

Jorinda's Flight

A Fifth Edition Fairy Tale



Quai du Commerce



Written by: Sjoerd van Wijk

Based on the fairy tale *Jorinda and Jorindel* by the Brothers Grimm

Artwork front page: *Man and Woman Contemplating the Moon*, Caspar David Friedrich, 1818/1824

Artwork map of Burg Neuland: Sjoerd van Wijk using GIMP brushes from calthyechild at DeviantArt (<http://thewhitecrayon.deviantart.com/art/TSMB-The-GIMP-Edition-151774168>)

Playtesters: Friends, Netherlands Roleplaying Guild

Map editor: Dungeonographer by Inkwell Ideas Ltd. (<http://www.dungeonographer.com/>)

Typeset with LaTeX using a template from Evan Bergeron (<https://github.com/evanbergeron>)

Version 2, November 2017



CONTENTS

Introduction	1
Premise	1
Background Setting	1
Background Events	1
Adventure Hook	1
Chapter I: The Night Elf Inn	2
Chapter II: Der Alte Pfad	2
Chapter III: Arus Jägermeister	3
Chapter IV: The Buhmann Lair	3
Jorindel	3
Chapter V: Rosenbusch Hügel	4
Amroth the Gray	4
Chapter VI: Malfra's hut	5
Malfra the Witch	6
Jorinda	6
Epilogue	6
Appendix A: Connections List	7
Appendix B: Handout Jorinda's Letter	8
Appendix C: Map of Burg Neuland	9
Appendix D: Creatures and NPCs	10
Open Game License	11

INTRODUCTION

This adventure is written for three to five level one characters and introduces new players to the three pillars of a *Fifth Edition* game: exploration, social interaction and combat. It will take around four to five hours to complete the adventure.

The adventure can easily be adapted to any fantasy setting or game. Specific details are designed with the *Fifth Edition* rules in mind.

PREMISE

Junker¹ Hugo Rix is at a loss. His dear daughter Jorinda, a lovely young girl, ran away during the night. All he has is her farewell letter. He hired the players to find his daughter for him.

TIMELINE

Time	Event
04:00 a.m.	Jorinda and Jorindel flee with a stolen horse from the Night Elf Inn
06:00 a.m.	Malfra the Witch ambushes the couple and turns Jorinda into a bird
07:00 a.m.	Jorindel is captured by Buhmann Hobs
08:00 a.m.	The adventurers get briefed by Hugo Rix
06:00 p.m.	Buhmann Hobs starts preparations to eat Jorindel for dinner

BACKGROUND SETTING

The adventure takes place in the valley of Burg Neu-land in the Grand Duchy of Letzebürg. The small eponymous town lies at the center of the valley. Its four hundred inhabitants live scattered around a large keep. North to the town run the outskirts of the large Märchenwald. Through the Märchenwald runs Der Alte Pfad, which has been in disuse for years after rumors of unsavory creatures lurking in the shadows of the trees. To the south lies the remarkable Rosenbusch Hügel, referred to by the locals as “the place where the wild roses grow.” A map of the area can be found on page 9.

BACKGROUND EVENTS

Jorinda ran away with her boyfriend Jorindel, who works as a stable boy at the Night Elf Inn. They dreamed of going to a place where no one will disapprove of a noble and a peasant being in love. During their flight, Jorinda has been turned into a bird by a witch named

¹Junker is a title of a lower ranked noble.

Malfa. Jorindel has been captured by Buhmann Hobs, a half-ogre. Consult the timeline table for an overview of all events.

NAMES

The population of Letzebürg consists mainly of humans and halflings. If you need a name for a NPC, you can use the following names as suggestions.

Human male names: Bernhard, Claus, Carl, Wilhelm, Friedrich, Heinrich, Dieter, Martin, Nicolaus, Philipp

Human female names: Adele, Claudia, Elisabeth, Frauke, Gretel, Helga, Gertrud, Karina, Liesa, Selma

Halfling male names: Pinas, Umbras, Gauwyn, Rando, Undac, Draffin, Baldo, Halfo, Hilew, Georg

Halfling female names: Abel, Ecil, Amarl, Elyn, Hira, Eryn, Sybel, Miny, Ruby, Apphida

ADVENTURE HOOK

The adventure starts at the mansion of Junker Hugo Rix, who has just explained what happened. Read the following to the players:

You sit on a hard cold bench that's slightly too small to accommodate all of you. Junker Hugo Rix just told his story and promised you a reward of 100 gp to find his beloved Jorinda and bring her back to him. Maria, the family's loyal servant, stands at his back with a concerned look on her face. Hugo Rix hands you over Jorinda's letter, which reads...

Jorinda's letter can be found in *Appendix B: Jorinda's Letter* on page 8. It is recommended to hand out the letter and let one of the players read it aloud.

Afterward, read:

Maria sighs. “Oh, I should have told you sooner about that stable boy, my lord.” Hugo Rix looks at her and says reassuringly: “Don't be too hard on yourself, Maria. I'm not surprised that you thought of it as just some youthful folly that she would grow out of.”

Junker Hugo Rix (male human **noble**) was unaware of Jorinda's relationship and doesn't know anything more than what the letter describes.

Maria (female human **commoner**), knew of the relationship but can only tell the players that Jorindel worked as a stable boy at the Night Elf Inn.

CHAPTER I: THE NIGHT ELF INN

The Night Elf Inn lies just out of town. It is a single story stone house with a stable attached to it. Lovely drawings of pixies sitting on flowers adorn the upper wooden parts of the roof. A writing sheet near the entrance reads the daily menu: boiled mutton with vegetable stew for only 8 cp!

Lodging. The Night Elf Inn is the only Inn in the valley and has lodging available in the common sleeping room for 1 sp per night. Two twin bedrooms are available for 5 sp per night and the pride of the Inn is the bridal suite at 8 sp per night.

Innkeeper. The Inn is run by an overweight half-elf named Elrond Burgundy (male half-elf **commoner**). He is jovial and welcoming to all guests. His Elven ancestry is his biggest pride. Jorindel was one of his two stable boys. Elrond was unaware of the romance between him and Jorinda. He is angry at Jorindel for running away and stealing one of his horses during the night. For further information he refers to his second stable boy Aldo.

Rumors of the Patrons. The Inn is occupied by Leo, a drunk farmer (male human **commoner**) and Bando, a polite merchant (male halfling **commoner**). Both can share the following rumors:

- Der Alte Pfad is dangerous and no one should go there. A Buhmann (Ogre) lives close by in an old stone house near a pond to the west of it.
- An old man lives at the “place where the wild roses grow” (Rosenbusch Hügel) tending to a special breed of purple roses.
- A lone hunter called Arus Jägermeister lives in the woods. Rumor has it he murdered his wife.

Aldo the Stable Boy. Aldo (male human **commoner**) was a close friend of Jorindel and knew about the romance. Jorindel talked to him about his plans to run away with Jorinda to the border town La Grande Frontière in the hopes of a better life. Aldo is aware that Jorindel set his plan in motion and stole a horse from the inn. Is worried that he and Jorinda did take Der Alte Pfad despite Aldo’s warnings. He recalls that the couple often went close to the “place where the wild roses grow” on their dates. Aldo does not want to get in trouble with Elrond Burgundy and refuses to cooperate beyond sharing what he knows.

CHAPTER II: DER ALTE PFAD

The blue sky makes way for the tall shadows of oak and pine trees. Autumn has just begun and the old path is covered in brown and yellow leaves. As you walk on with only the sounds of birds chirping and your boots soaking in the mud you suddenly notice the sounds of buzzing flies. A minute later you stumble upon what appears to be a dead horse lying on the side of the path.

Dead Horse. The horse has died in the morning after Jorinda and Jorindel left Burg Neuland. A successful Intelligence (Medicine) check DC 10 reveals that the horse died of burn wounds.

Mud. Tracks in the mud indicate that a struggle has taken place here. A successful Intelligence (Investigation) or Wisdom (Survival) check DC 10 reveals that three persons were involved in the struggle.

Jorindel’s Tracks. Some of the footsteps in the mud lead away from the path into the forest to the west. With a successful Wisdom (Survival) check DC 10 the tracks can be followed to signs of another struggle with a large humanoid creature. From here, big footsteps lead towards the Buhmann’s Lair (see page 3).

Feather Trail. The feathers of a dove lie around in the mud. They form a trail heading out east. With a successful Wisdom (Survival) check DC 10 the trail can be followed to three wooden stick figures. Closer examination of the figures reveals them to be **Malfra’s stick figures** (see page 10). Behind the stick figures a path leads on to Malfra’s Hut (see page 5).

Arus Jägermeister. When the adventurers enter the Märchenwald, they are easily spotted by Arus Jägermeister, an old male human **scout** accompanied by his faithful **mastiff** Kai. Curious about the adventurers, he decides to spy on them. He can be spotted with a successful Wisdom (Perception) check DC 15. He continues following the adventurers should they venture out west. If they decide to follow the feather trail, Arus breaks his cover and warns them. See *Chapter III: Arus Jägermeister* on page 3 for more information about Arus Jägermeister.

RANDOM ENCOUNTERS

If you like, you can check for random encounters when the adventurers go deep into the Märchenwald. An encounter occurs on a roll of 6 on a d6. If an encounter occurs, roll on the random encounter table or pick an encounter at your own discretion.

d6	Encounter
1	1 black bear gathering honey from a bees nest.
2	1d4 wolves on the hunt.
3	A dead deer is trapped in a giant web guarded by 2 giant wolf spiders .
4	1 giant toad sitting near a small stream of water.
5	1 sprite sitting on a magical purple mushroom. The mushroom, when stewed, restores 1d4 hit points. It loses its magical abilities 48 hours after being picked.
6	1d4 Malfra's stick figures (see page 10).

CHAPTER III: ARUS JÄGERMEISTER

Hunting Hut. During the day Arus Jägermeister is out hunting with his mastiff Kai. In the evening they return to Arus' hut at the southern edge of the forest carrying some prey. The hut contains nothing of value save for a small golden mirror (worth 25 gp). An old piece of paper on the wall describes the features of the Buhmann and how to get to his lair.

Appearance. Arus Jägermeister has bewildered gray hairs and a face like stone. He wears clothing made from furs and leather from hunted animals.

Roleplaying Notes. Arus Jägermeister is a quiet man who stares in the distance a lot.

Character Background. Arus Jägermeister started living in the woods as a fugitive from justice, wrongfully accused of the murder of his wife. He is a skilled hunter and currently tracking down the Buhmann in order to defeat him.

Key Info. The one time he dared to head east of Der Alte Pfad Arus heard Malfra's loud laments in the night about lost love coming out of her hut. Moreover, he heard birds chirping inside. Arus knows the way back to Malfra's hut but will not venture there himself (see page 5).

Key Info. Is on to the Buhmann and has found his lair, an old stone house near a small pond. Is thinking about a plan to defeat the monster. Would be very happy to assist the adventurers if they decide to pay the Buhmann a visit.

Key Info. He knows Malfra from his youth. She was madly in love with Arus' former friend, a half-elf named Amroth, who later on became a druid. He can tell the adventurers that Amroth lives to the south of Burg Neuland at Rosenbusch Hügel (see page 4).

CHAPTER IV: THE BUHMANN LAIR

In the distance there is a small clearing in the dense roof of leaves hanging over your heads. A stone house, clearly in disrepair, lies next to a small pond. At two sides shrubbery has grown inside of it. An old crooked wooden door blocks the entrance. From inside a gruff voice resounds: "Hobs hungry! Hobs eat halfling!"

Hobs. Hobs, a **half-ogre**, lives in the house. He thinks someone is out to get him. If asked, he gives a description that is reminiscent of Arus Jägermeister. He tries to stay away from Arus Jägermeister's hunting territory. Hobs has captured Jorindel (male human **commoner**) and is insistent on calling him a halfling due to his size. Offers a piece of this meal in exchange for helping him defeat Arus Arus Jägermeister.

Stone House. Jorindel is kept inside, tied with rope. Hobs found him walking in the woods and captured him for dinner. In one of the corners, on some old hides, lies Hobs' pride: ten Tiger Eyes (worth 10 gp each) to which he refers as his 'shinies'.

JORINDEL

Appearance. Jorindel is a young man of around 21 years old. He has a slim figure with red curly hair and dreamy green eyes.

Roleplaying Notes. Jorindel is very idealistic and naive. Because of this he can be very enthusiastic about his dreams.

Character Background. Met Jorinda when she came down to the Night Elf Inn one day. They have been madly in love with each other ever since. Is determined to save Jorinda and will try to do so himself. Has no idea that doing so is way out of his league.

Key Info. Jorindel can show the adventurers the place where he and Jorinda got ambushed if they did not yet visit this place (see page 2).

Key Info. The reason Jorindel walked away into the woods was because Malfra told him to do so and he couldn't do anything but obey this command. A successful Intelligence (Arcana) check DC 10 reveals that this may have been due to a *Suggestion* spell.

Key Info. Malfra sang the following song before she transformed Jorinda into a bird:

Till the prisoner is fast,
And her doom is cast,
There stay! Oh, stay!
When the charm is around her,
And the spell has bound her,
Hie away! Away!
If his love is true,
The Purple Rose can come through,
And return she may! She may!

Additionally, he dreamed about breaking the enchantment with a purple rose from Rosenbusch Hügel and saving his beloved Jorinda.

CHAPTER V: ROSEN-BUSCH HÜGEL

After walking through a small patch of woods you reach the top of the hills. There is a field of tall grass with a small hovel made completely out of vines at the far end. A sweet scent emanates from the field. Flowers grow everywhere. Here and there you even see some purple roses!

Grass Field. Amroth the Gray, an old male half-elf **druid**, lives in the hovel at Rosenbusch Hügel. He tends to the rare wild purple roses that grow on the field. He is away during the morning and evening. During his absence, he lets his place be guarded by 2 giant bees (use the statistics of **giant wasps**). These attack anyone trying to enter Amroth's hovel or pick a purple rose.

Purple Rose. There are 1d4 purple roses in bloom on the field. Each is surrounded by a swarm of bees (**swarm of insects** with a walking speed of 5 ft., a flying speed of 30 ft., and no climbing speed). Drinking a tea made of a purple rose will restore 1d4 hit points. A purple rose can break Jorinda's enchantment by touching the dove in Malfra's hut, which upon the touch will transform back into Jorinda. A purple rose loses its magical abilities after 24 hours.

Hovel. On the floor lies an animal hide and two barrels stand in the corner. Amroth's diary lies on top of a barrel containing flour. The other barrel contains a *potion of healing*, 5 candles and Arus' gift. A wooden shield hangs against the wall.

Amroth's Diary. Leafing through the diary reveals that Amroth used to be madly in love with a girl named Malfra. They both felt like outcasts because of their magical talents. Malfra turned crazy after they broke up due to Amroth's vow of celibacy upon joining the Druid's Circle of the Bee's Eye. A sample passage reveals that Amroth may secretly regret this vow of celibacy, which can be confirmed with a successful Wisdom (Insight) DC 10 check:

Oh, Malfra! Sometimes I watch the smoke circle into the air from her place in the Märchenwald and wonder what could have been.

Arus' Gift. The gift is a small wooden case containing a set of bone dice (worth 25 gp). A small note accompanies it saying: "Friendship trumps all. Your friend, Arus." Asking around town, people know of a hunter called Arus Jägermeister who lives in the woods. Rumor has it he murdered his wife.

Wooden Shield. The shield is remarkably resilient and has a watchful bee's eye in the center which occasionally moves. It is a token of membership of the Druid's Circle of the Bee's Eye. While holding this shield, its wearer has advantage on Wisdom (Perception) and Wisdom (Survival) checks.

AMROTH THE GRAY

Appearance. Amroth is an old man of around 60 years. He has long gray hair, a beard and wears a pointy brown hat. Bees fly around him frequently.

Roleplaying Notes. Amroth is very polite to others. There is a hint of nostalgia and melancholy in his voice.

Character Background. Amroth always felt like an outsider growing up. He fell madly in love with Malfra. They were both feeling like outcasts because of their magical talents. They often met at Rosenbusch Hügel. He vowed celibacy upon joining the Druid's Circle of the Bee's Eye, forcing him to break up with Malfra. Deep down he regrets doing this. When Malfra consequently descended into madness, he gave up all hope of ever reuniting with her.

Character Background. He tends to the purple roses as these are used in sacred rituals of the Druid's Circle. The only time he picked a purple rose was before he joined the Druid's Circle to give one to Malfra. He is only prepared to share a rose if it serves a good cause.

Key Info. Knows where Malfra's hut is (page 5). Has given up all hope that she can ever be redeemed and has no interest in meeting her again. Has knowledge of Malfra's magical powers and her methods. If asked, he believes that there is a good chance Malfra has ambushed Jorinda and Jorindel on Der Alte Pfad. In his view a purple rose can break the enchantment of Jorinda.

Key Info. Amroth was friends with Arus Jägermeister before they went their separate ways. It was perhaps the only friend he ever had. Knows where Arus roams the woods (page 3) but does not want to speak to a murderer.

CHAPTER VI: MALFRA'S HUT

Finding your way through the thick bushes and tall old trees you become aware of a clearing in the dense canopy close by. There is a small acre that looks rather well maintained. The scent of boiling stew stings your nostrils coming from a wooden hut at the back. Three wooden stick figures dangle from the rooftop.

Acre. Malfra (female human witch) is away during the morning looking for herbs. She has a familiar **raven** as described in the *find familiar* spell that keeps an eye out when she is gone. Carrots and turnips grow on the acre. The three stick figures are **Malfra's stick figures** as described on page 10.

Door. The door is locked when Malfra is away. It can be pried open without leaving traces with a successful



1 square = 5 ft.

Dexterity DC 10 check requiring thieves' tools and proficiency in their use.

Window. Teere is a small pit trap in front of the eastern window. To notice the earth looks spaded in this place requires a successful Wisdom (Perception) check DC 10. Creatures entering the space will fall into a 10 ft. deep pit and have to make a Dexterity saving throw DC 12. On a failed save, they take 1d10 bludgeoning damage.

Kettle. A kettle hangs over the fire in the corner. A stew of rabbits, turnips and carrots is simmering inside.

Table. A jar filled with beetles and a bottle of sweet white wine with a label reading "Night Elf Inn" are on the table. The bottle was taken by Jorindel when he left the Night Elf Inn.

Bird's Cage. A bird's cage with a white dove stands in another corner.

Witch's Potions. In a shelf near the fireplace are three labeled potions. The potion with the label "To Get Better" is a *potion of healing*. The potion with the label "To Get to the Top" is a *potion of climbing*. The potion with the label "To Get Worse" is a *potion of poison* which deals 2d4 poison damage on a failed Constitution saving throw DC 13.

Dove. Jorinda (female human **commoner**) has been transformed into this dove. If the dove is touched by a purple rose, the enchantment is broken and it turns back into Jorinda. The cage will explode if the dove is still inside it while being transformed. Everyone in the vicinity has to succeed on a Dexterity saving throw DC 10 or take 1d4 force damage. Jorinda takes 1d4 force damage as well.

Bed. An old charcoal drawing of a young woman and man standing hand in hand in a field of roses hangs

above Malfra's bed. At the back of the drawing is a message reading: "Us, where the wild roses grow. Yours forever, Amroth."

MALFRA THE WITCH

Appearance. Malfra is an older woman of around 55 years. She wears black robes and a hood. From under the hood come wild gray hairs pointing in several directions and a long crooked nose.

Role-playing Notes. Malfra is a reclusive person and acts very anxiously. She often cackles maniacally.

Character Background. Malfra always felt like an outsider growing up. She fell madly in love with Amroth. They were both feeling like outcasts because of their magical talents. They often met at Rosenbusch Hügel, where Amroth still lives. She couldn't cope with the break-up when Amroth vowed celibacy upon joining the Druid's Circle of the Bee's Eye. She descended into madness and retreated into the woods. Seeing a purple rose brings back bad memories. She will lash out against anyone showing one to her.

Character Background. Malfra believes that if she cannot have happiness in love, no one should. If she encounters young couples she turns the women into doves and drive away the men. She refers to the birds as her "pretty little doves." She protects these at all costs.

Key Info. If pressed, Malfra can sing the song that Jorindel heard (see *Chapter IV: The Buhmann Lair* on page 3).

Statistics. See *Appendix D* on page 10.

JORINDA

Appearance. Jorinda is a young 18-year old girl with long, blond hair and blue eyes. She wears a set of pearl earrings.

Role-playing Notes. Jorinda is very naive and swept away by Jorindel's big plans for their future. Despite this, she is conflicted between her love for Jorindel and her father.

Character Background. Jorinda met Jorindel when she came down to the Night Elf Inn one day. She has been madly in love with him ever since and believes their love can overcome all difficulties. She dreams of a place where they can openly be together. Jorinda loves her father who she calls "daddy" and her servant Maria very much, but

believes that running away was the right decision. She felt like they wouldn't understand her.

Key Info. Jorinda thinks of Jorindel as a heroic figure and will be disappointed if it turns out he isn't. She is reluctant to return home out of fear for the repercussions.

EPILOGUE

If you wish to continue playing after completing this adventure, advance the adventurers to level 2. Here are some suggestions on possible adventure hooks.

La Grande Frontière. If the adventurers are swayed by the love Jorinda and Jorindel feel for each other, they might help them get safely to the border town of La Grande Frontière. Der Alte Pfad through the Märchenwald is full of dangers...

The Druid's Circle of the Bee's Eye. If the adventurers came into contact with Amroth the Gray, they might like to know more about the history and rituals of the Druid's Circle. Perhaps they can be of assistance to a problem that has been bugging the Circle? If they confiscated a purple rose without consent or stolen the wooden shield, the Druid's Circle might start looking for them...

Arus Jägermeister. If the adventurers befriended Arus Jägermeister, they might like to prove his innocence. Alternatively, Arus Jägermeister might know some interesting things to check out in the Märchenwald... Perhaps his next prey?

APPENDIX A: CONNECTIONS LIST

The adventure is structured in a non-linear way. In each chapter clues can be found leading to multiple chapters, allowing for a wide variety of sequences in which the adventure is played out. For a brief overview of connections between each chapter, consult this connection table.

CHAPTER CONNECTIONS

Chapter	Clue	Leads To
Night Elf Inn	Aldo the Stable Boy	Der Alte Pfad
Night Elf Inn	Aldo the Stable Boy	Rosenbusch Hügel
Night Elf Inn	Rumors of the Patrons	Der Alte Pfad
Night Elf Inn	Rumors of the Patrons	Buhmann Lair
Night Elf Inn	Rumors of the Patrons	Arus Jägermeister
Der Alte Pfad	Tracks to the West	Buhmann Lair
Der Alte Pfad	Watched by Arus Jägermeister	Arus Jägermeister
Der Alte Pfad	Feather trail to the East	Malfra's Hut
Buhmann Lair	Jorindel's Drawing	Rosenbusch Hügel
Buhmann Lair	Jorindel	Rosenbusch Hügel
Buhmann Lair	Jorindel	Der Alte Pfad
Buhmann Lair	Buhmann Hobs	Arus Jägermeister
Arus Jägermeister	Conversation	Buhmann Lair
Arus Jägermeister	Conversation	Rosenbusch Hügel
Arus Jägermeister	Conversation	Malfra's Hut
Arus Jägermeister	Arus' Notes	Buhmann Lair
Rosenbusch Hügel	Amroth the Gray	Der Alte Pfad
Rosenbusch Hügel	Amroth the Gray	Arus Jägermeister
Rosenbusch Hügel	Amroth the Gray	Malfra's Hut
Rosenbusch Hügel	Amroth's Diary	Malfra's Hut
Rosenbusch Hügel	Arus' Gift	Arus Jägermeister
Malfra's Hut	Drawing of Amroth and Malfra	Rosenbusch Hügel

APPENDIX B: HANDOUT JORINDA'S LETTER

Daddy,

With pain in my heart I bid you farewell. When you read this I have left Burg Neuland to be with my one true love Jorindel.

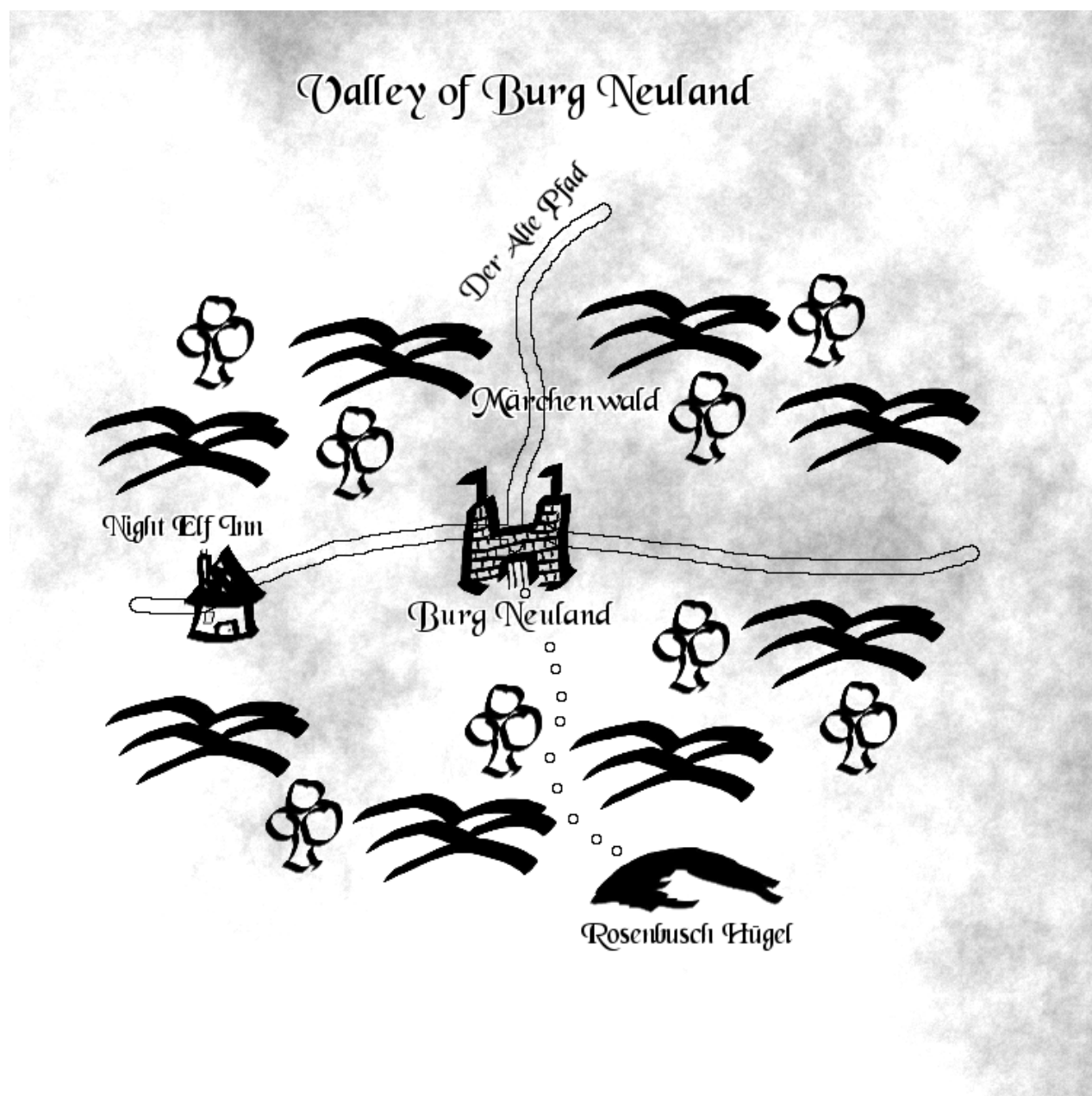
It was destined that we should be together. Why can't other people see this? Because I'm from a noble family and he's just a simple stable boy at the Inn? Our love is pure and divine. It was meant to be.

You will always be in my heart.

Yours forever,

Jorinda

APPENDIX C: MAP OF BURG NEULAND



APPENDIX D: CREATURES AND NPCs

MALFRA THE WITH

MALFRA THE WITCH

Medium humanoid (human), chaotic evil

Armor Class 13

Hit Points 73 (16d8+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	11 (+0)	13 (+1)	14 (+2)	11 (+0)	12 (+1)

Skills Arcana +4, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1 (200 XP)

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

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *burning hands*, *fog cloud*, *thunderwave*

2nd level (2 slots): *alter self*, *suggestion*

ACTIONS

Claws (requires alter self). Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage. This attack is magical.

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 2 (1d4) piercing damage.

Invisible Passage. Malfra magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

MALFRA'S STICK FIGURE

A wooden stick figure fabricated and brought to life by Malfra.

MALFRA'S STICK FIGURE

Small construct, chaotic evil

Armor Class 13

Hit Points 8 (2d6+1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	13 (+1)	4 (-3)	8 (-1)	3 (-4)

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 1/4 (50 XP)

Dive Attack. If Malfra's stick figure dives at least 30 feet straight toward a target and then hits it with its claw attack, the attack deals an extra 2 (1d4) damage to the target.

False Appearance. While Malfra's stick figure remains motionless, it is indistinguishable from an ordinary, inanimate stick figure.

Spider Climb. Malfra's stick figure can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) piercing damage.

OPEN GAME LI- CENSE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open

Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content

originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.