pilot’s” initiative, but they have their own turn. In other words, the rider decides if the owl acts before or after them.

- When acting as mounts, the owls can only perform the following actions: Dash, Disengage, Dodge.
- Thanks to their flyby attack feature, the owls don't provoke attacks of opportunity. But the riders do!
- If an effect moves the mount against their will, both the rider and passenger must make a **DC 10 Dexterity saving throw** or fall off the mount. The same happens if they are knocked prone.
- If a flying creature is knocked prone, its speed drops to 0, it falls and receives damage from the fall (1d6 per 10 feet).
- Controlling the mount usually doesn't require special checks, the owls go where they're told. In special situations (such as flying through difficult terrain)

the rider makes a **DC 12 Wisdom (Animal Handling)** check.

Example: Torval is riding a giant owl. On his initiative, he declares that his owl moves first. It flies 30 feet towards an enemy and makes a dodge action. Next, Torval makes his attack. Torval and owl's turn end – the owl's unused movement is lost. In theory, Torval hasn't moved and can jump down or onto another mount etc.

☞ **Advanced players.**

If the party has met the griffon that lives in the Green Forest, he can arrive with the owls.

The party may try to gain his favor, which requires a successful **DC 15 Charisma (Animal Handling)** check. Only one person can ride the griffon and he has no saddle, so the saving throws



(explained above) are made with disadvantage. The griffon acts on his own initiative and might have his own ideas: for example it goes to feed on a bat it just killed and forcing him to obey the rider might require another Charisma (Animal Handling) check.

At range they throw javelins, in melee use their axes or instead of attacking make an opposed **Strength (Athletics)** check vs. the targets **Strength (Athletics)** or **Dexterity (Acrobatics)** check.

Mounted combat rules might be a new thing for your players: prepare a handout!

Clash in the sky. When the party decides who flies with whom and the owls take off, read or paraphrase:

“You ascend over the trees. Wind plays with your hair and clothes and a dark green ocean of leaves spreads beneath you, the feeling enforced by the sight of red and orange wave of light chasing the setting sun. In the east the forest becomes a dark, foreboding place.

The owls glide towards your destination, when suddenly one of them hoots an alert. From the dark part of the forest a swarm of small creatures takes off. Birds? No, bats! Then two much larger shapes break through the swarm: two giant bats, each with an orc rider, screech a challenge and climb up, then tuck their wings in and dive straight at you! In the distance you notice another winged patrol taking into the air.”

Conduct an aerial combat with **2 Giant bats**, **2 orcs** (on the bats) and **1 swarm of bats**. If you're using a grid, remember that giant creatures take 4 squares. The orcs try to knock the heroes off the owls.

If the target loses, they must make a successful **DC 10 Dexterity saving throw** or fall! When the orcs die, the bats attack on their own, but target the owls. The swarm attacks the nearest owl.

☞ **Advanced players.**

You might warn the players that in 3 rounds another bat and orc rider join the fight.

Such an aerial combat should be a memorable scene. Remember about vivid descriptions! Mention how the red light of the setting sun contrasts with the dark forest in the east; talk about orcs' growls, puffs of feathers in the air and blood falling like rain. Optionally, assume that flying creatures can't hover in the air and each turn they must move at least a little. This way you'll avoid the boring situation when all combatants mill about in one “place” and exchange blows.

You might also need to remind the players that reaching the Tower is their goal. Perhaps one owl will speed towards the destination and the other stays back, covering the retreat? Players may also want to descend and fly through the forest, which requires a successful **DC 13 Wisdom (Animal Handling)** check.

If it fails, the riders crash into a branch (1d6 bludgeoning damage) and must succeed at a **DC 10 Dexterity saving throw** or fall off the saddle. If orcs give chase, they must do the same check and save! Should they fail, they suffer the same consequences and lose the sight of the heroes.

Time limit. If the aerial combat takes more than 4 rounds, the party arrives too late and suffers the consequences explained in the next chapter. Not everyone needs to make it in time.

The task here is getting through the portal to Feywild and the last guardian. The party might temporarily split, but the “late-comers”

(if they arrive to the tower) still have a chance to participate in the conversation with the Tower’s resident.

Failure. If the owls die or all the heroes fall down, they might come to their senses at night. Assume they’re 3-5 hexes away from the tower. But Bel’Quath’s forces are almost upon them! Roll a d20 when the party enters a hex, 15-20 means encountering a patrol of 3 orcs or gnolls. Ignore all other rules of travelling.



CHAPTER 8

THE LAST ELVEN WARRIOR

The party arrives to an ancient Elven tower and enters Feywild. The manifestation of Bel'Quath's will blocks their way to the last elven guardian. The party must avoid or destroy the creature and finally learns the truth about their enemy.

When the party arrives to the Tower, read or paraphrase:

"A ruined elven tower, covered with vines, emerges from the darkness. The sun is just about to hide behind the curtain of the forest but its last red and gold ray touches the structure's window, illuminating the interior. Instead of broken stones and vegetation, inside you see... the Forest! It scintillates with vibrant colors – this must be the portal the Spirit of the Forest told you about!"

If the party is late, read or paraphrase the following:

"A ruined elven tower, covered with vines, emerges from the darkness. It's empty and abandoned... but weak golden glow comes from one of the windows. The portal the Spirit of the Forest told you about is still active... But sinister shadows boil within."

Entering the window doesn't require any checks, but the owls can't fly in. The window is a portal, magical gate that leads to the Plane of Feywild – the realm of powerful creatures, idealized forests as dangerous as beautiful. The smells are more intense there and colors so real you can feel their texture.



Mortal senses often can't fully comprehend what they're experiencing.

☞ **A helping hand.**

If the heroes have exhausted a lot of resources, the final fight might be deadly! But one of the most popular legends about Feywild says that time there flows differently than in the mortal realm. You might want to assume that passing through the portal took an hour or more and the party arrives rested as if after a short rest or even a long rest (if you're running a more relaxed game, for example with children).

The party finds themselves on the glade with the tower but the build-

ing is clean and in full repair. White marble walls climb to the cobalt sky, colorful pennants flutter in the wind and a rainbow of flowers covers the grass. But Bel'Quath can't allow the heroes to learn about his statues! He focused his willpower and project a splinter of his evil mind through the veil between the worlds. A shadow of his mind, the same the party saw in Goblin's throne room, blocks the way into the tower but it's unable to get in too. The edge of the glade is 120 feet from the tower.

If the party arrived in time, there is still day and the monster has disadvantage on attack and Wisdom (Perception) rolls. You can describe that he covers his fiery eyes.

If the party arrived late or at night, gray gloom permeates the area and the fight will be more difficult!

If the party discovered Pabinus' secret and severed his link to Bel'Quath (or killed the wizard), the Shadow has only half of its hit points.

speed (unless they have a special feature), so they'll need to make several such Sneak rolls to get to the tower.

☞ **Advanced players.**

The night falls also in this magical realm. After 3 rounds Bel'Quath's

Explain it to the players, even through the Shadow's mouth, the players will feel proud that their actions affect such an important element of the game as a boss fight.

Talking to the Shadow. If the party openly approaches Bel'Quath's Shadow, it immediately attacks. Bel'Quath is clever and knows that at this point he can't trust the party. However, if during the fight someone uses a good argument and makes a successful **DC 14 Charisma (Deception or Persuasion)** check, Bel'Quath starts to talk. He explains that he wants his country to regain freedom and for this he needs an army of hellish creatures. If during the conversation someone tries to sneak into the tower, they gain advantage for Stealth checks. After explaining his motives, Bel'Quath's shadow attacks.

Infiltration. Just after getting to Feywild, the party may attempt to hide. If it's still day, give them a chance to hide in the tall grass that grows on the glade. Note that the Shadow's passive Wisdom (Perception) is 12 when it's dark and only 8 during the day. While sneaking, characters move with half



Shadow loses the penalties incurred by sunlight.

Combat. The battle with Bel'Quath's Shadow might be difficult if the heroes don't have magic weapons and appropriate spells. You might want to suggest that someone might help them (they notice a movement in the window) or that their goal here is getting to the tower.

With the players come up with something cool, even after the game!

☞ **Advanced players.**

If you want to increase the difficulty level, give the Shadow a second claw attack.

Mysterious Ally. Someone might try to call upon the tower's inhabitant (whoever or whatever it is), hoping they will help in fight against the Shadow. If they use their action to call and make a successful **DC 13 Charisma (Persuasion)** check, the entire glade radiates light and streaks of light shoot out of the windows, sheathing the heroes' weapons with pure light. Such weapons are both magic and deal double damage to the Shadow!

☞ **Advanced players.**

The effect lasts until the start of next turn of the player who called for help.

The large double doors to the tower are not locked. Opening them requires an action but the Shadow cannot get inside. If all the heroes enter, the Shadow utters a scream of frustration and disappears.

Treasure. If the party manages to destroy the Shadow, before the creature dissipates, its red eyes stare with deathly intensity at each hero, and then disappear. A black and gray object falls onto the grass, a cloud of shadow smoke around it. It is a *Shadow Dagger*, a rare magic item that requires attunement. You have a +1 bonus to hit and damage rolls you make with it. You can also utter the activation word

and as an action make the dagger produce (or stop) thick smoke that fills a 10 feet sphere centered on the knife. The area counts as heavily obscured and the creatures inside act as if they were Blinded (including the knife's owner). The cloud persists until the owner repeats the activation word, which requires an action. After deactivation the cloud of shadow remains for 10 minutes. A medium wind blows it away in a minute and strong in 1 round. The special power can be used once per day, it is regained after each dusk.

☞ **Advanced players.**

The dagger is cursed. Its special power activates automatically on a critical hit. *Identify* discovers the curse, which can be suppressed with the remove curse spell. Each midnight, the curse returns.

THE ELVEN TOWER

After all the adventures the party finally learns what is going on! When the party enters the tower,

play solemn music and read or paraphrase:

“White marble stairs take you to a circular chamber with the walls of gold. In the middle a silver and blue crystal floats in the air, a web of tiny fractures covers its sparkling sides. Inside the jewel you can see fluid darkness. You hear a quiet sound of cracking surface and another line mars the crystal.

‘I’m afraid we have little time,’ a deep voice rumbles with effort, like an old man who had to walk a long distance.

The walls around you shiver, move, slide and change and only now you notice delicate lines demarking scales. You turn around and stand face to face with an ancient gold dragon. His whiskers are withered, eyes blood-shot, he has trouble breathing.

‘My name is Findronath and a long time ago I agreed to guard this land which you know as the Green Forest. But evil, evil that was supposed to stay imprisoned forever, found a way to escape and poisoned my soul. I’ve been fighting him, but I’m weakening as we speak. But now, with your help, we can get rid of Bel’Quath once and for all. Ask your questions.”

Findronath can tell the party the whole story of Bel’Quath and the Green Forest. The most important points are:

- Bel’Quath wanted to open a portal to hell, so an army of fiends would help him vanquish his enemies.
- For that he needed vast amount of magic energies, which he drained from the forest,
- A tribe of wood elves that doesn’t exist anymore and Findronath fought him, but were unable to destroy the warlock.
- They built 3 statues that imprisoned Bel’Quath in his tower. During the fight Findronath was wounded and



agreed to guard over the forest, forever. However, Bel'Quath's dark magic has been slowly corrupting the dragon's body and will.

- Not long ago a young human wizard (Pabinus) accidentally found Bel'Quath's hidden tower, and the Dark Master made him into his servant.
- Now Bel'Quath's monsters search the forest, seeking the three Dark Statues. Should they destroy the statues, Bel'Quath will return. The dragon knows how many statues have been destroyed – check how many days it took the party to get to the tower, for each 5 days one statue has been destroyed. If you didn't keep track of time, assume that one statue has been destroyed.

The party will want to know what to do next. Does Findronath have a plan?

"The dragon raises himself on the front legs, for a moment regaining his ancient majesty. Even his voice sounds stronger.

'It's time to erase Bel'Quath's evil from this world. Together, we will find his Dark Statues. Together, we shall protect them from destruction and turn their power against the warlock. Together...' Suddenly his head snaps to a side and eyes narrow. 'Oh no! Your deeds infuriated Bel'Quath. At dawn his monsters will attack the human settlement! Hurry back or Oaken-ville will burn!'"



CONCLUSION

This concludes *Forest of Mysteries*. The adventure continues in the next part: *The Dark Statues*! I hope you and your players had an unforgettable game! Take a moment to discuss your experience. What did you like the most, what didn't work? This feedback is very useful for both the DM and players and ensures even better fun in the future.

If you don't have time after the game, you can start your own private group on a social media platform and between games share your thoughts and even roleplay a little. The DM may also want to build a simple

database (e.g. in Excel or OneNote) which makes it easier to control who met whom, what magic items the party has or each hero's experience and class composition.

Please follow me on [Twitter](#) for the latest news on my publications and translations. Visit my [website](#) where you can read more about my works for *Dungeons and Dragons* and other roleplaying games.



EXPERIENCE POINTS

Receiving experience points is one of the many pleasures RPGs offer. If you use the milestone method discussed at the end of *Goblin Trouble*, simply announce that the party is now on the 3rd level. If you use the traditional method, consult the table below, dividing the XP equally between the players. Note that the table does not include XP for random fights and encounters.

Encounter	Experience points
Oakenville moot	100
Conducting the investigation	
Meeting the Spirit of the Forest	200
Fighting the Spirit of the Forest	100
Exploring the Dead Ruin	Add up the XP for all the creatures participating in the fight
Undead swarm	200
The claw chamber	100
Surviving the Shattered Hall (regardless of the fate of the treasure)	200
Dealing with the Chieftain	100
Acquiring information about the location of the Spirit Trees	450
Healing the trees	300
Discovering Pabinus's double identity	50 per tree
Clash in the sky	100
Bel'Quath's Shadow and meeting Findronath	350
TOTAL:	1100
	3450

Oakenville citizens – player handout Print it out and give players when the adventure starts, or send to them before the actual session.

Name and appearance	Characteristic behavior	Notes
Mandyk Bor and Sarah Bor (Oakenville's leader and his wife) Slightly limping man with grey hair and magnificent beard with bushy and very well-groomed moustache. Has perceptive, intelligent eyes.	Often strokes his beard and curls moustaches. Sarah keeps quiet, but – depending on whether Mandyk speaks reasonably or babbles – glares at him or nods and smiles. The villager leader favors right leg, since long age the other was wounded in a fight with an powerful owlbear. He's always eager to retell the story!	
Jokista (inn owner) An energetic human woman in early thirties. Has a long braid, strong hands, and her voice commands instant respect. She always looks tired.	Although she is a no-nonsense person who knows how to deal with problems, sometimes she takes out a small, silver ring and kisses it gently.	
Bartholomeo Bandau (halfling shop keeper) A plump halfling. He has multiple chins and sweats easily.	Huffs and puffs, pulls up his pants and when someone makes him climb a ladder to get something from a high shelf, he takes offence.	
Elenya Silverbraid (priestess) Young half-elf woman with long, silvery hair.	She hasn't been in Oakenville long, but is growing to like the place. There one thing she can't stand: "the bugs", all the mosquitos, flies etc. and she always has an incense stick with her to keep the vermin away.	
Yuri A powerful, bearded lumberjack (male human). He's healing from the wounds he received in a recent fight with goblins.	After a brush with death, he stopped drinking and spends a lot of time with his wife, in the temple, or alone on a riverbank. Although he smiles a lot, his eyes are sad.	

Sonia and her gang (Marko, Poory, Cheko and little Tipper) A group of village children. Dirty and happy.	They run, scream, help their parents, hide, bombard the party with questions, are a bit shy. Sonia complains that it's hard to be a leader.	
Grandpa Klaus A venerable, toothless human male.	Loves to laugh and smile, presenting his gums.	
Marsha (herbalist) A young black-haired woman wearing simple clothes. She wears an apron with dozens of patched-on pockets.	She often says: "As Savoire once said..."	
Marsha's cats – Thyme and Coltsfoot	They wander around the village, believing they own it.	
Mother Rose A round woman wearing several layers of colorful clothes. She helps Jokista at the inn.	Takes care of others and she's always full of good advice. Even if no-one wants to hear it!	
Bran (smith) A beefy man with a heavenly voice.	During work he sings loudly and the angrier he is, the more beautiful his songs are. "Stop singing like the blacksmith" is the local version of "calm yourself."	
Renya Miller An energetic woman with weakness for jewelry. She wears necklaces, bracelets, rings, and brooches.	She jingles when she walks. Jokista's best friend.	
Wanda A slim, red-head teenage girl.	In secret, she practices sword fighting – she found an old sword in the forest. She dreams about leaving Oakenville.	
Stan Muscular, handsome teenager with a nasty smile.	Young or old, many dream of him.	

ADVENTURE TRACKING SHEET: SESSION FLOW

TIME TRACKER

Mark passing hours in the boxes.
Cross a box to mark a full day.

Before the game:

- ☐ read *Forest of Mysteries*
- ☐ decide the length (full adventure/medium/short)
- ☐ note down important consequences carrying over from *Goblin Trouble*
- ☐ decide how you're going to resolve forest exploration (hexes, narrative)
- ☐ player characters advance to the 2nd level, players create new 2nd level characters or select from the pregenerated characters that come with this adventure
- ☐ print out and prepare monster stat blocks
- ☐ decide how you want to use the maps (printouts, on a screen, draw ad hoc or before the game)
- ☐ prepare your notes (print out the adventure, this sheet, the table with NPCs for the players, random encounter tables, summary of mounted combat rules for each player)
- ☐ if you're using tokens or figures to represent player characters and opponents on the tactical grid – have them ready
- ☐ note down each player character's Passive Wisdom (Perception) score – if you're using a DM's screen, you can stick this note to it

Chapter 1

- ☐ together with the players sum up the events of *Goblin Trouble*, especially the final scenes (the kobolds and the mysterious shadow)
- ☐ if you played a long time ago or the characters are new, ask the players to briefly describe the heroes. And what they feel after their adventures.
- ☐ Run the moot in Chapter 1. Which NPC marked their presence?
.....
- ☐ Pabinus Yardon's introduction (thrown out/stayed in).
- ☐ The party learns about the Spirit of the Forest and receives the task to get rid of kobolds.
- ☐ The party attempts to track kobolds (from the New Clearing) OR tries to find the Spirit of the Forest.

Investigation. ATTENTION: The investigation does not need to take place in Chapter 1. The party may discover clues each time they return to Oakenville.

NPCs questioned	Gained clue (Y/N, notes)
Mandyk Bor	
Sara Bor	
Jokista	
Bartholomeo Bandau	
Elenya Silverbraid	
Yuri	
Sonia and her gang (Marko, Poory, Cheko and little Tipper)	

Grandpa Klaus	
Marsha	
Marsha's cats – Thyme and Coltsfoot	
Mother Rose	
Bran	
Renya Miller	
Wanda	
Stan	

Chapter 2 Traversing the forest

- ☐ explain the rules
- ☐ give players their version of the map of the Green Forest (unmarked), where they can make notes
- ☐ remind to establish marching order
- ☐ Award or note down XP for fights, encounters and traps:

- ☐ Notes about events that occurred while travelling (information gained, NPCs met etc.)

- ☐ Is Pabinus with the party? Did he mark his presence e.g. when the party returned to Oakenville?

Chapter 3 The Spirit of the Forest

- ☐ The party agrees to help the Spirit
- ☐ The party convinces the Spirit to share all the information immediately

Chapter 4 Dead ruins

- ☐ Prepare enemies: undead insect swarm, skeletons, crawling claw, the Chieftain, skeletal horse
- ☐ Entrance (undead insects) – does the party recall the Chieftain's name? (Malachi)
- ☐ Tunnel (bars, cache)
- ☐ The claw chamber
- ☐ The shattered hall – random treasure rolled in situ or pre-made?
- ☐ Throne room: how was the situation with the Chieftain resolved?

.....

Chapter 5 The Ritual of Life

- ☐ the party learns about the ritual and the Spirit Trees
- ☐ how many trees does the party need (3,4,5,6)
- ☐ Has Pabinus learned about the ritual?
- ☐ Spirit Trees found and restored:

Chapter 6 Kobold Lair

- ☐ prepare the kobold's and Kirich's stat blocks
- ☐ If negotiating, what's the result?

Explored areas:

- ☐ Outside
- ☐ The entrance
- ☐ Guard room
- ☐ Workshop and kiln
- ☐ Mushroom farm
- ☐ Barracks
- ☐ Throne room
- ☐ Kirich's room (secret entrance found?), did Pcs notice the map?
- ☐ Latrines
- ☐ The top of the sword (cache found?)
- ☐ Is Pabinus nearby?

Chapter 7 Clash in the sky

- ☐ the party finds the required number of trees, returns to the Spirit and conducts the ritual
- ☐ emphasise that the day is ending (the read-loud passage in the adventure), the Spirit explains about the tower
- ☐ owls arrive
- ☐ explain/hand out the aerial mounted combat rules
- ☐ prepare stat blocks for giant owls (for players), giant bats, orcs, swarm of bats
- ☐ if you're using the time limit option, let the players know

Chapter 8 The last elf warrior

- ☐ Has the party arrived in time? How strong is Bel'Quath's shadow?
- ☐ The party reaches the tower
- ☐ The party meets Findronath and finally learns the whole story

CONCLUDING THE ADVENTURE

- ☐ Experience points
- ☐ player and DM feedback
- ☐ review/rating on the product's page

CREATURES AND NPCs FROM THE MONSTER MANUAL

Monsters from *Monster Manual* come with a hyperlink to their stat block.

[Awakened Tree](#)

[Black Bear](#)

[Boar](#)

[Brown Bear](#)

[Bugbear](#)

[Dire wolf](#)

[Elk](#)

[Giant Bat](#)

[Giant Owl](#)

[Giant Rat](#)

[Giant Spider](#)

[Giant Weasel](#)

[Gnoll](#)

[Goblin](#)

[Griffon](#)

[Kobold](#)

[Oakenville villager \(commoner\)](#)

[Orc](#)

[Skeleton](#)

[Swarm of Bats](#)

[Swarm of insects](#)

[Wolf](#)

NEW CREATURES AND NPCs

In alphabetical order. It's best to cut them out and create a deck, pulling out the monsters you need for the given encounter.

BEL'QUATH'S SHADOW

Medium fiend, chaotic evil

Armor Class: 13

Hit Points: 66 (12d8+12)

Speed: 30 ft., fly 30 ft.

Str	Dex	Con	Int	Wis	Cha
-5	+3	+1	+2	+1	+2

Saving Throws: Dex +5, Cha +4

Skills: Arcana +4, Insight +3

Vulnerabilities: Radiant

Damage resistances: acid, fire, necrotic; non-magical bludgeoning, piercing, and slashing

Damage Immunity: cold, lightning, poison

Condition Immunity: exhaustion, poisoned, paralyzed, prone, grappled, petrified, restrained

Senses: darkvision 120 ft. passive Perception 11

Languages: Common, Elvish, Infernal

Challenge Rating: 4 (1,000 XP)

Incorporeal Movement. Bel'Quath's shadow can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight sensitivity. While in bright light, the Shadow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) psychic damage.

LEGENDARY ACTIONS

Bel'Quath's Shadow can make 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only after the end of another creature's turn. The Shadow regains the spent legendary action at the start of his turn.

Shadowpass. Bel'Quath's Shadow can Disengage, Sprint or Hide.

Terror. The Shadow injects primal fear into the victim's soul. One target the Shadow can see within 30 feet of the Shadow must make a successful **DC 12 Wisdom saving throw** or becomes Frightened. A Frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that made the saving throw are immune to the Shadow's terror for the next 24 hours.

Fires of Hell (costs 2 actions). The Shadow raises its hands and from its hatred and shadows weaves a barrier of magical fire. It selects a point within 60 feet and creates a 5 ft. x 20 ft. line of necrotic fire. Living creatures in this area must make a successful **DC 11 Constitution saving throw** or receive 4 (2k4) necrotic damage and are Grappled. On a successful save, the target receives only half the damage. A single wall of hellish fire lasts until the end of the Shadow's next turn. The grappled creature can use their action to attempt to escape with a successful **DC 11 Strength (Athletics) or Dexterity (Acrobatics)** check.

SPIRIT OF THE FOREST

Medium fey, neutral

Armor Class: 16

Hit Points: 22 (5d8)

Speed: fly 15 feet and only within 15 feet of its tree

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

Saving Throws: Constitution +2

Skills: Nature +4, Survival +5

Vulnerabilities: fire

Senses: darkvision 60 ft. passive Perception 13

Languages: Common, Elven, Sylvan

Challenge Rating: 1 (200 XP)

Innate Spellcasting. The Spirit's innate spellcasting ability is Wisdom (spell save DC 15). The Spirit can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3 times per day each: *entangle*, *goodberry*, *cure wounds*

1/per day each: *shillelagh*, *spike growth*

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

Speak with Beasts and Plants. The Spirit of the Forest can communicate with beasts and plants in the Green Forest as if they shared a language.

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target).
Hit: 2 (1d4) bludgeoning damage or 7 (1d8+3) bludgeoning with *shillelagh*.

Fey Charm. The Spirit targets one humanoid or beast that she can see within 30 feet of her. If the target can see the Spirit, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the Spirit as a trusted friend to be heeded and protected. Although the target isn't under the Spirit's control, it takes her requests or actions in the most favorable way it can. Each time the Spirit 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 Spirit 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 Fey Charm for the next 24 hours. The Spirit can have no more than one humanoid charmed at a time.

Lifefringer. The Spirit of the Forest is always connected to its tree. As an action, the Spirit can take some of the tree's energy and heal itself or another creature within 5 feet of the Spirit. The Spirit's awakened tree loses 2d6 hit points and the Spirit (or the target) regains as many hit points.

ELENYA SILVERBRAID

Medium humanoid, Lawful Good half-elf priest

Armor Class: 12

Hit Points: 27

Speed: 30 ft.

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

Skills: Medicine +7, Persuasion +3, Religion +4

Senses: passive Perception 13

Languages: Common, Elvish

Challenge Rating: 2 (450 XP)

Spells. Elenya is a 3rd level spellcaster. Her Spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She usually has the following Cleric Spells prepared:

Cantrips: *light, holy flame, thaumaturgy*
1st level (3 slots): *cure wounds, sanctuary*
2nd level (2 slots): *lesser restoration, spiritual guardians*

ACTIONS

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

PABINUS YARDON

Medium humanoid, chaotic evil or neutral good

Armor Class: 12 (15 with mage armor)

Hit Points: 22 (5d8)

Speed: 30 ft.

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

Saving Throws: Int +5, Mdr +3

Skills: Arcana +5, History +5

Damage Immunity: psychic (under Bel’Quath’s control)

Senses: Darkvision 60 feet (with Bel’Quath), passive Perception 11

Challenge Rating: 1 (200 XP)

Spellcasting. Pabinus is a 4th level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *light, mage hand, shocking grasp*
1st level (4 slots): *charm person, sleep*
2nd level (3 slots): *hold person, misty step*

His spellbook also contains: *identify, shield, grease, blur, mage’s armor.*

ACTIONS

Unarmed Attack. +1 to hit, reach 5 ft., one target.
Hit: 1 bludgeoning damage.

SKELETAL HORSE

Large undead, lawful evil

Armour Class: 13 (barding scraps)

Hit Points: 22 (3d10+6)

Speed: 60 ft.

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

Vulnerabilities: Bludgeoning

Damage Immunity: poison

Condition Immunity: exhaustion, poisoned

Senses: Darkvision 60 feet, passive Perception 9

Challenge: ½ (100 XP)

ACTIONS

If the Chieftain is riding the horse, the horse can make only the following actions: Dash, Dodge, Disengage. It acts on the same initiative as the Chieftain but you must decide who acts first. If the Chieftain is not mounted, the horse can also perform the following action:

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

CRAWLING CLAW OF THE DEAD RUIN

Tiny undead, neutral evil

Armor Class: 12

Hit Points: 1 (1d4-1)

Speed: 20 ft; climb 20 ft

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

Damage Immunity: poison

Condition Immunity: charmed, exhaustion, frightened, poisoned

Senses: blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages: understands Common but can’t speak

Challenge Rating: 0 (10 XP)

Turn immunity. The claw is immune to any turn undead attempts.

ACTIONS

Claw. *Melee Weapon Attack:* ++3 to hit, reach 5 ft., one target.
Hit: 3 (1d4+1) bludgeoning or piercing damage (claw’s choice).

KIRICH THE KOBOLD SHAMAN

Small humanoid (kobold), neutral evil

Armor Class: 16 (natural armor and +1 headdress)

Hit Points: 27 (5d6+10)

Speed: 30 feet

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

Saving Throws: (with the headdress) Str -1, Dex +3, Con +1, Int +1, Wis +2, Cha +3

Skills: Arcana +2, Nature +2, Religion +2

Senses: Darkvision 60 feet, passive Perception 9

Languages: Common, Draconic

Challenge Rating: 1 (200 XP)

Spellcasting. Kirich is a 3rd level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion, dancing lights*
1st level (4 slots): *burning hands, charm person, feather fall*
2nd level (2 slots): *scorching ray*

Sorcery points. Kirich has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Careful Spell: When Kirich casts a spell that forces other creatures to make a saving throw, he can protect some of those creatures from the spell’s full force. To do so, he spends 1 sorcery point and chooses up to 2 creatures. A chosen creature automatically succeeds on its saving throw against the spell.

Empowered Spell: When Kirich rolls damage for a spell, he can spend 1 sorcery point to reroll up to 2 damage dice. He must use the new rolls. He can use Empowered Spell even if he has already used a different metamagic option during the casting of the spell.

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

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

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

THE UNDEAD CHIEFTAIN

Medium undead, lawful evil

Armor Class: 13

Hit Points: 67 (9d10+18)

Speed: 30 ft.

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

Vulnerabilities: Bludgeoning

Damage Immunity: poison

Condition Immunity: exhaustion, poisoned

Senses: darkvision 60 ft. passive Perception 9

Languages: Common, Abyssal

Challenge Rating: 2 (450 XP)

Hordelord. The Chieftain is immune to any turn undead attempts.

Charge. If the Chieftain moves at least 15 feet straight toward a target and then hits it with an attack on the same turn, he deals extra 6 (2d6) damage.

Horselord’s spear. After scoring a hit, as a bonus action the Chieftain can activate one of the dried hands strung beneath the blade. The target must make a DC 12 Strength or Dexterity saving throw. If the save fails, the hand grabs the target, driving the spear deeper and deeper and at the start of each of their turn, the target receives 1d6+1 piercing damage. As an action the target or someone within 5 feet can attempt to remove the spear, which requires a successful DC 12 Wisdom (Medicine) check or, also as an action, brutally pull the spear out by making a successful DC 12 Strength (Athletics) check, which also deals 1d8 piercing damage to the victim. The power can be used number of times equal to the number of hands (currently 3, or two if the Chieftain gave party one hand earlier).

ACTIONS

Spear. *Melee Weapon Attack:* +Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+2) piercing damage.

Bone club. *Melee Weapon Attack:* : +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage.

LEGENDARY ACTIONS

The Chieftain can make 3 legendary actions, choosing from the options listed below. Only one legendary action can be used at a time and only after the end of another creature’s turn. The Chieftain regains the spent legendary action at the start of his turn.

Detect. The Chieftain makes a Wisdom (Perception) roll.

Hellish trample. If the Chieftain is mounted, he forces his horse to do a deadly trample. The skeletal horse rears and smashes the ground with its hooves, creating a shockwave. Two targets within 5 ft of the Skeletal Horse must make a successful DC 11 Dexterity saving throw or receive 6 (1d4+4) bludgeoning damage and are Prone.

Terror (costs 2 actions). The Chieftain selects one target he can see within 30 feet. If the target can see him, they must succeed on a DC 11 Wisdom saving throw or become Frightened until the end of the Chieftain’s next turn.

SWARM OF UNDEAD BEETLES

Medium swarm of tiny undead creatures, unaligned

Armor Class: 12

Hit Points: 22 (5d8)

Speed: 20 ft.; climb 20 ft.; burrow 5 ft.

Str	Dex	Con	Int	Wis	Cha
-4	+1	+0	-5	-2	-5

Damage Immunity: poison

Damage resistance: bludgeoning, piercing, and slashing

Condition Immunity: charmed, frightened, paralyzed, grappled, petrified, prone, restrained, stunned, poisoned, exhausted

Senses: blindsight 10 ft., passive Perception 8

Challenge Rating: ½ (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 creature. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *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 or less hit points.

LALALNA THE PIXIE

Tiny fey, neutral good

Armor Class: 15

Hit Points: 5

Speed: Fly 30 feet

Str	Dex	Con	Int	Wis	Cha
-4	+5	-1	+0	+2	+2

Skills: Perception +4, Stealth +7

Senses: passive Perception 14

Languages: Elvish, Sylvan

Challenge Rating: ¼ (50 XP)

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

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*

1/day each: *confusion*, *entangle*, *sleep*, *dispel magic*, *polymorph*, *detect thoughts*

ACTIONS

Superior invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

MAPS

The next few pages contain maps useful during the game. They come in two versions: for you and for the players. The map of Oakenville is an exception here. The DM's maps show all hidden passages, monster's positions, etc. The player maps are "clear" and players must explore them. **All maps are also available as separate files.**

MAP 1: Oakenville.



MAP 2: Green Forest. Player version. 1 hex = 1 hour



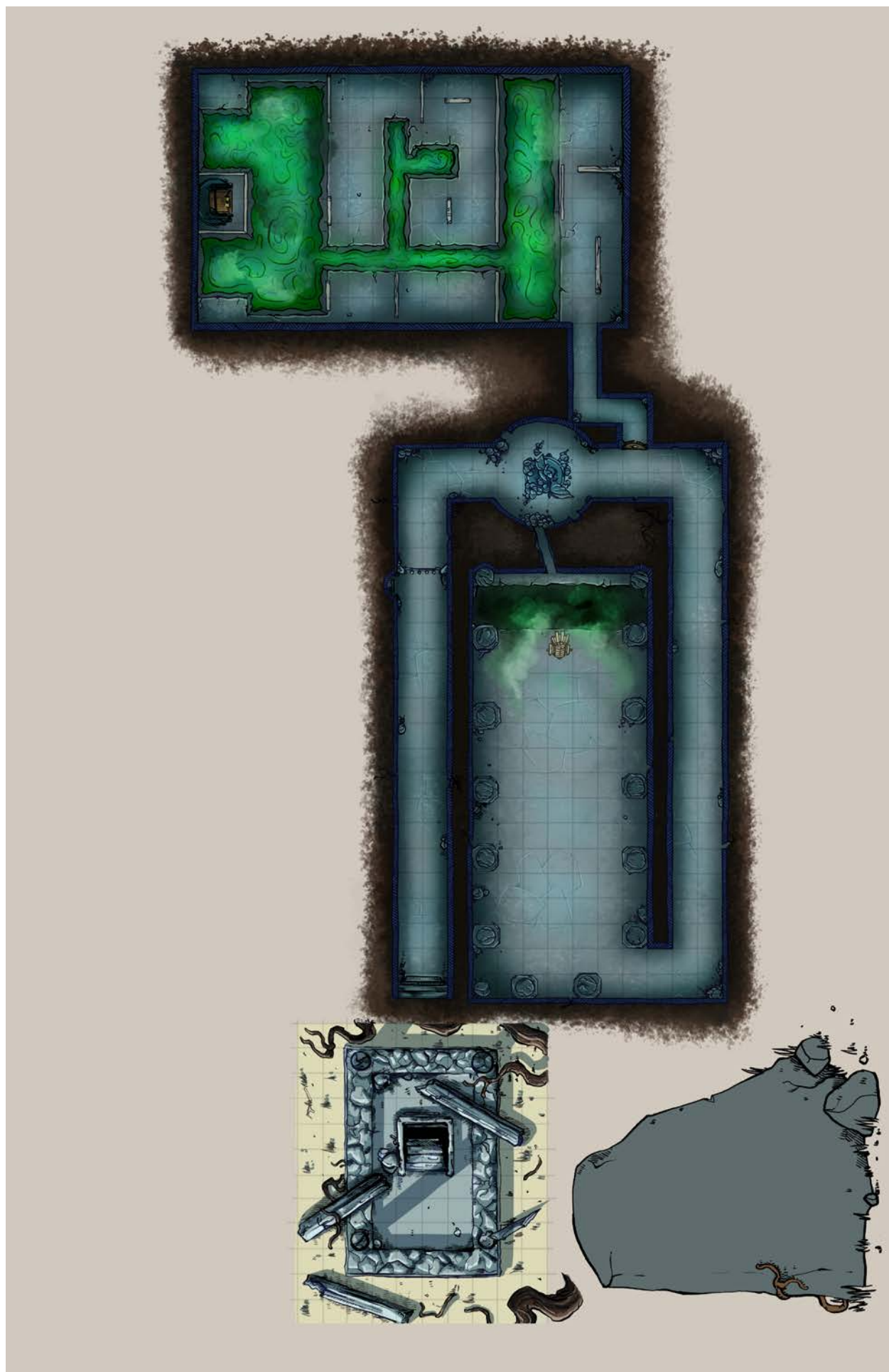
MAP 3: Green Forest. DM version. 1 hex = 1 hour



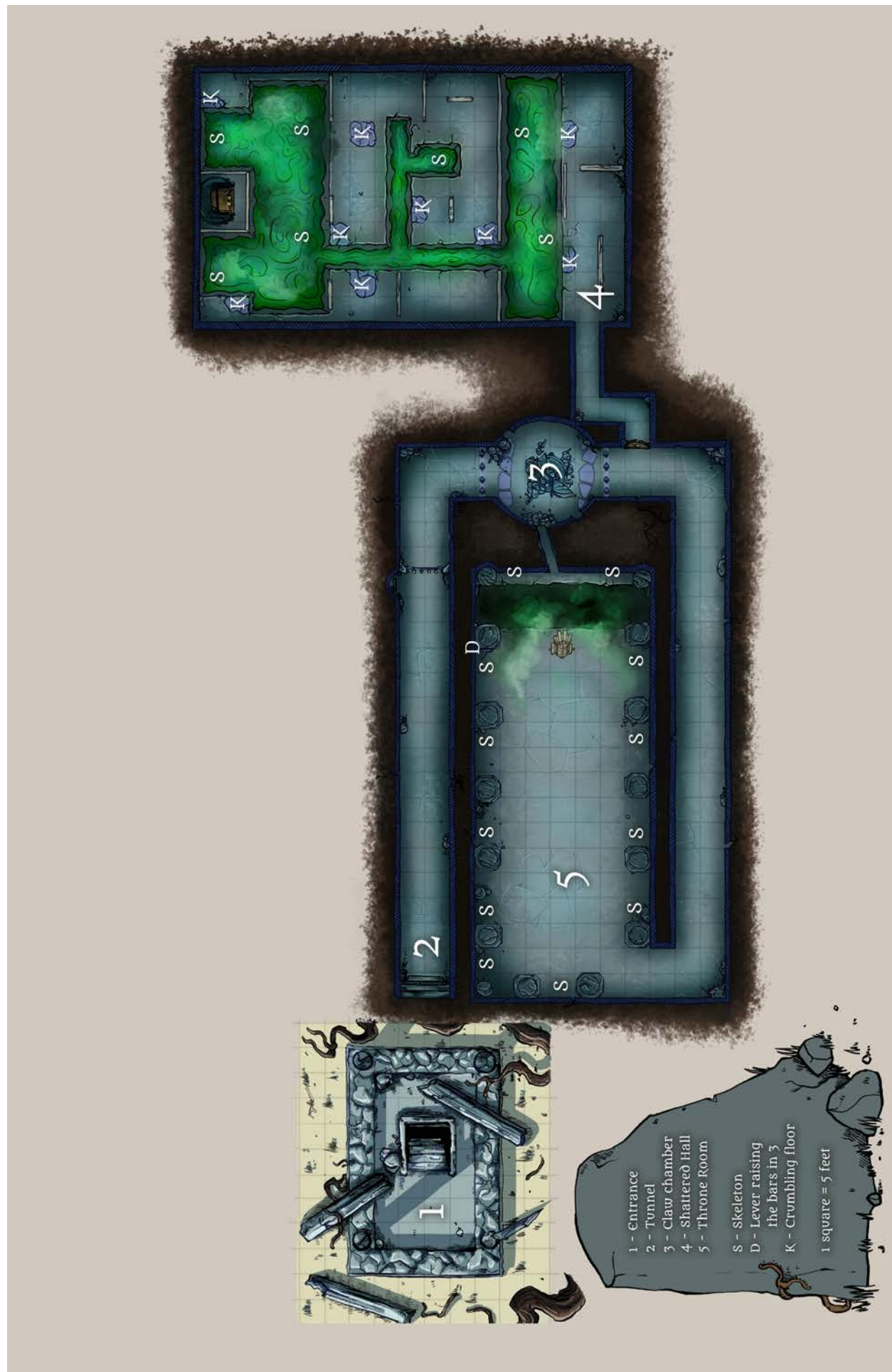
MAPA 4: Spirit tree glades. Player and DM version. 1 square = 5 feet



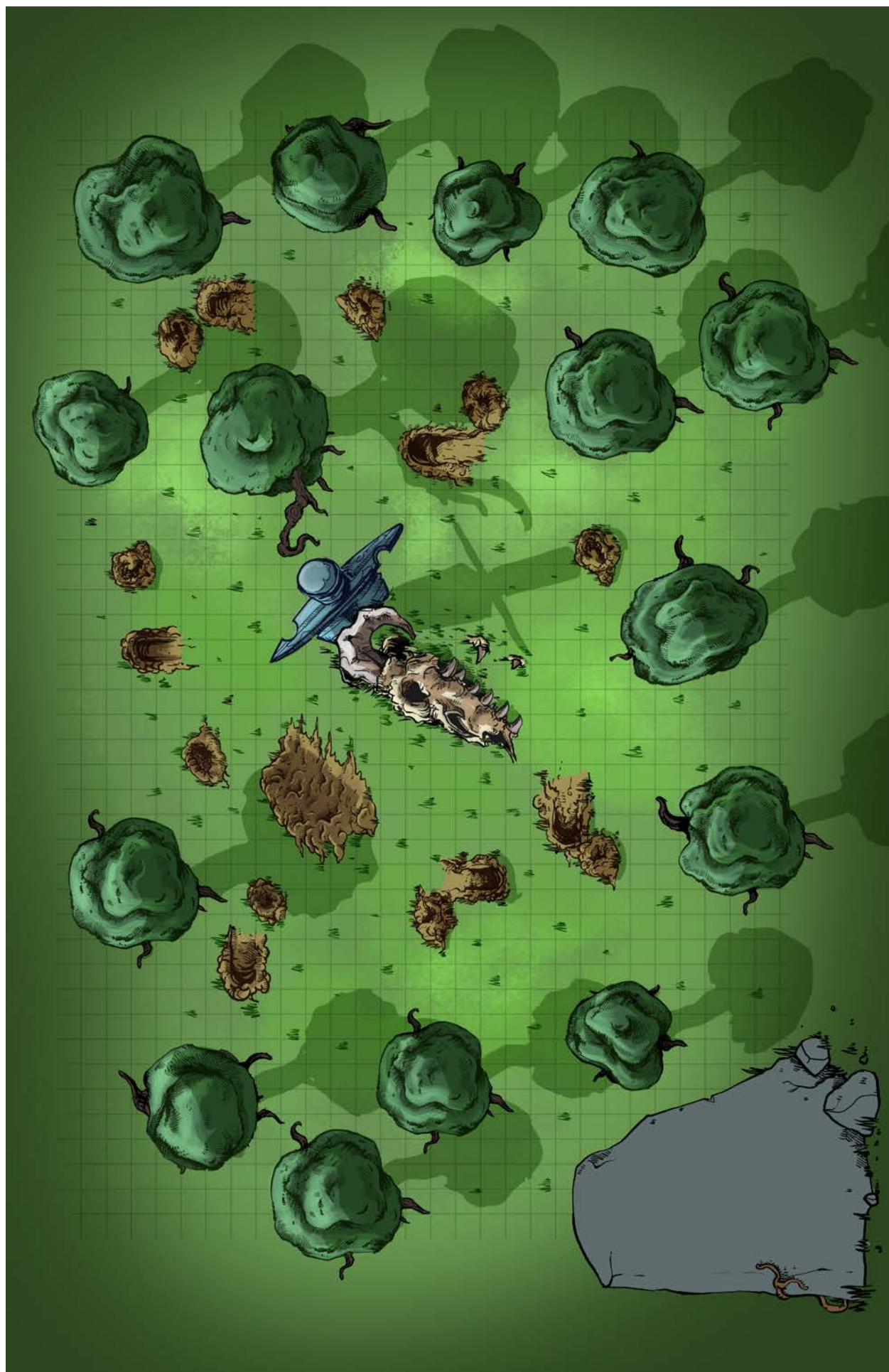
MAP 5: Dead ruin. Player version. 1 square = 5 feet



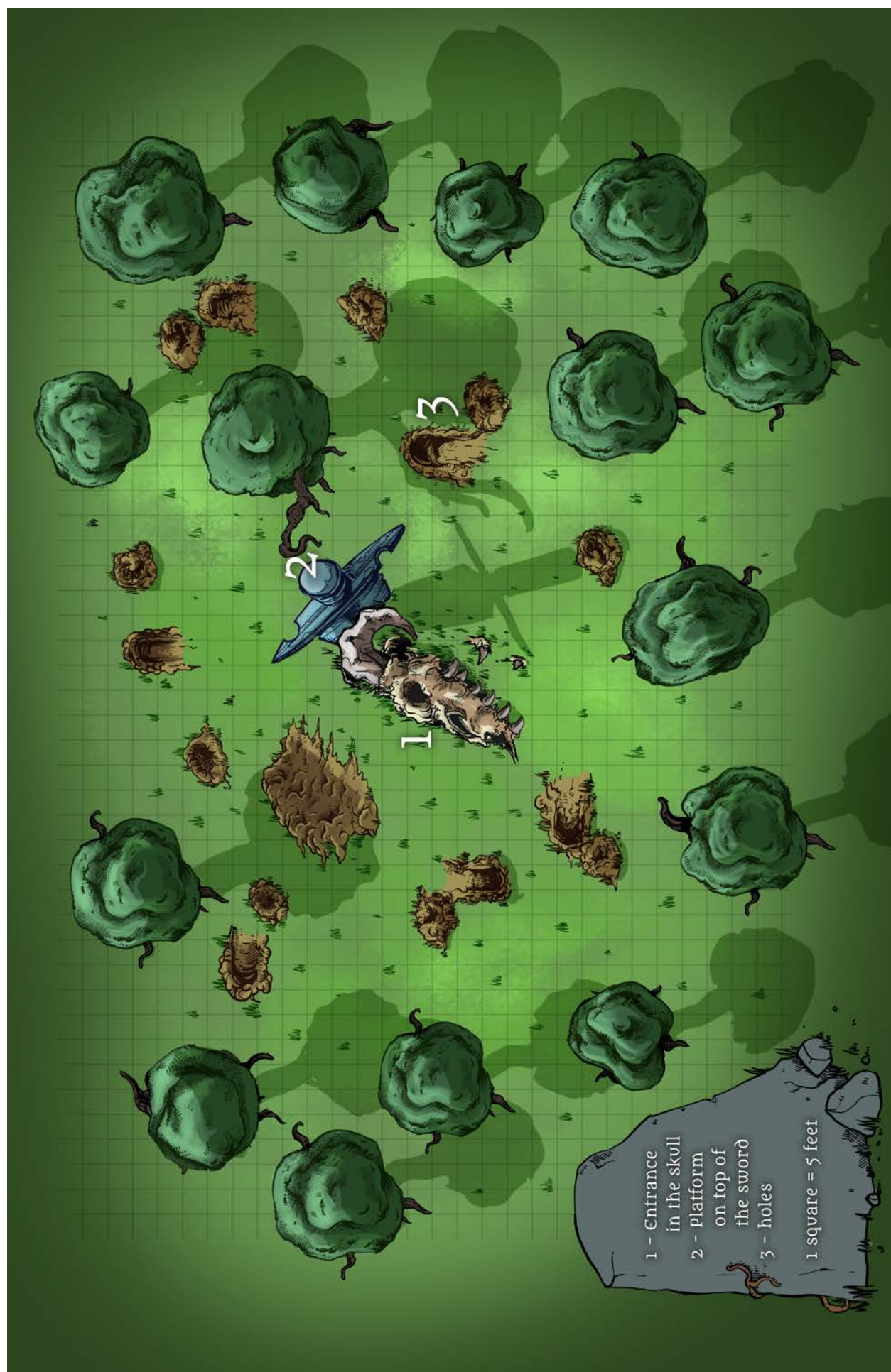
MAP 6: Dead ruin. DM version. 1 square = 5 feet



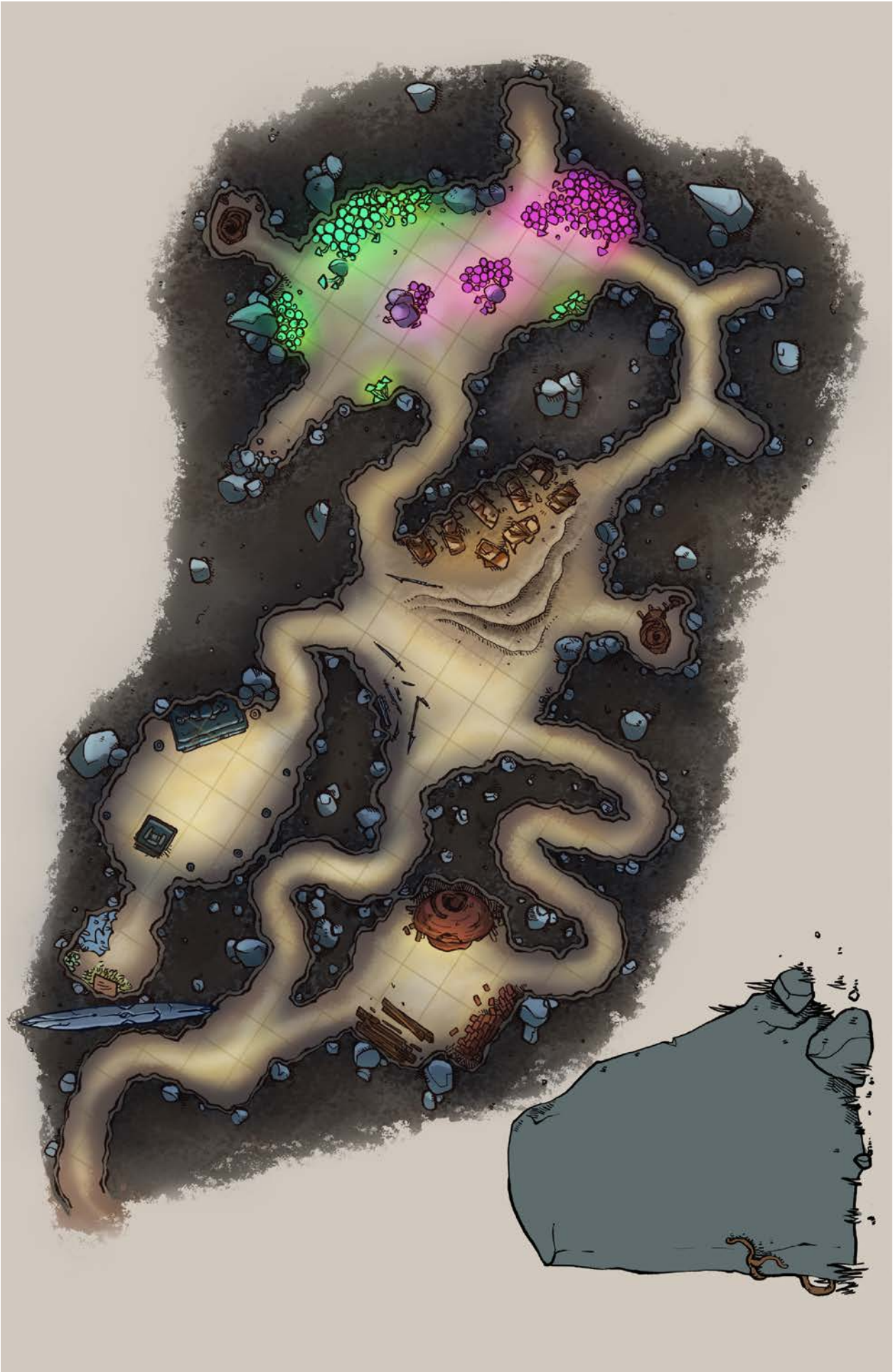
MAP 7: Kobold lair top. Player version. 1 square = 5 feet



MAP 8: Kobold lair top. DM version. 1 square = 5 feet



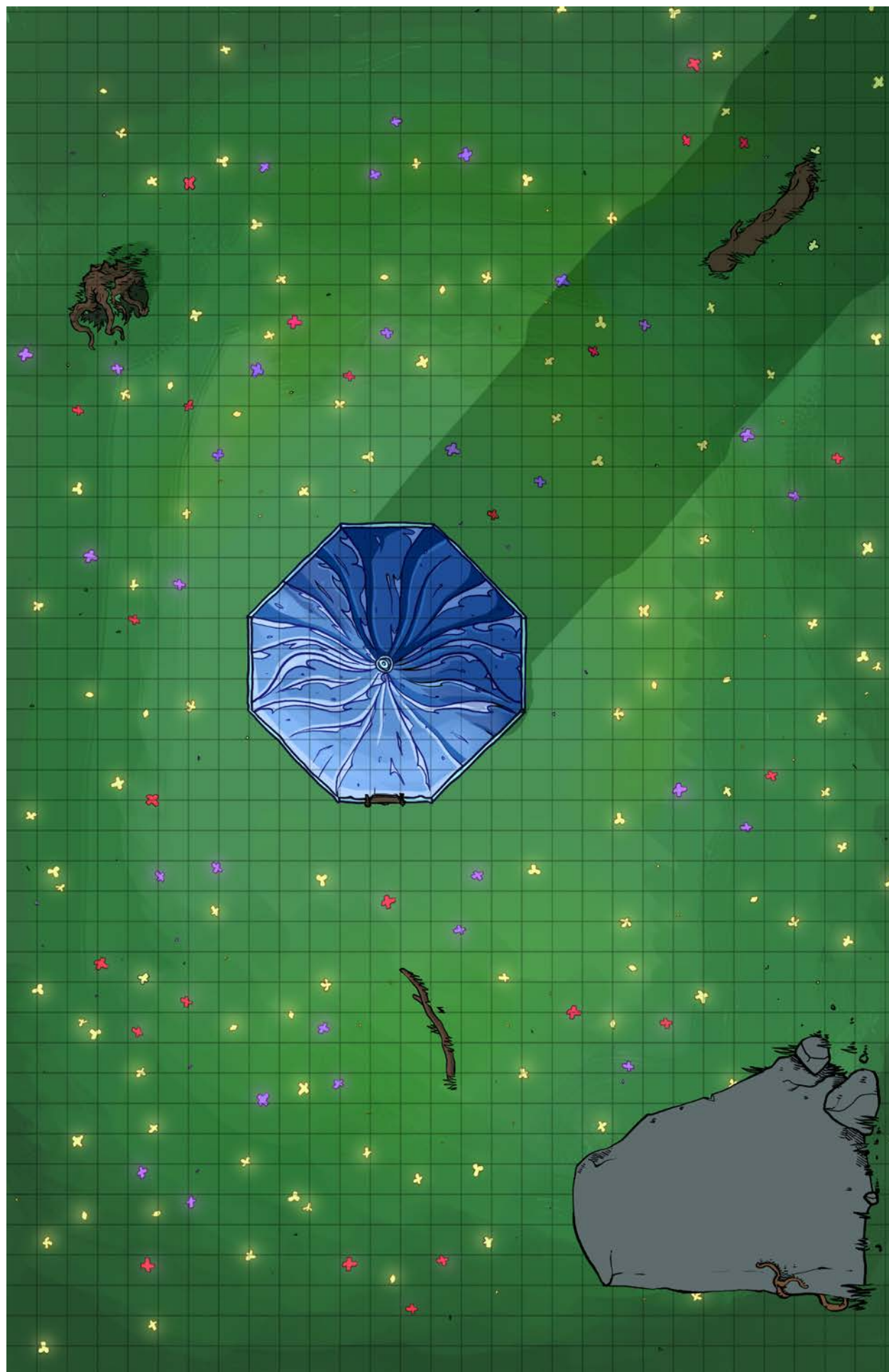
MAP 9: Kobold lair. Player version. 1 square = 5 feet



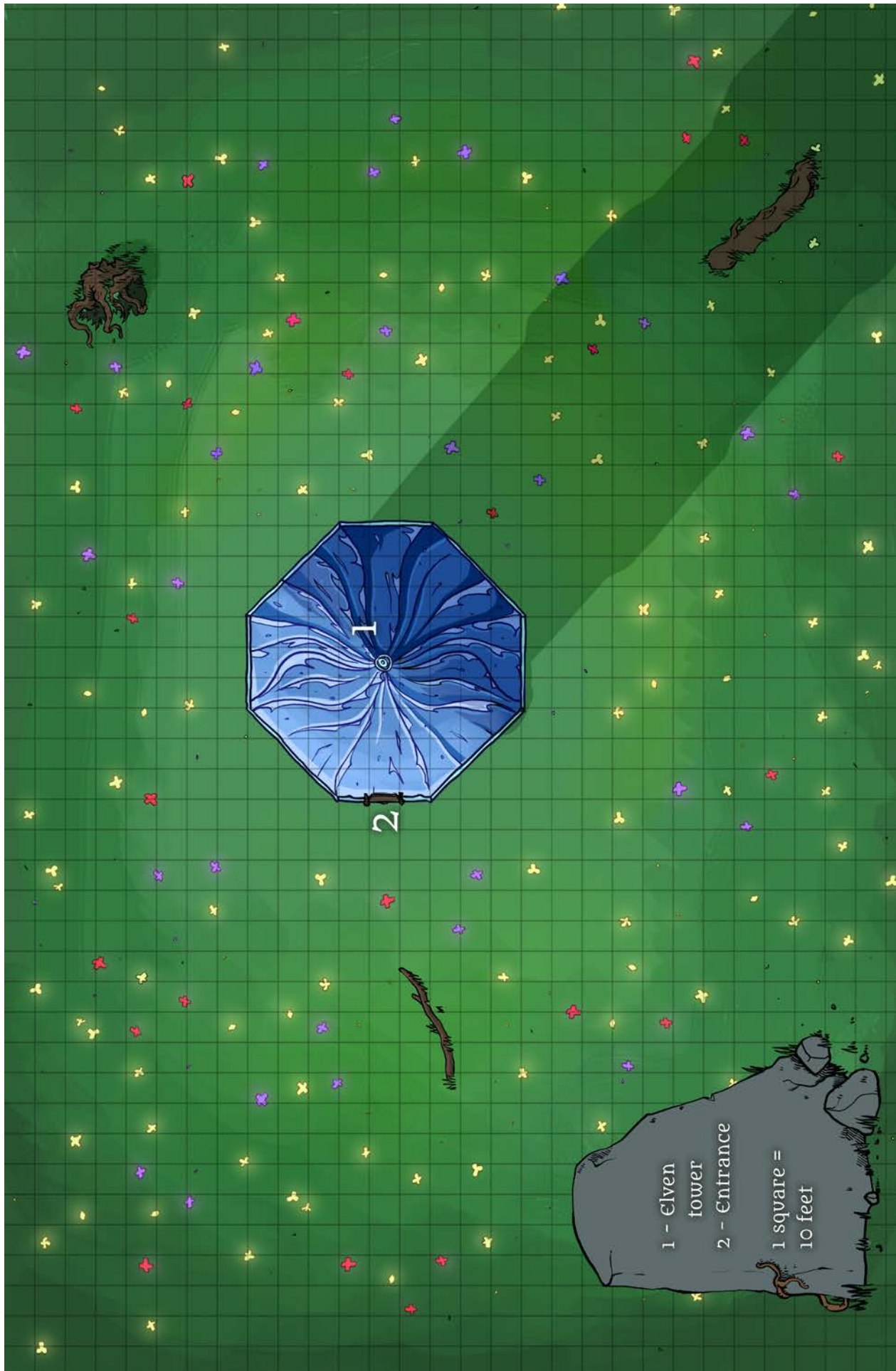
MAP 10: Kobold lair. DM version. 1 square = 5 feet



MAP 11: Elven tower. Player version. 1 square = 10 feet



MAP 11: Elven tower. DM version. 1 square = 10 feet



TABLES

Oakenville NPCs

Mandyk Bor and Sara Bor (Oakenville's elder and his wife)
Jokista (inn owner)
Bartholomeo Bandau (halfling shop keeper)
Elenya Silverbraid (priestess)
Yuri (thug)
Sonia and her gang (Marko, Poory, Chcko and little Tipper)
Grandpa Klaus
Marsha (herbalist)
Marsha's cats – Thyme and Coltsfoot
Mother Rose
Bran the Blacksmith
Renya Miller
Wanda
Stan

EXPLORATION RULES

Roll d20 each time the party enters a new hex. 17-20 means the encounters assigned to the hex occur. Moreover, the result of 20 means that the party travels through that hex twice as fast.

The party may also travel fast, track or they might have to go across the Rokyta river.

Roll d20 during each long rest in the forest. 18-20 means a group of monsters interrupted the rest..

Table 1: Wandering monsters. Add one monster if the party consists of 5-6 heroes or they are 3rd lvl

Roll 1d12	Monsters	Experience:	Sample clue
1	2 skeletons	100	They can show the way to the Dead Ruin.
2	3 kobolds	75	They can show the location of the Kobold Lair
3	2 goblins	100	They know what the party can find on all nearby hexes – reveal all symbols of monsters, traps, and treasures. Goblins are afraid of the heroes, because they killed their boss. Remember to award advantages and disadvantages accordingly.
4	Bugbear and 2 goblins	300	They know the location of the Orc Camp
5	Brown Bear	200	It knows there are a lot of orcs in the North and can lead to party to the Spirit of the Forest.
6	4 wolves	200	They know that there are gnolls in the marsh. They can lead to party to the Spirit of the Forest.
7	Dire wolf and 2 wolves	300	They know the location of the Western Spirit Tree. As well as the location of the Orc Camp.
8	3 orcs	300	They know the location of the Orc Camp. Know that there are gnolls in the marsh.
9	5 boars	250	They can show the location of the nearest treasure (right next to truffles). They can lead the party to the Spirit of the Forest.
10	3 gnolls	300	Can show the location of the Gnoll Camp.
11	Giant Spider	200	Can explain the location of the nearest trap.
12	Roll twice – the party encounters two groups of monsters at once!		If they're different monsters, they fight each other or are arguing. If the same result came up twice, the party must deal with a particularly strong group – or run!

Table 3: Treasure (roll once for each column).

Roll 1d10	Items worth...	and
1	1 sp	Potion of healing
2	11 sp	Plate mail piece (1 of 5)
3	8 sp	A page from a wizard's spellbook with 1 random 4th level spell
4	15 sp	Climbing gear
5	25 cp	A pot
6	10 gp	Acid vial
7	22 cp	Silk rope
8	12 gp	Artisan tools (select or determine randomly, see <i>PHB</i>).
9	12 gp	A melee weapon (select or determine randomly, see <i>PHB</i>)
10	14 sp	A ranged weapon (select or determine randomly, see <i>PHB</i>)

Table 2: Traps

Roll id6	T – trap.
1	A pit trap , 10-foot deep hole covered with twigs and leaves. The hero leading the party falls in and receives id6 damage, unless their passive Wisdom (Perception) is 12.
2	Net . A net falls after someone steps onto a hidden release. If the party's leader passive Wisdom (Perception) is 12 or higher, they notice the danger in time. Disarming the trap requires a successful DC 15 Dexterity with Thieves' Tools check; any sharp tool can be used, but the check is made with a disadvantage. A failure releases the net, which traps creatures underneath in the 10 ft. by 10 ft. area. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.
3	Spikes . Sharpened sticks attached to a strung branch, activated when the target steps on the string hidden on the ground. Someone with passive Wisdom (Perception) 14 detects the trap. The trap makes a roll to hit with +5 modifier. If it hits, it deals 2d6 piercing damage to the target.
4	Smasher . A rock or a log hung under a branch with a lure directly underneath (a dead animal, a small shinning object etc.) Disturbing the lure activates the trap. A successful DC 12 Intelligence (Investigation) check reveals the trap or someone with passive Wisdom (Perception) 14 notices it automatically. The target must make a DC 13 Dexterity saving throw or receives 2d10 bludgeoning damage, or half if the save was successful. A variant of this trap is a long log (or a huge boulder) that smashes into everything on the path. If that's the case, all creatures in a 20-foot line make the saving throw.
5	Snare . The target steps into a loop of rope hidden on the ground. The rope's other end is attached to a bent young tree. The victim is catapulted into the air and ends up hanging a dozen feet over ground. The trap can be noticed by someone with passive Wisdom (Perception) 13. The victim may avoid getting caught with a successful DC 12 Dexterity saving throw . If the save roll fails, the victim receives id10 bludgeoning damage, they are Restrained and hang 20 feet over ground. Falling (e.g. after the rope is cut) causes another 2d6 bludgeoning damage. A particularly nasty version of the trap uses weakened rope, which breaks 1 round after the trap is activated and the victim falls.
6	Wall of fire . Dry leaves and conifer needles arranged in a circle and covered with green twigs and patches of grass. In the middle a small hole hides a flask of alchemical fire. If it breaks (e.g. someone steps on it), the whole circle becomes a ring of fire. Creatures standing in the fire make a DC 10 Dexterity saving throw or receive 2d4 fire damage or half if the save was successful. Creatures running through the wall of fire follow the same procedure. Creatures within the ring at their start of their turn receive id4 fire damage. The fire lasts for id4 minutes. The trap can be noticed with a successful DC 10 Wisdom (Survival) or DC 11 Intelligence (Nature) check, or by someone with passive Wisdom (Perception) 13.

Table 4: Random Encounters

Roll 1k8	Encounter
1	Meal interrupted . The party stumbles upon a griffon , feeding on the carcass of a giant bat. Strangely, on the bat's back you can see the remnants of a saddle and harness with a beautiful shield attached. After a successful DC 15 Intelligence (History) check the party can recall that some orc tribes use giant bats as mounts. After a successful DC 15 Wisdom (Animal Handling) check a hero might approach the griffon and remove the shield. If the check fails, the griffon attacks but returns to his meal if the party withdraws. Although the shield looks feral and primitive, it's a +1 shield (the user's AC increases by +3 instead of +2). If the random encounter comes up again, the griffon is eating another victim, but the shield can be acquired only once.

2	Lalalna's picnic . On a picturesque meadow, under a willow, the pixie Lalalna sits in the middle of a roadstool circle, crying. No-one attended her picnic! If the party wants to cheer Lalalna up, they must participate in the picnic. But the blanket, dishes, and cutlery are so small! For the picnic to be successful, Lalalna must miniaturize everyone, making them Tiny creatures. While inside the roadstool circle, she can cast polymorph at will. If the heroes agree to that, they don't make the saving throw against the spell. When everything's ready, Lalalna suddenly remembers about a very important meeting and he's gone in an instant. The mini-party returns to their normal size after 1 hour.
3	Old grave . The party finds an old grave, lost in the forest. If they decide to search it, they find an extra treasure, but the next check they make gains disadvantage. If they clear the grave, bless it or show respect in some other way, the next check they make gains advantage.
4	Blockage . A mighty storm fell down hundreds of trees, which make this area very difficult to traverse. The party may go around (through other hexes), but this adds extra hours to the journey. Getting through the blockage requires a successful ST 13 Dexterity (Acrobatics) check. A hero who fails receives 1 level of Exhaustion and the journey through this hex takes twice as long.
5	The Lost Lady . Amarylís, a beautiful eladrin, strolls through the forest. Her gown is made of living flowers, the scent of summer surrounds her; you can drown in her eyes and when she smiles, your heart stops. The lady recently arrived from Feywild and she's unhappy because she doesn't want to miss a grand ball at Castle Sundawn. She orders the party ("mortal servants") to get her back – but she doesn't know where the destination actually is. She's shocked when she learns she's actually in the mortal realm. She's a high maintenance lady in a very bad mood. As all Fey creatures, she loves art, especially music. If a party member sings a beautiful song or plays music (which requires a successful DC 13 Charisma (Perform) check), her mood improves and she gives the artist a multicolored flower, which can be used to cast <i>charm person</i> (1 st level, DC 11). The flower turns to dust after use. If the party can't help the lady, she leaves, visibly annoyed, and disappears when walking through the border between a shadow and light. If the party attacks her, Amarylís casts <i>mass suggestion</i> (e.g. "go whence you came"), DC 15 to resist, and then disappears in the thin air.
6	Knight's ghost . Fog rises among trees and temperature plummets. A transparent figure emerges from the miasma: a knight, wearing plate mail armor. The armor is incomplete, and the ghost is apparently searching for something. If it spots the party, he shows them his horrifying visage: all creatures within 60 feet must make a successful DC 13 Wisdom saving throw or become Frightened for 1 minute. The saving throw can be repeated at the end of each creature's turn, ending the effect on a success. If the save fails by 5 or more, the target also ages id4 x 10 years. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a Greater Restoration spell, but only within 24 hours of it occurring. If attacked, the ghosts vanishes on the Astral Plane.
7	Itinerant staff . Bushes shake, birds take off and small critters scatter as something stomps through the forest! From behind a tree a ... magic staff emerges! It hops on with a purpose and if the party ignores it, the staff soon disappears in the forest. It's a magic item, self-aware and a bit crazy, searching for its master. It communicates through emotions and hears and sees within 60 feet as if under <i>true seeing</i> . If someone tries to catch it, the staff defends itself. The staff has Intelligence 12, Wisdom 8, Charisma 12 and Initiative +3. It also has 20 charges it can spend to cast the following spells: <i>wall of force</i> (5 charges), <i>magic missile</i> (1 charge, 1 st level), <i>globe of invulnerability</i> (6 charges). If someone catches it, the staff tries to take over the holder's mind: if the target fails a DC 13 Charisma saving throw , it becomes charmed and tries to follow the staff's instruction. The staff wants to be left alone. When the staff expends all charges, it becomes a normal non-magical quarterstaff.
8	Elven ruins . The party comes across a ruin of an ancient elven structure, overgrown and hidden. It's a great place for camping. The heroes are quite safe here and they won't be attacked during a long rest here (don't roll d20). A DC 15 Intelligence (Investigation) check reveals a map carved in a stone wall. Deciphering it requires a successful DC 13 Intelligence (History or Investigation) check. If the check is successful, the party learns secret paths in the area and travelling through adjacent hexes takes only 30 minutes instead of an hour.

¹ More on such flowers in Chriz Walz's adventure "Midnight Revelry."

PREGENERATED PLAYER CHARACTERS

Here you'll find 12 sample, ready to play player characters. If you lack time or don't want to create characters on your own, choose one for each player. A classic party may consist of a fighter, ranger, wizard, and cleric, but any combination is fun and offers different possibilities. Although the character sheets supply sample names, gender, and backstories, feel free to change and adapt them to best suit your players. If your heroes have not played *Goblin Trouble*, each starts with 50 extra gold pieces and 1 potion of healing.

Each character entry discusses their strengths and weaknesses. As a group, consider buying special spell cards. They really make life easier for spellcasters! If you don't own them and players selected spellcasting characters, spend a moment copying their spell descriptions. You can do this in a special notebook—it will be their spellbook! This will save time during the game when there is a need to know what exactly the given spell does.

1. **Torval**, a **dwarf fighter**, has a lot of hit points and high Armor Class. However, he moves a bit slower than other characters. He also isn't too convincing and doesn't know much about the world. He's also very bad at sneaking. Choose Torval if you want to be on the front line of combat and draw the enemy's attention!

Backstory. Torval is only 40 years old. He left his homeland to search for wealth and glory. At first, he was a mercenary soldier and fought for different lords but eventually he decided he didn't like discipline and left as soon as he could. He's travelling to Oakenville because he heard there are monsters to kill there. And where are monsters, an honest dwarf can earn some gold and maybe even find treasure!

2. **Shirael** is an **elven ranger** and an excellent archer. She is really good at sneaking and quite perceptive—a perfect scout. Unfortunately, a lifetime in the wilderness made her quite bad at negotiations and information gathering. Choose Shirael if you want to shoot a bow and sneak unseen.

Backstory. Although Shirael doesn't really like humans living in the Green Forest, they think she's a heroine. A few decades ago (almost nothing for a long-lived elf) an owlbear attacked a group of settlers. The animal was diseased and crazed and one arrow from Shirael's bow was enough to chase it away. It soon died from the disease. But the settlers decided that Shirael was a hero of the hour! At first, she kept explaining that it was a coincidence, then she started to like being liked and appreciated. She feels a bit guilty because of that. When she heard of Oakenville's trouble, she immediately set off to check what's wrong.

3. **Sathoris** is a **dragonborn sorcerer**. He knows various spells, but less than a wizard. But he can use them more times per day and he can breathe fire. Thanks to his dragon skin, he doesn't need armor. He is also quite capable in social interactions. He doesn't know much about sneaking and doesn't have a lot of hit points. Unfortunately, as a beginner spellcaster, he can cast only two level 1 spells per day. Choose Sathoris if you want to breathe fire and cast spells.

Backstory. For many years Sathoris was a simple servant in a secret temple, where the dragonborn worshipped Bahamut, the god of good dragons. Not long ago a powerful storm raged

over the mountains where the temple was hidden and suddenly Sathoris gained the ability to use magic. No-one knew why or how it happened. Sathoris left his home and travels the world perfecting his magic and trying to find out its source. Recently he has heard that the storm's epicenter was over the Green Forest and that's his destination now.

4. **Malrith** is a **dragonborn paladin**. Her Armor Class is high, she can use a little healing magic, and is a trained warrior. She is really bad at sneaking and has slow reactions—in combat she'll usually act at the end of the round. However, she can be really convincing and, thanks to her draconic ancestry, she can breathe a line of acid. Malrith is a good choice for players preferring to be in the thick of combat and use a little magic.

Backstory. As a young woman Malrith was captured and enslaved. Forced to serve an evil overlord, she didn't hesitate to follow even the vilest order. One day something broke in her and she defied her master. He sent his undead hunters after her. She destroyed them all and made her way to the exotic North. Here she wants to repent for her past deeds and she travels the world helping other people. As a talented warrior, she usually escorts caravans or fights monsters on the trail. Recently, she heard that bad things are happening in the Green Forest. She's travelling to Oakenville to learn what's going on.

5. A **druid** named **Kovatch** is a **rock gnome**. He feels great in the wilderness and has access to a lot of spells, but must decide which ones he wants to prepare for the day. Unfortunately, as a beginner spellcaster, he can cast only two level 1 spells per day. As a gnome he's also resistant to some spells and effects. He is small, so he moves slower than the others and is average in melee. Choose Kovatch if you want to cast spells, love nature, and support the party.

Backstory. Rock gnomes love magic and mechanical devices. But Kovach doesn't. He has always preferred nature than loud machines or musty tomes. Mysterious, tangled plants, ancient trees... And of course, animals. He would spend more and more time outside and finally his family, who love him very much, sent Kovach to a druid circle to learn from them. There, he opened to the magic that flows from all that lives and learnt how to control it. Now, he's travelling to the Green Forest, because in the wind whispering in the leaves he heard a plea for help. The entire forest is in pain! And this is something Kovach cannot ignore.

6. **Aldorellaral** is a **high elf** and a **wizard**. His magic tome holds a lot of spells but each day you must decide which you want to prepare. As all beginner spellcasters, he can cast only two level 1 spells per day (but an unlimited number of cantrips). He knows a lot about different subjects and quickly connect facts (the Investigation skill). But he must be careful: he has few hit points and without magical protection he's easy to hit. He should stay out of the melee! Choose Aldorellaral if you want a character with a spellbook, cast spells, and become more and more powerful.

Backstory. Adorellaral believes he knows a lot. Yes, he is a bit stereotypical pompous elven know-it-all. However, he does know a lot! And his magic powers are even greater. Recently, he has been investigating a strange, mighty storm that passed over the region causing all the delicate instruments at the Magic Academy go haywire. Unfortunately, neither tomes nor experiments could explain the nature of the phenomenon. Although

Adorellaral isn't too fond of journeys (it's filthy business), he decided to make an exception and set off to the Green Forest to investigate in person.

7. **Bastiana** is a talented **half-elf bard**. She knows a few spells and knows people. She is great at negotiations, deception, and she can sing and play instruments. Perhaps those skills will get the party lower prices in a shop? Her songs inspire other party members, so they'll fight better or manage to avoid a deadly trap. She should stay back in combat: she doesn't have many hit points and is easy to hit. Choose Bastiana if you want a character that other people like and who supports the party from the second line.

Backstory. "Oh yeah? I'll show you I don't need you!" Bastiana shouted leaving her gilded palace. She didn't like marrying a minor nobleman her father selected, a man she didn't even know. Music was her passion and she dreamt about giving grand shows. So she set off to conquer the world. Although a little lost at first, she quickly discovered that travelling from place to place, meeting new people and exploring new places is a fascinating and inspiring adventure. She spent a few crazy years in a bard academy, which she had to suddenly leave when her father's thugs tried to force her to return home. That's how she ended up in the Green Forest, where she hopes to hole up in a small village and wait the storm over. That is, unless she finds other trouble that will inspire her for a new song!

8. The **half-orc Dao** is a martial arts master—a **monk**. He's quick and agile and can make two attacks per round. He is fairly easy to hit and should rely on mobility. As a half-orc, his critical hits are particularly nasty and, once in a while, he can ignore a hit that would bring him down. Choose Dao if you like martial arts, acrobatic attacks, and flexibility.

Backstory. Found alone in the mountains, Dao has spent most of his life in a monastery of the Old Order, where he trained hard and studied his masters' lessons. Finally, he was ready for the last test: the Warrior's Pilgrimage. It's a traditional journey young monks take to test their skills against real foes and challenges. But the main goal is to find oneself. Dao doesn't really get that last part, but he watches the world with eyes opened wide. And he's always curious what's behind the next mountain, tree, road bend.

9. **Tictoc** is a **halfling** with a shady background. This **rogue** is perceptive, great at sneaking, and disabling traps or opening locks. He can also hit for additional damage. But he doesn't have a lot of hit points and doesn't wear heavy armor, so his Armor Class is mediocre. Choose Tictoc if you want to sneak in shadows, make surprise attacks, and open locks.

Backstory. When Tictok's gang angered the wrong and powerful criminal syndicates in the city, there was only one thing to do: flee. Sometimes, you happen to accidentally open one chest too many and read documents that prove that certain important figures cooperate with the Black Network. There was something about summoning forces of hell too. Nothing really important. At the time Tictok just shrugged, but when a few days later her gang members started dying, she ran away. Although forests, villages and wilderness are a strange environment to her, it's safer than the city. Tictok needs a new gang too. A group she can travel with... or maybe even trust?

10. **Syddda** is a human female who came from the **barbarian** tribes of the North. In combat, she deals a lot of damage, she's very strong and can enter a state of rage, during which she ignores some damage. She doesn't wear heavy armor and her Armor Class is average, but to balance this out she has a lot of hit points. She doesn't know much about the world but is quite good at sneaking. Choose Syddda if you want to charge your enemies and hear the lamentation of their families!

Backstory. Hear now the Saga of Syddda, the mighty warrior of the North! All right, there is no such saga yet. Or even a song. Not a poem, even. But there will be! When Syddda kills a dragon! That's right, she'll hit him right in the trunk. Do dragons have trunks? This must be checked. In practice. But first, such a dragon must be found. And they're said to dwell in forests. And here we are in a forest called Green. And the song begins. First things first, though. Time for a warm up! And there is no better warmup than a fight with something small and nasty. Goblins... Goblins are good warmup! And witnesses would be useful too, so they can admire Syddda's might and later hail her glory. The-re they are! A friendly slap on the back and onwards!

11. **Lars** is a **cleric** of a good deity. This human can fight in the first line and his spells can heal wounded companions. Apart from cantrips, he can cast only two level 1 spells per day, and each day he must choose which spells he should prepare for the day. Although he's a bit clumsy, he has great intuition and he's quite perceptive. Choose Lars if you want to heal your friends, be respected by NPCs, and fight in melee.

Backstory. Forces of Hell attacked the temple of Lathander (god of light and good) where Lars served. At the last moment, to protect the city around the temple (where Lars's family lives) the high priests cast a powerful spell that sealed the temple and the attacking hordes between a flickering barrier. At the time Lars and other young priests were out of town. Now he travels the world looking for a way to open the barrier and save his mentors. He'll need allies for that too, or maybe even an army.

12. **Deidre** is a **tiefling** and a lot of people don't trust her. Perhaps they detect she made a pact with a powerful otherworldly being that gave her **warlock** powers. Deidre knows very few spells that get quickly "used up," but she regains them faster than other classes. She can increase her hit points by wounding her enemies. She has quite a lot hit points, but should avoid direct combat. She's also an excellent liar. Choose Deidre if you want to access dark powers and cast spells.

Backstory. Deidre has made a mistake. Yeah, she's a tiefling. Yeah, people generally don't trust her. So it was easy to trust that quiet yet persistent inner voice that encouraged her to take a step further. She found her father, a powerful creature from another plane of existence, and made a pact with him. She would get powerful magic and in exchange she'd prove to him that she deserves to be called His daughter. That was the mistake. The father didn't really care about her and Deidre discovered that she actually doesn't care to impress him or anyone else. But a once made pact is not easily broken...So she is deliberately contrary: she uses her power to fight evil. Perhaps then she'll get her soul back.

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PLAYER NAME

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11 PASSIVE WISDOM (INSIGHT)

ARMOR		WEAPONS		TOOLS & OTHERS	
<input type="radio"/> P	<input type="radio"/> Light	<input type="radio"/> Medium	<input type="radio"/> Heavy	<input type="radio"/> Shields	
<input checked="" type="radio"/> B	<input type="radio"/> Simple	<input type="radio"/> Martial	<input type="radio"/> Others		
bows, short&longsword					
LANGUAGES		PROFICIENCIES AND LANGUAGES			
common, celestial					
elfish					
Goblin					
Draconic					

ATTACK NAME	TO HIT	DAMAGE
Fire bolt	+5	1d10
cantrip, range 120		
DESCRIPTION		
shortbow	+4	d6+2
piercing, 40/180		
staff	+2	1d6
bludgeoning		
AMMUNITION		

ATTACKS: WEAPONS & CANTRIPS

Spellcasting: 3 spellslots per long rest. Once per day after a short rest, you can recover 1 expended spell slot. You must prepare 5 spells per day, selecting them from your spellbook, which contains (for now) 8 spells.

Intelligence
SPELLCASTING ABILITY

SPELL SAVE DC
13

ATTACK
MODIFIER
+5

TO PREPARE
5

Staff
MAGIC FOCUS

0

CANTRIPS

message

<https://5thsrdr.org/spellcasting/spells/mi>

fire bolt

<https://5thsrdr.org/spellcasting/spells/fir>

mage hand

<https://5thsrdr.org/spellcasting/spells/mi>

light

<https://5thsrdr.org/spellcasting/spells/lig>

SPELL
LEVEL

1

SPELL SLOTS

3

USED SLOTS

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- mage armor
- <https://5thsrdr.org/spellcasting/spells>
- burning hands
- <https://5thsrdr.org/spellcasting/spells>
- disguise self
- <https://5thsrdr.org/spellcasting/spells>
- magic missile
- <https://5thsrdr.org/spellcasting/spells>
- grease
- <https://5thsrdr.org/spellcasting/spells>
- sleep
- <https://5thsrdr.org/spellcasting/spells>
- false life
- <https://5thsrdr.org/spellcasting/spells>
- detect magic (Ritual)
- <https://5thsrdr.org/spellcasting/spells>

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Bastiana

CHARACTER NAME

STRENGTH

-1

8

DEXTERITY

+2

15

CONSTITUTION

+1

13

INTELLIGENCE

+1

13

WISDOM

+0

10

CHARISMA

+3

17

STR

-1

DEX

+4

CON

+1

INT

+1

WIS

+0

CHA

+5

SAVING THROWS

adv. against charm

RESISTANCES

SPELL SAVED C

13

SPELL ATTACK BONUS

+5

ACROBATICS (DEX)

+3

ANIMAL HANDLING (WIS)

+1

ARCANA (INT)

+2

ATHLETICS (STR)

+0

DECEPTION (CHA)

+5

HISTORY (INT)

+3

INSIGHT (WIS)

+1

INTIMIDATION (CHA)

+5

INVESTIGATION (INT)

+3

MEDICINE (WIS)

+1

NATURE (INT)

+2

PERCEPTION (WIS)

+2

PERFORMANCE (CHA)

+5

PERSUASION (CHA)

+5

RELIGION (INT)

+2

SLEIGHT OF HAND (DEX)

+3

STEALTH (DEX)

+3

SURVIVAL (WIS)

+1

SKILLS

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

10

Bard 2 Noble

LEVEL & CLASS BACKGROUND

half-elf

RACE

ALIGNMENT

EXPERIENCE POINTS

PLAYER NAME

MAXIMUM HIT POINTS

15

PROFICIENCY BONUS

+2

ARMOR CLASS

14

INITIATIVE

+2

DARKVISION

60

SPEED

30

Temporary HP

CURRENT HIT POINTS

MAX

DIE

d8

USED

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

Despite my noble birth, I do not place myself above other folk. We all have the same blood

IDEALS

Independence. I must prove that I can handle myself without the coddling of my family. (Chaotic)

BONDS

I will face any challenge to win the approval of my family.

FLAWS

By my words and actions, I often bring shame to my family.

ATTACK NAME

light crossbow

TO HIT

+4

DAMAGE

d8+2

DESCRIPTION

piercing, 80/320

Rapier

+4

1d8+2

piercing

AMMUNITION

ATTACKS: WEAPONS & CANTRIPS

FEATURE

Inspiration (D6)

MAX

USED

3

LIMITED FEATURES

ARMOR

Light

Medium

Heavy

Shields

WEAPONS

Simple

Martial

Others

hand crossbow, long sword, sh

LANGUAGES

common

Drum

Flute

Lute

Goblin

PROFICIENCIES AND LANGUAGES

EQUIPMENT: rapier, dagger, leather armor, beautiful travelling outfit, flute, signet ring, 15 extra gp

SPECIAL FEATURES

You're immune to magic sleep and gain advantage for saving throws against charm effects.

You can play the drum, flute, and luteBardic Inspiration

Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature 3 times. You regain any expended uses when you finish a long rest.

Jack of All Trades

Starting at 2nd level, you can add +1 to any ability check you make that doesn't already include your proficiency bonus. (Included in the stat block!)

Song of Rest

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

Spellcasting.

You can cast spells. For now you know only 2 cantrips (always available to cast) and 5 level 1 spells, which you cast by expending one of your 3 spell slots.

FEATURES, TRAITS & FEATS

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12 PASSIVE WISDOM (INSIGHT)

LIMITED PERSONS	
P	ARMOR ○ Light ○ Medium ○ Heavy ○ Shields
	WEAPONS ● Simple ○ Martial ○ Others
shortsword	
LANGUAGES	
Common	TOOLS & OTHERS Cooking
Elven	
Orc	
Primal	
PROFICIENCIES AND LANGUAGES	

ATTACK NAME	TO HIT	DAMAGE
Quaterstaff	+4	1d8+2
one hand: 1d6+2, bludgeoning		
DESCRIPTION		
Unarmed	+4	1d4+2
bludgeoning		
Darts	+4	1d4+2
piercing		
AMMUNITION		

ATTACKS: WEAPONS 8 CANTRIPS

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

FEATURES, TRAITS & FEATS

Deidre

CHARACTER NAME

STRENGTH

+1

12

DEXTERITY

+1

13

CONSTITUTION

+2

14

INTELLIGENCE

0

11

WISDOM

-1

8

CHARISMA

+3

17

STR

+1

DEX

+1

CON

+2

CHA

+5

SAVING THROWS

fire

RESISTANCES

SPELL SAVE DC

SPELL ATTACK BONUS

ACROBATICS (DEX)

ANIMAL HANDLING (WIS)

ARCANA (INT)

ATHLETICS (STR)

DECEPTION (CHA)

HISTORY (INT)

INSIGHT (WIS)

INTIMIDATION (CHA)

INVESTIGATION (INT)

MEDICINE (WIS)

NATURE (INT)

PERCEPTION (WIS)

PERFORMANCE (CHA)

PERSUASION (CHA)

RELIGION (INT)

SLEIGHT OF HAND (DEX)

STEALTH (DEX)

SURVIVAL (WIS)

THIEVES' TOOLS

SKILLS

PASSIVE WISDOM (PERCEPTION)

9

PASSIVE WISDOM (INSIGHT)

9

Warlock 2

LEVEL & CLASS

tiefling

RACE

spy

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

MAXIMUM HIT POINTS

17

PROFICIENCY BONUS

+2

ARMOR CLASS

14

INITIATIVE

+1

DARKVISION

60

SPEED

30

Temporary HP

CURRENT HIT POINTS

DIE

d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

MAX

2

DIE

d6

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

FEATURE

MAX

USED

LIMITED FEATURES

ARMOR

Light

Medium

Heavy

Shields

WEAPONS

Simple

Martial

Others

LANGUAGES

Common

Infernal

TOOLS & OTHERS

PROFICIENCIES AND LANGUAGES

PERSONALITY TRAITS

I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

IDEALS

Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic)

BONDS

Something important was taken from me, and I aim to steal it back.

FLAWS

I have a "tell" that reveals when I'm lying.

ATTACK NAME

Crossbow

TO HIT

DAMAGE

+1

1d8+1

DESCRIPTION

piercing, range 80/320

mace

+3

d6+1

bludgeoning, one hand

Eldritch blast

+5

1d10+3

energy damage, range 120 ft.

AMMUNITION

ATTACKS: WEAPONS & CANTRIPS

EQUIPMENT: leather armor, light crossbow, mace, component pouch, backpack, prybar, torch, rations for 1 day, rope (30 ft).

SPECIAL FEATURES

Resistance to fire: half fire damage

Dark One' Blessing

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain 5 temporary hit points. Temporary HP do not stack.

You know two eldritch invocations:

Mask of Many Faces

You can cast disguise self (https://5thsr.d.org/spellcasting/spells/disguise_self/) at will, without expending a spell slot.

Agonizing Blast

When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.

Spellcasting: 2 spellslots. Unlike other spellcasters you regain them after each SHORT or long rest. You know 3 level 1 spells.

FEATURES, TRAITS & FEATS

Kovatch

CHARACTER NAME

STRENGTH

+0

10

DEXTERITY

+1

12

CONSTITUTION

+2

15

INTELLIGENCE

+0

10

WISDOM

+2

15

CHARISMA

+1

13

STR

+0

DEX

+1

CON

+2

INT

+2

WIS

+4

CHA

+1

SAVING THROWS

gnome cunning

RESISTANCES

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

ACROBATICS (DEX)

+1

ANIMAL HANDLING (WIS)

+4

ARCANA (INT)

+0

ATHLETICS (STR)

+0

DECEPTION (CHA)

+1

HISTORY (INT)

+0

INSIGHT (WIS)

+2

INTIMIDATION (CHA)

+1

INVESTIGATION (INT)

+0

MEDICINE (WIS)

+4

NATURE (INT)

+0

PERCEPTION (WIS)

+5

PERFORMANCE (CHA)

+1

PERSUASION (CHA)

+1

RELIGION (INT)

+0

SLEIGHT OF HAND (DEX)

+1

STEALTH (DEX)

+1

SURVIVAL (WIS)

+4

TINKERS

+2

SKILLS

15

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

Druid 2

LEVEL & CLASS

rock gnome

RACE

folk hero

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

PLAYER NAME

MAXIMUM HIT POINTS

17

PROFICIENCY BONUS

+2

ARMOR CLASS

14

INITIATIVE

+1

DARKVISION

60

SPEED

25

Temporary HP

CURRENT HIT POINTS

MAX

2

DIE

d8

USED

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

FEATURE

Wildshape

MAX

2

USED

LIMITED FEATURES

ARMOR

Light

Medium

Heavy

WEAPONS

Simple

Martial

Others

TOOLS & OTHERS

common

tinker's

herbalist

Gnome

PROFICIENCIES AND LANGUAGES

PERSONALITY TRAITS

If someone is in trouble, I'm always ready to lend help.

IDEALS

Respect. People deserve to be treated with dignity and respect. (Good)

BONDS

I protect those who cannot protect themselves.

FLAWS

I can't stop myself from collecting small items or lost coins.

ATTACK NAME

Club

bludgeoning

Shillelagh

cantrip

TO HIT

+2

DAMAGE

1d4

1d8+2

AMMUNITION

ATTACKS: WEAPONS & CANTRIPS

EQUIPMENT: leather armor, shield, backpack, tinker's tools, an assembly of mechanical parts (enough for 3 contraptions)

SPECIAL FEATURES:

Gnome Cunning

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Artificer' Lore

Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker

You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. (Firestarter, music box, clockwork toy)

Druidic

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Wild Shape

Starting at 2nd level, you can use your bonus action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. The maximum Challenge Rating of the form is 1 (thanks to your Moon Circle), it can't fly (e.g. wolf or bear). Read carefully the description in the Player Handbook and with your DM prepare 2-3 stat blocks for your animal forms, to have them within reach during the game.

Circle of the Moon

Combat Wild Shape

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus

action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

Circle Forms

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there).

SPELLCASTING

You know 2 cantrips and each day you can prepare 4 spells from the druid spell list.

FEATURES, TRAITS & FEATS

Three diagrams of a 1D lattice with a single impurity at sites 3, 4, and 5. Each diagram shows a horizontal chain of 20 sites. The impurity is represented by a vertical bar with a small circle at the top and a larger circle at the bottom. The impurity is located at site 3 in the first diagram, site 4 in the second diagram, and site 5 in the third diagram. The sites are numbered 1 to 20 at the bottom of each diagram.

WISDOM

SPELLCASTING ABILITY

MAGIC FOCUS

12

TO PREPARE

4

ATTACK MODIFIER

+4

0

CANTRIPS

druidcraft

Shillelagh

<https://5thsrdr.org/spellcasting/spells/druidcraft>
<https://5thsrdr.org/spellcasting/spells/shillelagh>

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USED SLOTS

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SPELL LEVEL

SPELL SLOTS

USED SLOTS

2

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goodberry

entangle

speak with animals

healing word

<https://5thsrdr.org/spellcasting/spells/goodberry>
<https://5thsrdr.org/spellcasting/spells/entangle>
[https://5thsrdr.org/spellcasting/spells/speak with animals](https://5thsrdr.org/spellcasting/spells/speak-with-animals)
[https://5thsrdr.org/spellcasting/spells/healing word](https://5thsrdr.org/spellcasting/spells/healing-word)

CHARACTER NAME

13 SPELL SAVE DC

+5
SPELL ATTACK BONUS

[illegible]

WISDOM	
+3	
16	

+5 Medicine (Wis)	
+0 Nature (Int)	
+5 Perception (Wis)	
+3 Performance (Cha)	
+1 Persuasion (Cha)	

CHARISMA	+1	13
-2	Region (Int)	
-1	Sleight of Hand (Dex)	
-1	Stealth (Dex)	
+3	Survival (Wis)	
		SKILLS

15 PASSIVE WISDOM (PERCEPTION)

15 PASSIVE WISDOM (INSIGHT)

Temporary HP _____

MAX	DIE	USED
2	d8	

HIT DICE

[illegible]

P		ARMOR			WEAPONS			TOOLS & OTHERS					
<input type="radio"/>	Light	<input type="radio"/>	Medium	<input type="radio"/>	Heavy	<input type="radio"/>	Shields	<input type="radio"/>	Simple	<input type="radio"/>	Martial	<input type="radio"/>	Others
LANGUAGES		Common		Celestial		Dwarven		Draconic		PROFICIENCIES AND LANGUAGES			

I quote (or misquote) sacred texts and proverbs in almost every situation.	PERSONALITY TRAITS	Charity. I always try to help those in need, no matter what the personal cost. (Good)	IDEALS	I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.	BONDS	My piety sometimes leads me to blindly trust those that profess faith in my god.	FLAWS
--	--------------------	---	--------	--	-------	--	-------

ATTACK NAME	TO HIT	DAMAGE
Mace	+4	1d8+2
DESCRIPTION		
Crossbow	+1	1d8-1
AMMUNITION		

ATTACKS: WEAPONS & CANTRIPS

EQUIPEMENT: scale armor (heavy; disadvantage to Stealth), shield, mace, backpack, blanket, holy symbol, alms box, robes, 1 day rations

SPECIAL FEATURES

Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Channel Divinity: Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Life Domain:
Disciple of Life

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Channel Divinity: Preserve Life

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured.

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Spellcasting

Rituals: you can cast cleric spells as rituals (if they're marked as such and you've prepared them).

1st level spells: 3 slots per day. You have access to ALL 1st level cleric spells. Each day after a long rest you must decide which 5 you want to prepare. Bless and Cure wounds count as always prepared.

FEATURES, TRAITS & FEATS

CHARACTER NAME

EXPERIENCE POINTS

PASSIVE WISDOM (INSIGHT)

CHARISMA
+3
16

13

	ARMOR			WEAPONS		
P	● Light	● Medium	● Heavy	● Shields		
	● Simple	● Martial	○ Others			
	LANGUAGES			TOOLS & OTHERS		
	Common					
	Draconic					
	Sylvan					
	PROFICIENCIES AND LANGUAGES					

[illegible]

Spellcasting; you have two spell slots, but you can immediately access all level 1 paladin spells. Each morning you can prepare 4 spells from the list.

FEATURES, TRAITS & FEATS

0
CANTRIPS

[illegible]

A vertical ruler with a hexagonal base labeled '2'. The ruler has a scale with three circles, each containing the number '000'.

A vertical ruler with a hexagonal base labeled '5'. The ruler has a scale marked '000'.

Sathoris

CHARACTER NAME

STRENGTH
+1
12

DEXTERITY
+1
12

CONSTITUTION
+1
13

INTELLIGENCE
+2
14

WISDOM
-1
8

CHARISMA
+3
16

STR ☐ +1 ☐ +2 INT ☐ -1 ☐ +5
DEX ☐ +1 ☐ -1 WIS ☐ +5
CON ☒ +3 ☐ +5 CHA ☐ +5
SAVING THROWS
Fire

SPELL SAVE DC
13

SPELL ATTACK BONUS
+5

ACROBATICS (DEX) ☐ +1 ☐ -1
ANIMAL HANDLING (WIS) ☐ -1 ☐ +4
ARCANA (INT) ☐ +1 ☐ +5
ATHLETICS (STR) ☐ +1 ☐ +5
DECEPTION (CHA) ☐ +2 ☐ -1
HISTORY (INT) ☐ -1 ☐ +3
INSIGHT (WIS) ☐ +3 ☐ +2
INTIMIDATION (CHA) ☐ +2 ☐ -1
INVESTIGATION (INT) ☐ -1 ☐ +5
MEDICINE (WIS) ☐ +2 ☐ -1
NATURE (INT) ☐ -1 ☐ +3
PERCEPTION (WIS) ☐ +5 ☐ +4
PERFORMANCE (CHA) ☐ +4 ☐ +1
PERSUASION (CHA) ☐ +1 ☐ -1
RELIGION (INT) ☐ -1 ☐ +5
SLEIGHT OF HAND (DEX) ☐ +5 ☐ +1
STEALTH (DEX) ☐ +1 ☐ -1
SURVIVAL (WIS) ☐ -1 ☐ +5

PASSIVE WISDOM (PERCEPTION)
9

PASSIVE WISDOM (INSIGHT)
9

Sorcerer 2

LEVEL & CLASS

Dragonborn

RACE

Acolyte

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

MAXIMUM
HIT POINTS
15

PROFICIENCY
BONUS
+2

ARMOR
CLASS
14

INITIATIVE
+1

DARKVISION
-

SPEED
30

PERSONALITY TRAITS
Nothing can shake my optimistic attitude.

IDEALS
Tradition. The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)

BONDS
I will do anything to protect the temple where I served.

FLAWS
I judge others harshly, and myself even more severely.

CURRENT HIT POINTS
MAX 2 DIE d6 USED HIT DICE

SUCCESSSES
FAILURES
DEATH SAVES

FEATURES
Breath weapon
Sorcery points
LIMITED FEATURES

ARMOR
WEAPONS
TOOLS & OTHERS
LANGUAGES
Common
Draconic
Giant
Goblin
PROFICIENCIES AND LANGUAGES

ATTACK NAME
Light crossbow
piercing
Dagger
piercing
Firebolt
fire; cantrip
TO HIT
+3
+3
+5
DAMAGE
1d6+1
1d4+1
1d10
AMMUNITION
ATTACKS: WEAPONS & CANTRIPS

EQUIPMENT: backpack, rope, amulet, 2xtorch, bedroll

SPECIAL FEATURES

Dragon ancestor (gold dragon): +7 to Charisma checks involving dragons.

Breath weapon: 15 feet cone of fire; all creatures in the area must succeed at DC 11 Dexterity saving throw or receive 2d6 fire damage, or half if the save was successful. The feature regenerates after a Short or Long rest.

Resistance to fire (half fire damage)

Draconic Resilience

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Sorcery Points

You have 2 sorcery points, and you gain more as you reach higher level. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

Flexible Casting

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points.

Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. 1st level spells cost 2 sorcery points, 2nd level spells cost 3 SP. You can create spell slots no higher in level than 5th.

Any spell slot you create with this feature vanishes when you finish a long rest.

SPELLCASTING

You know 4 cantrils and 3 1st level spells. You have 3 spell slots.

FEATURES, TRAITS & FEATS

Charisma
SPELLCASTING ABILITY

SPELL SAVE DC
13

ATTACK
MODIFIER
+5

TO PREPARE

MAGIC FOCUS

0

CANTRIPS

firebolt

<https://5thsrdr.org/spellcasting/spells/fir>

light

<https://5thsrdr.org/spellcasting/spells/lig>

minor illusion

<https://5thsrdr.org/spellcasting/spells/mi>

prestigititation

<https://5thsrdr.org/spellcasting/spells/pr>

SPELL
LEVEL

1

SPELL SLOTS

3

USED SLOTS

0000

Shield

<https://5thsrdr.org/spellcasting/spells/shield>

Sleep

<https://5thsrdr.org/spellcasting/spells/sleep>

Burning hands

<https://5thsrdr.org/spellcasting/spells/burning-hands>

2

000

3

000

4

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5

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6

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7

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8

0

9

0

Shirael

CHARACTER NAME

STRENGTH

12

+1

DEXTERITY

17

+3

CONSTITUTION

13

+1

INTELLIGENCE

8

-1

WISDOM

15

+2

CHARISMA

10

+0

STR +3 STR ☐ -1 INT ☐

DEX +5 DEX ☐ +2 WIS ☐

CON +1 CON ☐ +0 CHA ☐

SAVING THROWS

adv. against charm

RESISTANCES

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

ACROBATICS (DEX) +5

ANIMAL HANDLING (WIS) +4

ARCANA (INT) -1

ATHLETICS (STR) +1

DECEPTION (CHA) +0

HISTORY (INT) -1

INSIGHT (WIS) +2

INTIMIDATION (CHA) +0

INVESTIGATION (INT) -1

MEDICINE (WIS) +2

NATURE (INT) +1

PERCEPTION (WIS) +4

PERFORMANCE (CHA) +0

PERSUASION (CHA) +0

RELIGION (INT) -1

SLEIGHT OF HAND (DEX) +3

STEALTH (DEX) +5

SURVIVAL (WIS) +4

SKILLS

14

PASSIVE WISDOM (PERCEPTION)

12

PASSIVE WISDOM (INSIGHT)

Ranger 2

LEVEL & CLASS

wood elf

RACE

Folk hero

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

MAXIMUM HIT POINTS

18

PROFICIENCY BONUS

+2

ARMOR CLASS

15

INITIATIVE

+3

DARKVISION

60

SPEED

35

Temporary HP

CURRENT HIT POINTS

DIE

d10

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TO HIT

TO HIT

DAMAGE

1d8+3

ATTACK NAME

Longbow

DESCRIPTION

piercing, range 150/600

shortsword

piercing

knives x3

range 20 ft, +7 to hit if thrown

LIMITED FEATURES

ARMOR

Light ☐ Medium ☐ Heavy ☐ Shields ☐

WEAPONS

Simple ☐ Martial ☐ Others ☐

LANGUAGES

Common

Elven

goblin

TOOLS & OTHERS

PROFICIENCIES AND LANGUAGES

PERSONALITY TRAITS

Thinking is for other people. I prefer action.

IDEALS

Destiny. Nothing and no one can steer me away from my higher calling. (Any)

BONDS

I wish my childhood sweetheart had come with me to pursue my destiny.

FLAWS

Secretly, I believe that things would be better if I were a tyrant lording over the land.

AMMUNITION

ATTACKS: WEAPONS & CANTRIPS

EQUIPMENT: longbow, shortsword, leather armor, shovel, arrows (no need to count unless the DM wants to), rope (30 ft), camping equipment

SPECIAL FEATURES

Magic sleep doesn't affect you. Advantage in saving throws against charm effects.

Favored enemy: advantage to Survival checks when tracking humanoids (goblins and gnolls) or to Intelligence checks when recalling information about them

Natural Explorer

You are particularly familiar with FORESTS and are adept at traveling and surviving in such regions. When you make an Intelligence or Wisdom check related to FORESTS, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

Difficult terrain doesn't slow your group's travel.

Your group can't become lost except by magical means.

Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.

If you are traveling alone, you can move stealthily at a normal pace.

When you forage, you find twice as much food as you normally would.

While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Elven trance: instead of sleeping you meditate for 4 hours, which has the same effect as 8 hours of rest for humans.

Mask of the Wild: you can attempt to hide even when in an area only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Spellcasting

You know two level 1 spells (hunter's mark and goodberry). To cast a spell you must use a spellslot. You regain each spellslot after finishing a long rest. Wisdom is your spellcasting ability. The DC to resist your spells is 12, and you roll +4 to hit with a spell (by default you don't have any spells that require it, yet).

FEATURES, TRAITS & FEATS

A diagram of a vertical abacus. The base is a hexagon containing the number 9. Above the base is a column with a small dot near the bottom. To the right of the column is a row of eight circles.

Syddda

CHARACTER NAME

STRENGTH

+3

16

DEXTERITY

+2

14

CONSTITUTION

+2

15

INTELLIGENCE

-1

9

WISDOM

+1

13

CHARISMA

+0

11

P

+5 STR ☐ -1 INT ☐

+2 DEX ☐ +1 WIS ☐

+4 CON ☒ +0 CHA ☐

SAVING THROWS

in rage: bludgeoning,
piercing, slashing
RESISTANCES

SPELL SAVE DC

SPELL ATTACK BONUS

P

+2 Acrobatics (Dex)

+3 Animal Handling (Wis)

-1 Arcana (Int)

+5 Athletics (Str)

+0 Deception (Cha)

-1 History (Int)

+1 Insight (Wis)

+2 Intimidation (Cha)

-1 Investigation (Int)

+1 Medicine (Wis)

-1 Nature (Int)

+1 Perception (Wis)

+0 Performance (Cha)

+0 Persuasion (Cha)

-1 Religion (Int)

+2 Sleight of Hand (Dex)

+4 Stealth (Dex)

+1 Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

11

PASSIVE WISDOM (INSIGHT)

11

Barbarian 2

LEVEL & CLASS

Human

RACE

Soldier

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

MAXIMUM
HIT POINTS

24

PROFICIENCY
BONUS

+2

ARMOR
CLASS

14

INITIATIVE

+2

DARKVISION

-

SPEED

30

I enjoy being strong and like breaking things.

PERSONALITY TRAITS

Independence. When people follow orders blindly, they embrace a kind of tyranny. (Chaotic)

IDEALS

Those who fight beside me are those worth dying for.

BONDS

I have little respect for anyone who is not a proven warrior.

FLAWS

CURRENT HIT POINTS

MAX

2

DIE

d12

USED

SUCCESSSES

○○○○

FAILURES

○○○○

HIT DICE

DEATH SAVES

FEATURE

Rage

MAX

2

USED

ATTACK NAME

Greataxe

TO HIT

+5

DAMAGE

1d12+3

DESCRIPTION

slashing, two hands, +2 dmg while in rage

unarmed

+5

4

bludgeoning

+5

1d6+3

Handaxe

slashing, one hand, throw range 20/36

javelin (x3)

+5

1d6+3

piercing, range 30/120

ARMOR

Light ☒ Medium ☐ Heavy ☐ Shields ☒

WEAPONS

Simple ☒ Martial ☐ Others ☐

LANGUAGES

Common

Sylvan

TOOLS & OTHERS

PROFICIENCIES AND LANGUAGES

AMMUNITION

ATTACKS: WEAPONS & CANTRIPS

EQUIPMENT: greataxe, handaxe, 3xjavelin, backpack, small kife, bedroll, torch, 1 day rations, rope (11 m), basic camping equipment

SPECIAL FEATURES:

RAGE: On your turn, you can enter a rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws.

When you make a melee weapon attack using Strength, you gain +2 bonus to the damage roll

You have resistance to bludgeoning, piercing, and slashing damage.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

FEATURES, TRAITS & FEATS

Tiktok

CHARACTER NAME

STRENGTH

8

-1

STR ● +1 INT ● +1 WIS ○ +1 CON ○ +0 CHA ○

SAVING THROWS

DEXTERITY

17

+3

RESISTANCES

CONSTITUTION

12

+1

SPELL SAVE DC

INTELLIGENCE

14

+2

SPELL ATTACK BONUS

WISDOM

13

+1

ACROBATICS (DEX) ● +5 ANIMAL HANDLING (WIS) ● +1 ARCANES (INT) ● +2 ATHLETICS (STR) ● -1 DECEPTION (CHA) ● +2 HISTORY (INT) ● +2 INSIGHT (WIS) ● +1 INTIMIDATION (CHA) ● +0 INVESTIGATION (INT) ● +4 MEDICINE (WIS) ● +1 NATURE (INT) ● +1 PERCEPTION (WIS) ● +5 PERFORMANCE (CHA) ● +0 PERSUASION (CHA) ● +0 RELIGION (INT) ● +1 SLEIGHT OF HAND (DEX) ● +3 STEALTH (DEX) ● +7 SURVIVAL (WIS) ● +1 THIEVES' TOOLS ● +7

CHARISMA

11

+0

SKILLS

PASSIVE WISDOM (PERCEPTION)

15

PASSIVE WISDOM (INSIGHT)

11

MAXIMUM HIT POINTS

15

PROFICIENCY BONUS

+2

ARMOR CLASS

15

INITIATIVE

+3

DARKVISION

-

SPEED

25

Temporary HP

CURRENT HIT POINTS

DIE

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

FEATURE

MAX

USED

LIMITED FEATURES

ARMOR

WEAPONS

TOOLS & OTHERS

thieves tools

PROFICIENCIES AND LANGUAGES

PERSONALITY TRAITS

The best way to get me to do something is to tell me I can't do it.

IDEALS

People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral)

BONDS

I'm trying to pay off an old debt I owe to a generous benefactor.

FLAWS

I turn tail and run when things look bad.

ATTACK NAME

TO HIT

DAMAGE

Dagger

+5

1d4+3

DESCRIPTION

piercing

shortsword

+5

1d6+3

piercing

Shortbow

+5

1d6+3

piercing, range 80/320

add 1d6 damage if applying sneak attack!

AMMUNITION

ATTACKS: WEAPONS & CANTRIPS

Rogue 2 criminal

LEVEL & CLASS BACKGROUND

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

RACE

halfing

Equipment: leather armor, shortbow, dagger, arrows, backpack, string, bell, prybar, lantern, rope (30 feet), candle, thieves' tools, bag of marbles

SPECIAL FEATURES

Expertise: +2 to Stealth and Dexterity checks with Thieves' tools (included in the stat block)

Sneak attack: Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. You have advantage on saving throws against being frightened.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

FEATURES, TRAITS & FEATS

Torval

CHARACTER NAME

STRENGTH
+3
17

DEXTERITY
+1
12

CONSTITUTION
+3
16

INTELLIGENCE
+0
10

WISDOM
+1
13

CHARISMA
-1
8

P **+**5 STR ☐ **0** **+**0 INT
0 **=**1 DEX ☐ **+**1 WIS
+5 CON ☐ **-**1 CHA
SAVING THROWS
poison
poison
RESISTANCES

SPELL SAVE DC

SPELL ATTACK BONUS

P **+**1 Acrobatics (Dex)
+3 Animal Handling (Wis)
0 Arcana (Int)
+5 Athletics (Str)
-1 Deception (Cha)
0 History (Int)
+1 Insight (Wis)
+1 Intimidation (Cha)
0 Investigation (Int)
+1 Medicine (Wis)
0 Nature (Int)
+3 Perception (Wis)
-1 Performance (Cha)
-1 Persuasion (Cha)
0 Religion (Int)
+1 Sleight of Hand (Dex)
+1 Stealth (Dex)
+1 Survival (Wis)

PASSIVE WISDOM (PERCEPTION)
13

PASSIVE WISDOM (INSIGHT)
11

Fighter 1

LEVEL & CLASS

dwarf

RACE

soldier

BACKGROUND

PLAYER NAME

ALIGNMENT

EXPERIENCE POINTS

MAXIMUM HIT POINTS
22

PROFICIENCY BONUS
+2

ARMOR CLASS
18

INITIATIVE
+1

DARKVISION
60

SPEED
25

PERSONALITY TRAITS
I'm haunted by memories of war. I can't get the images of violence out of my mind.

IDEALS
Live and Let Live. Ideals aren't worth killing over or going to war for. (Neutral)

BONDS
Someone saved my life on the battlefield. To this day, I will never leave a friend behind.

FLAWS
I'd rather eat my armor than admit when I'm wrong.

CURRENT HIT POINTS
Temporary HP

SUCCESSSES
FAILURES
DEATH SAVES

FEATURE
Second wind
Action surge
LIMITED FEATURES

ATTACK NAME
Battleaxe
slashing, one hand
DESCRIPTION
unarmed
bludgeoning
Handaxe
slashing, one hand, thro 20/36
TO HIT
+5
+5
+5
DAMAGE
1d8+5
4
1d6+3

ARMOR
Light Medium Heavy Shields
WEAPONS
Simple Martial Others
LANGUAGES
Common
Dwarven
TOOLS & OTHERS
Smith's
PROFICIENCIES AND LANGUAGES

AMMUNITION
ATTACKS: WEAPONS & CANTRIPS

EQUIPMENT: backpack, prybar, hammer, 1 day rations, rope (30 ft), torch, shield (included in the AC), heavy armor (disadvantage to Stealth checks)

SPECIAL FEATURES:

Resistance to poison: advantage in saving throws against poisons and half damage from poisons

Second wind: Use a bonus action to regain 1d10+2 Hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

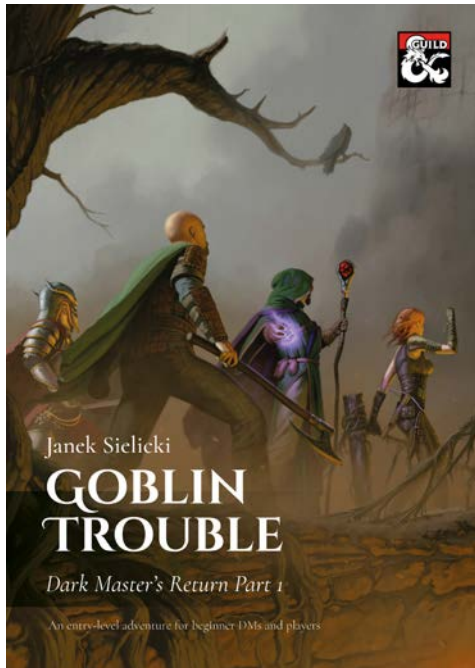
Stonemasonry: +4 for checks involving masonry, stone buildings etc.

Fighting style: dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon. Included in the stat block.

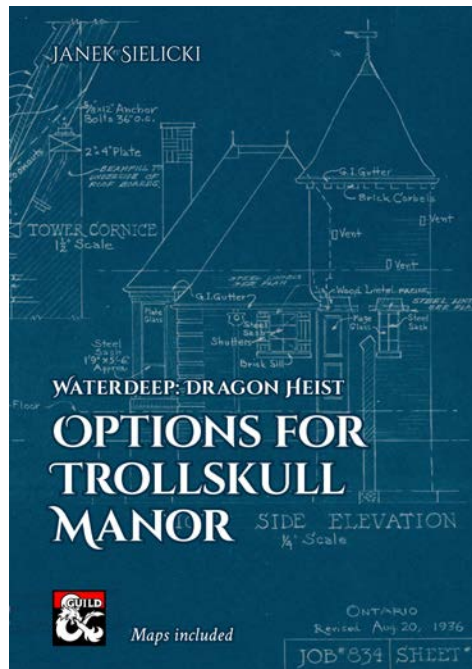
Action surge: On your turn, you can take one additional action. Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

FEATURES, TRAITS & FEATS

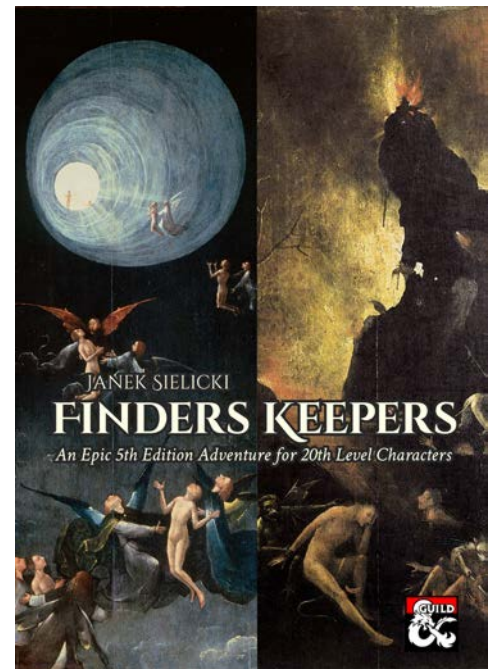
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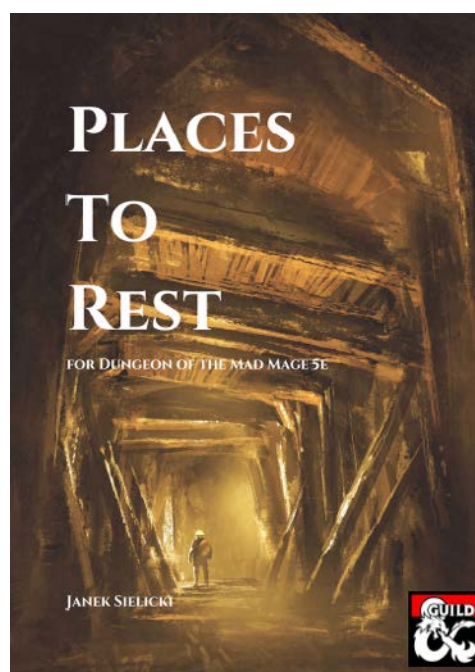
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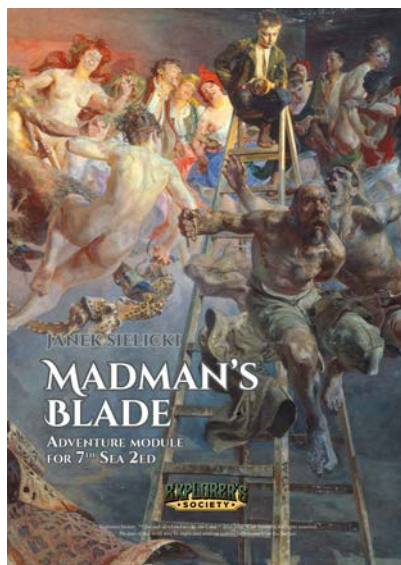


[Last Christmas](#)

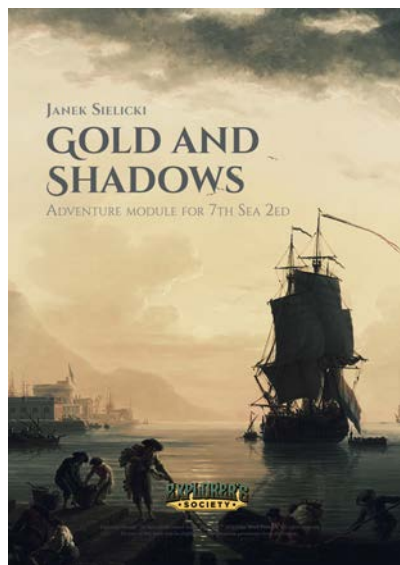


[Places to Rest](#)

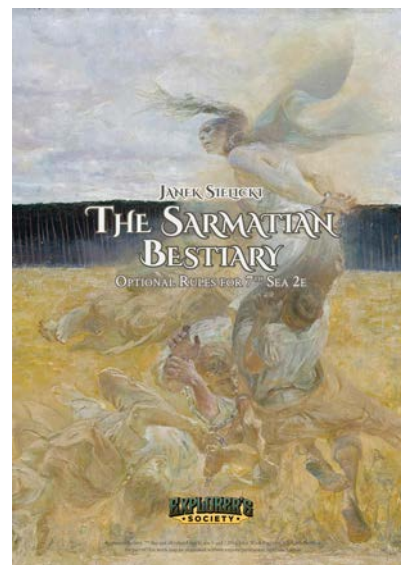
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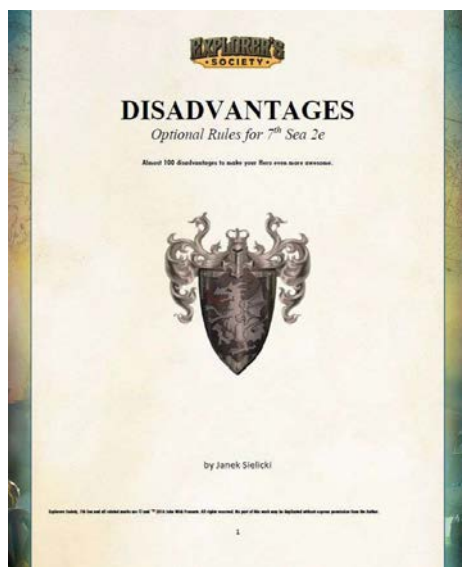
Madman's Blade



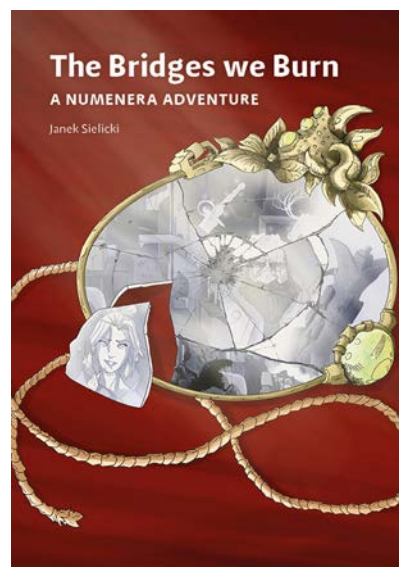
Gold and Shadows



The Sarmatian Bestiary



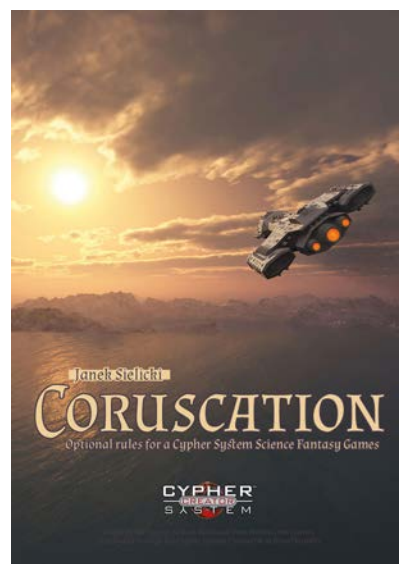
Disadvantages



The Bridges we Burn



A Breath of Fresh Air



Coruscation