

RING OUT, WILD BELLS

BY
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A LEVEL 3 ADVENTURE FOR THE 5TH EDITION OF
THE WORLD'S GREATEST ROLE-PLAYING GAME!

RING OUT, WILD BELLS

An Adventure on Tap product



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INTRODUCTION

The *Adventure on Tap* series is designed to give you, the Dungeon Master, everything you need to run an adventure using the 5th Edition Dungeons & Dragons rules. It was created to enable busy DMs to run an adventure with minimal preparation and still have a great time playing.

The most important thing to remember when playing is to have fun. If you find something contained within the adventure that doesn't work for your group, or you need to approach events in a different way, then change it! This book is meant to aid DMs in running a great game so customise it in a way that best suits you and your players.

I have endeavoured to provide as much information as possible for each scenario and location that the characters might explore throughout the adventure. I have also provided further information on locations and NPCs the characters might seek out based on my own experience running the adventure (and knowing that no adventure survives contact with the players!).

ACRONYMS

When referring to any of the three core books I have shortened them to the accepted acronym. These are

- **PHB:** Player's Handbook
- **DMG:** Dungeon Master's Guide
- **MM:** Monster Manual

FEEDBACK

I strive for ease of use and clarity in the products I release and I am continually refining my adventure format. If you have suggestions and feedback on things you found helpful and especially on things that were unnecessary or confusing I'd love to hear from you. Thanks for downloading, and happy gaming. Cheers!

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I'M A NOTE BOX!

I provide helpful hints and tips on running the adventure, gleaned from "in the trenches" experience over 20 years of Games Mastering! I also provide other useful information about unique elements of the adventure.

I'm read aloud text! Read me out loud!

I'M AN ENCOUNTER BOX! RAWR!

I provide the list of enemies in the encounter, where to find them, how much XP they're worth, and the difficulty of the encounter!

EASY



MEDIUM



HARD



DEADLY



Ring Out, Wild Bells is an adventure for 3-5 3rd level characters. It is designed to be played in a single session and should take between 3 to 6 hours. The adventure favours characters and players who enjoy roleplaying and exploration but contains additional optional encounters for players who enjoy more combat focused play.

ADVENTURE OVERVIEW

THE HOOK

For the past 9 years during the White Pine festival the small town of Haren's Watch has been plagued by a wicked fey spirit known only as Mr. Grin. The creature and its fiendish little minions torment the town over the course of three nights, culminating in the kidnap and transmutation of one of the village children into a lifeless statue made entirely of coal.

The party stumble upon the town while seeking shelter from a blizzard and find themselves caught up in events that will shape the future of Haren's Watch.

BACKGROUND

Like all good stories, there is more here than meets the eye. Haren's Watch is indeed tormented by a fey creature, but what the townsfolk fail to mention is that it was their own cruelty that wrought this punishment.

Over fifteen years ago a child, a young boy, was born in the village. The boy was the son of Cara Hollis, a widow who had invited an outsider, a drifter and wanderer, into her home. The two found companionship in one another and did what lonely men and women often do. 9 months later a healthy baby boy was born, though the unknown wanderer had already moved on by then.

Unfortunately the boy, whom Cara named Nollai, was born different. Small protrusions, not unlike horns, grew from his forehead and his skin had a slight red tint to it. The townsfolk were horrified by this and the boy and his mother were left shunned and isolated by almost everyone in the village.

Five years later while Cara was fetching supplies, their small house caught fire. Cara raced home, scrambling desperately to put it out, throwing handfuls of snow on the flames while she begged the gawking townspeople to help. None did. Cara was forced to watch while her son was consumed by flames as he cried out for her. The next day she hanged herself from what was left of the rafters.

That winter as the townsfolk celebrated the White Pine festival, a fey creature crept into the village and stole a child from its bed. The child's brother, who had been in the room

at the time, said it was "Mr. Grin" that had taken his brother. The next night the so-called Mr. Grin returned the child to the village, transformed completely to coal.

"Another child to fuel the flames," it proclaimed to the horrified townsfolk. Mr. Grin would return every year thereafter, ending the celebration of the White Pine festival.

It is the tenth year of Haren's Watch suffering this calamity. This year, amidst a raging blizzard, a weary party of adventurers seeks refuge in the small village...

GETTING THE PARTY INVOLVED

This adventure is meant as a side-trek that can be thrust upon the party as they are traveling from one point to the next. However you may wish to tie the characters more closely into the events of the story, particularly if you decide to use this as a jumping off point for a new campaign. Below are some suggestions for how you or your players may wish to tie some of the characters to the adventure.

THE HISTORIAN

The Watchtower of Haren is an important but rarely documented part of a war with an undead army centuries ago. The tower was abandoned years ago and has since been left to ruin. You've come to investigate just what happened and see for yourself why this was such a valuable site during the war hundreds of years ago.

THE HUNTER

You've heard tales of the legendary golden-crowned chit-erra that is rumoured to lair near Haren's Watch and have come to hunt it. These creatures have not been seen since the war with the undead and such a trophy would give you the renown and respect that you desire.

THE NATIVE

You grew up in the village of Haren's Rest. One of your siblings was taken years ago by Mr. Grin and you were in the room when it happened. Now that you're old enough, you are determined to stop what happened to your sibling from happening to others.

If you choose this hook, work with your GM to choose one of the Lost Children to be your sibling. Some of the children have ties to other characters in the adventure, but some have purposely been left open. Choose one that suits your character.

CHAPTER 1: RUNNING THE ADVENTURE

SEQUENCE OF EVENTS

The following sequence of events outlines what happens over the course of the three nights during which this adventure takes place. Some or all of these events may change depending on the party's actions.

1ST NIGHT

The party seeks refuge in the village of Haren's Watch in the midst of a vicious snow storm. Most of the village is gathered in the inn-cum-townhall and is on edge as the group enters.

The villagers have left out offerings of candied walnuts and whiskey for the phooka, the strange little creatures that serve Mr. Grin. The phooka plunder the town of these gifts, getting progressively more drunk (and hopped up on sugar) over the course of the night as they run through the streets wildly ringing their oversized bells. Any house without an offering, or with a meager offering, is ransacked or sometimes even burned down (though this may be accidental rather than malicious). Villagers drape the doors and windows of their homes in holly to try to prevent this, knowing the phooka are deathly allergic to it.

2ND NIGHT

On the second night Mr. Grin enters Haren's Watch while the phooka circle the village. Their bells chime gently in the night as Mr. Grin moves through the village, investigating each house carefully. After some consideration, he removes a sprig of mistletoe from a small sack and pins it to the door of the Lodge. This sends the gathered townsfolk into a panic, until they realise the only child under 12 who lives in the Lodge is Daisy Donahy.

3RD NIGHT

Mr. Grin and his phooka return to the village to claim Holly. The phooka restrain (and kill if necessary) anyone who tries to stop Mr. Grin. Mr. Grin seeks out Daisy, using his fey magic to charm her, and carries her away in its sack. The next day Daisy is returned, transformed completely to coal, and is placed in the ruins of Cara's house with the rest of the lost children.

MR. GRIN

The creature known as Mr. Grin has lived in the forests and bogs around Haren's Watch since before the village was founded. He regarded the short-lived people who began to appear in his lands as one might regard a robin in your



garden. He would even leave the people gifts from time to time: a large felled tree for wood, a fertile swath of bogland for fuel, and occasionally a particularly slow deer for food.

It was only years later when Mr. Grin encountered a small boy named Nollai that he took an interest in the town. Nollai would bring Mr. Grin gifts and tell him stories of his mother and the townsfolk. Mr. Grin would in turn share stories of the trees and animals, and gift the boy with little trinkets he had found lost in the bog and the underbrush.

Mr. Grin generally avoided the town but was drawn there one day by the acrid smell of smoke and the sight of dancing flames. He watched as the boy Nollai burned and the townsfolk did nothing, and was overcome with disgust and rage. He watched as the boy's mother hung herself from the charred rafters, and he swore to the body of the hanging woman that he would ensure the townsfolk shared her pain.

For more on Mr. Grin see *Appendix A*.

THE PHOOKA

The phooka that torment the people of Haren's Watch ahead of Mr. Grin's arrival are fey creatures like Mr. Grin. They are nine in number during the events of this adventure. Astute players and characters will note that the number of phooka directly corresponds to the number of missing children, and will likely deduce that the phooka are in fact the lost children. There is some truth to this. For more information on the phooka see *Appendix A*.

Though the villagers of Haren's Watch can clearly see the numbers of phooka increasing year on year, many have a mental block towards this and refuse to admit the seemingly obvious. Those that have allowed themselves to accept the truth of what is happening simply stay quiet.

RESOLVING THE ADVENTURE

Ring Out, Wild Bells plays out over the course of three nights. During this time the party will be asked to stop the events laid out above from transpiring or may take it upon themselves to save the village. The following section gives advice on how to handle the most likely ways in which the party may approach the adventure, and also provides suggestions on how to steer the party if they need a little guidance.

KILL MR. GRIN

More than likely, a party of adventurers will default to this approach. After all, if the party learn nothing of the town's history there is no reason for them to believe that Mr. Grin is anything more than a malevolent creature who has tormented the town for years.

Mr. Grin is a fey being with magical abilities, resistance to mundane weapons not made of pure iron, and has advantage on spell saving throws. He is a CR5 monster and could be challenging for a level 3 party, particularly if they are not equipped with magical items. As well as this, Mr. Grin has nine phooka in his service. Though these creatures are not particularly difficult individually, in a large group they could overwhelm a level 3 party. If Mr. Grin is added to the mix then some if not all of the party could be killed.

If the party are intent on solving the town's problems with violence, you will want to flag the potential dangers to them early. You can do this by simply having the villagers tell them of the odds they face, perhaps recounting the story of a few years ago when a number of villagers tried to fight off Mr. Grin and the phooka and failed. You can also have a character like Marl in the Lodge inform that party that he has seen Mr. Grin recoil from cold iron - this could potentially lead to the party trying to scavenge iron tools, nails, and perhaps weapons from around town in order to aid them in battle. Lastly, you can simply have characters roll to see what they know of fey creatures (the Nature, Arcana, and History skills may be apt depending on the character's class and background) - if the character rolls over 10 they know fey creatures are often resistant to magic; over 15 and they know that mundane weapons don't affect them as they should; and over 18 and they learn of a potential weakness to iron.

Once armed with this knowledge, it is up to the party how best to use it.

REASON WITH MR. GRIN

Mr. Grin may appear as a monster to the party but he is an intelligent being who can be reasoned with. Exactly how the party can accomplish this is up to you, but reading the history behind the events and familiarising yourself with Mr. Grin's entry in *Appendix A* should give you a strong grasp of Mr. Grin's personality and motivations. It may be the case that the party can convince him that the town has suffered enough or perhaps have one of the villagers beg for forgiveness for what happened. In the end it will most likely be a combination of roleplaying and social skill checks that determine the outcome of a diplomatic approach.

LAY NOLLAI TO REST

When Nollai was killed in the fire, his spirit did not go to rest as it should have. The boy's ghost can be encountered some nights in the Children's Garden (see **page 9**) and may be willing to speak to the party.

Nollai's spirit can be laid to rest in a number of different ways. Firstly, a small amount of Nollai's remains are still lying amongst the rubble of his former home in the Children's Garden. Searching the rubble is a tedious task, requiring



three successful DC 15 checks taken over the course of a number of hours. Characters can use Wisdom (Perception) or Intelligence (Investigation) to perform these tasks. A character succeeding on a DC 12 Intelligence (Medicine) check prior to undertaking the search has advantage on all checks to search for the remains during this time. Once the remains have been found, the spirit can be laid to rest by performing appropriate funeral right over them. The party can also seek Marl's aid in this regard as he is a follower of the God of the Lost.

The second way in which the party can lay Nollai's spirit to rest is by having the *hallow* spell cast over the Children's Graveyard, specifically Nollai's former home. This spell will most likely be beyond the abilities of a level 3 party but they may have powerful allies who can aid them.

Lastly, the party can engineer a meeting between Nollai and Mr. Grin. Mr. Grin is unaware that Nollai's spirit still haunts the town and if the party learns of the previous relationship between the two they may wish for them to meet. If this occurs Mr. Grin will offer Nollai a new life by bringing the boy's spirit into the fey realm, to which Nollai will happily agree. Once this happens Mr. Grin and Nollai vanish and never return to Haren's Watch. If Mr. Grin is ever encountered again he is accompanied by a tenth phooka with tiny flaming horns.

SAVE THE CHILDREN

The impact that the loss of the 9 children (10 including Nollai) has had on this community should be obvious to

the party. Those who would call themselves heroes will want to do what they can to bring the town peace.

Astute adventurers may reason (correctly) that the children were not in fact turned to stone and have instead been transformed into the phooka that Mr. Grin surrounds himself with. Unfortunately, bar the use of a *wish* spell or divine interference, there is no way to return the children to their previous lives. The only other way to lay the children's spirits to rest is to find the phooka in the Feywild and end their lives there (see *Appendix A* for more details).

NOLLAI'S DEATH

The source of the fire is not listed here in order to allow you, the DM, to create a story that fits your group. If players propose a theory as to what happened to Nollai you can wrap in these ideas in order to make them feel clever.

However, when the adventure was written I envisioned that the fire was simply a tragic accident, a stray spark from the stove which took flame.

Another option is that Wess Hacob, who was openly cruel to Cara and Nollai, purposely started the fire. If you choose this route then another option for resolving the adventure presents itself: revenge against Wess Hacob



CHAPTER 2: HAREN'S WATCH

The small village of Haren's Watch is home to 99 families spread across a few miles of fertile farm and bogland. The titular watchtower of Haren was built atop a hillock within a cluster of trees, most of which have long since been cut-away to be used as lumber to build homes.

The town served as a goliath outpost centuries ago during the war with the undead armies, when the dead swarmed down from the north under the control of powerful necromancers. The war is long over and Haren's Watch is a mostly forgotten hamlet in an isolated part of the country. And the people prefer it that way.

THE PEOPLE

The townsfolk of Haren's Watch are a very insular people and prefer to keep to themselves. For the most part they can manage this thanks to the fertile lands surrounding the village, but the scarcity of good metal forces them into trade

with other settlements. The population of Haren's Watch is almost exclusively human and the lack of contact with the world at large means that what the people know of other races amounts to little more than stereotypes: dwarves like ale and metal, elves are aloof and like trees, and halflings are tiny thieves. They're not exactly racist, just... sheltered.

Some of the prominent members of the village are listed below, Unless otherwise noted all of the villagers have the statistics of **commoners** (*MM* p.345).

MAREK LEES

Marek is the finest carpenter in Haren's Watch, and he is not short about letting people know. He aided in the refurbishment of the Lodge a few years back and is often called upon by the other townsfolk when they want to add a new room to their homes or an outhouse for their garden. He speaks wistfully of rebuilding the town's watchtower and dedicating it to his daughter Elys, who was taken by Mr.

Grin a few years ago, but so far all he has to show for his talk are a few tear stained sketches.

HOLLY DONAHY

Holly's younger brother Alson was taken by Mr. Grin a few years ago when Holly was 16. In the intervening years her mother and father left the village, abandoning Holly and her younger sister Daisy. When Marl's wife passed away a few years ago, Holly offered to help out around the Lodge in exchange for her and Daisy being able to take one of the rooms on the second floor. Holly helps with cleaning, prepares food, and bakes fresh sourdough bread daily, and Daisy, now 11, helps with the small root garden at the back of the Lodge.

Holly was one of the few people in town who remained close to Cara after Nollai was born and gets emotional whenever she and Nollai are brought up.

TRELAYN GYWNLIS

Trelayn (NG female elf **scout**, *MM p.349*, but with a speed 20ft) is one of the few non-humans in the village, though she makes a point of wearing a wool cap to hide the pointed ears of her elven heritage. For a number of years Trelayn brought fresh meat and animal hides to the village to sell and built up a good relationship with the townsfolk. After suffering a gruesome leg break on one of her hunts, she struggled back to the village for aid. Once the break had healed it became clear that Trelayn's hunting days were over. These days she serves as the town's butcher, tanner, and part time bowyer. She still walks with a limp.

HENRIKH ALBARITE

Henrikh (LG male human **scout**, *MM p.349*) is a well-built young man in his early twenties. As a teenager he had a crush of Trelayn and begged her to teach him how to shoot and track as an excuse to be around her. He turned out to have an aptitude for hunting however and, since Trelayn's injury, has become the main source of fresh meat for the village. Henrikh has a decent knowledge of the Beating Woods and the Boora Bog beyond.

Henrikh is very protective of his younger brother Markuss, and is particularly on edge at this time of year.

WESS HACOB

Wess is a sour old man full of spite and hate. He is a follower of a god whose teachings warn of consorting with demons. When Cara's house burned and she begged for help, Wess spit in her face and told her that she and her hellspawn son were reaping what they had sown. He believes that Mr. Grin is the town's punishment for allowing Cara to live amongst them for as long as she did.

CORA MORGAN

Cora lives on her own on the outskirts of Haren's Watch in what could easily be taken for an abandoned house were

it not for the candlelight that always burns in the window. Of all the people in the village who have suffered, Cora has perhaps suffered the most. Her little girl Julia was the second child to be taken by Mr Grin, some 8 years ago, only for her her young boy Wymar to be taken a few years later. Within a year of the loss of Wymar, her husband was killed by bandits while returning to Haren's Watch with a shipment of iron ore.

Since then Cora has rarely left her home and days would often go by without anyone from the village having seen her. Marl Duggen, the proprietor of the Lodge, now makes a point of checking on her every day, bringing fresh food for her and scraps for her elderly wolfhound companion.

1. THE WATCHTOWER

The Watchtower of Haren was erected almost 300 years ago by Duccia Haren, the so-called Three-River Queen. Duccia lead her goliath army against the undead horde during the war and Haren's Watch was a crucial tactical outpost during the height of the conflict. The tower provided clear line of sight in all directions and contained a great iron bell that could be rung when the dead were seen approaching.

The tower remained manned for a number of years after the war but when the Duccia's armies attention was drawn elsewhere it was abandoned and let fall into disrepair. Today it is little more than a curved shard of rock jutting up from a hilltop, its ceiling and floors having rotted and fallen away long ago. The great iron bell now lies silent among a jagged pile of rocks and debris at the bottom of what remains of the tower.

2. THE LODGE

Constructed within a year of the end of the war with the undead by an entrepreneurial human nobleman, the Lodge served as a hunting lodge for years afterward. It was frequented by an eclectic mix of nobles, knights, and barbarian huntsmen who sought to slay the rare golden-crowned chitera - a huge batlike creature that once made its home in the bog around Haren's Watch. When the watchtower was abandoned by Duccia Haren's goliath warriors and the roads grew wild and difficult to travel, visitors to the lodge dwindled before eventually ceasing entirely.

Today the Lodge is the beating heart of Haren's Watch. It is a stocky two storey building made of stone and thick wooden logs, with the inside divided into a number of large rooms. The main room is one hundred feet to a side and serves intermittently as a tavern, a church, and a town hall as needed. Smaller rooms to the side function as storage, private rooms, and one has been set aside as a perpetual place of worship. The upper floor has a number of dusty disused bedrooms, and the cool basement serves as

the town's larder and store during the winter.

The custodian of the Lodge is Marl Duggen (NG human male **acolyte**, *MM* p.342), a descendent of Hester Duggen, the man who originally built The Lodge. Marl is a comfortably plump man in his early 60s, with grey hair and a bushy goatee, who speaks softly and is always welcoming. Along with maintaining the Lodge, Marl is also a servant the God of the Lost, and tends to the spiritual needs of Haren's Watch. He oversees sermons, weddings, funerals and provides any other services that could be expected of a holyman.

ROLEPLAYING MARL

Marl is a quiet man who deeply cares about the people of Haren's Watch. He thinks the best of them and does not wish to speak ill of his neighbours but what happened to Cara and Nollai weighs heavily on his soul. If the party can gain his trust he is one of the best sources of information to the truth of Mr Grin and the lost children. He wants the curse, for that's what he feels it is, to end and wishes Mr Grin gone. If the party are trying to stop the attacks and gain his trust, he will do what he can to aid them.

3. GENERAL STORE

The general store is where the people of Haren's Watch come to trade - not just in goods, but in gossip and rumours as well. The shop's walls are lined with groaning shelves loaded with various foods, grains, and trinkets, with no discernable system to how they are organised. The floor likewise is littered with old crates and barrels stuffed with clothes, blankets, toys, broken tools, and spare parts.

The store is run by Dallis and Bryn Larsson, whose little girl Kali was taken by Mr Grin a few years ago. Outwardly the Larsson's are a happy couple who have come through tragedy together. The truth however is that the loss of their daughter destroyed their relationship and the two are constantly bickering and hurling vicious insults at one another when no-one is around. The only thing they enjoy doing together these days is devising and sharing cruel rumours about their customers and so-called friends.

Any characters looking for weapons or armour here are out of luck, though there are some sharp kitchen knives available in a pinch.

4. THE CHILDREN'S GARDEN

Amongst the burnt out husk of what was once the home of Cara Hollis and Nollai, 9 stone statues of children of various ages stand silent and lifeless.

The first statue, a boy named Cristin was left here by Mr. Grin the day after his first visit to Haren's Watch. Since

then 8 other children, boys and girls from the ages of 5 to 12, have joined Cristin. The townsfolk have tried to move the children from the site of Cara's suicide but the statues are always returned, usually along with a sweet treat at their feet.

Unable to move the children somewhere else, the villagers have done their best to make the so called Children's Garden somewhere pleasant to be. Much of the burnt wood and charred stone was removed (though some of this too was returned shortly after) and a small white picket fence has been erected. The garden has been decorated with flowers, wind chimes, and brightly painted toys in the hopes of bringing some semblance of joy to such a morose place. The table below shows a list of the children here and the year they were lost.

CHILD	LOST
Cristin, a 7 year old boy	9 years ago
Julia, an 8 year old girl	8 years ago
Elysande, a 5 year old girl	7 years ago
Wymar, a 5 year old boy	6 years ago
Kali, a 10 year old girl	5 years ago
Alson, a 12 year old boy	4 years ago
Jasper, a 6 year old boy	3 years ago
Auron, an 11 year old boy	2 years ago
Layla, a 9 year old girl	1 years ago

THE SPIRIT OF NOLLAI

It is whispered around town that ghosts and apparitions haunt the garden, and most townsfolk refuse to visit it at night. Should the party choose to do so they may encounter the spirit of Nollai, the poor young boy who was burned up in the fire.

ROLEPLAYING NOLLAI

Nollai is a pleasant, smart boy but his death was terrible and traumatic. His soul has become fractured in the years since his death and his spirit has been corrupted with rage and fear. When the party meet him there is a 50% chance that Nollai is calm and aware that he is a spirit. When he is like this Nollai is friendly, though understandably sad about being a ghost. He will answer any questions that the party may have that he is able to answer. Mostly Nollai only knows about the villagers who visit the garden and which statues they come to see. He does not know what caused the fire in which he died.

The other 50% of the time, Nollai is panicked and confused and doesn't understand what happened to his home or why the other children won't play with him. All he wants is to find his mother and have a story and go to sleep. When Nollai is like this his spirit leaves blackened scorch marks wherever it walks, melting snow if there is any. A character



can calm Nollai or convince him he is a spirit with a DC 14 Charisma (Persuasion) check. If the check fails, Nollai flies into a rage and attacks, becoming a **lesser rachtgeist** (see **rachtgeist** in *Appendix A*). If he is reduced to 0 hit points in this form Nollai returns to normal, now aware that he is a spirit.

THE BEATING WOODS

Tall evergreen trees create a natural border around the village of Haren's Watch, providing the isolation that the villagers so enjoy. These woods are referred to as "The Beating Woods", though no-one is quite sure where the name comes from. Some think it gets its name from the beating wings of the batlike chitera that once made it their home, others think it is because of the "beating hearts" of the game that provide food for the people of Haren's Watch, and those who want to terrify their children claim that it is because the woods will actively attack bold children who venture into it without permission.

Whatever the truth is behind the name, the woods are filled with wild game that provide the townsfolk with fresh meat and much needed furs for the cold winters. Wind-ing streams and rivers snake between the trees and are ripe with fish for a skilled fisherman or someone willing to brave the cold water with a net.

For the most part travel through the woods is not dangerous, particularly if one follows the well worn hunting trails. However, if your group enjoys more combat oriented adventures or you simply want a change of pace, you can roll on the table below for a random combat encounter.

1d100	ENCOUNTER
1-20	2d6 Wolves
21-40	Brown Bear
41-60	Giant Boar
61-80	1d6 Giant Spiders
81-90	Owlbear
91-95	Winter Wolf
96-100	Golden-Crowned Chitera

BROWN BEAR

This female **brown bear** (*MM p.319*) is searching for its lost cub when the party comes across it. Any character with a passive Perception of 12 or higher that comes within 30 feet of the bear can hear a rustling and the crunch of snow up ahead in a thick copse of trees. If the party fail to notice the bear it lunges from the trees and attacks the nearest party member, fearing for the safety of its cub. If the bear drops below half its hit points it will flee. If the party kills the mother bear, later during their travels they find a lost

and scared bear cub.

GIANT BOAR

This **giant boar** (*MM p.323*) has its snout to the ground searching for food when the party come upon it. Once it notices the party it will grow angry and feign charging, hoping to scare them off. If the party do not leave the boar attacks in earnest, trying to gore the nearest party member. If it drops below half hit points, the boar flees.

GIANT SPIDERS

These **giant spiders** (*MM p.328*) are hiding in the trees, awaiting live prey. Characters who make a DC 17 Wisdom (Perception) check can spot the spiders before the party is ambushed. Otherwise, read or paraphrase the following text:

Small frozen spider webs glisten in the winter light as you make your way through the woods. As you continue along the trail you notice that there are more and more webs stretched between the branches, and even stretching between tree trunks along the trail. Just when you realise what exactly these giant webs mean, the webs begin to vibrate and you are face to face with a giant spider!

GOLDEN-CROWNED CHITERA

Save for the crunch of your footfalls in the snow, the woods have gone strangely quiet. You can hear no sound of animals in the underbrush or birds in the trees and it is hard not to be unsettled. The sky darkens and snow begins to fall from the trees, shaken free by the beating of great wings. Looking up you see a huge bat-like creature fly overhead. It seems to be flying to the north east.

The creature the party see is known as a **golden-crowned chitera** (see *Appendix A*). This rare bat-like creature was thought to have been hunted to extinction after the undead war, yet this one has managed to survive for many long years while remaining largely hidden. Should the party wish to pursue the beast, refer to the golden-crowned chitera entry in *Appendix A* for tips on how that might play out.

OWLBEAR

Unbeknownst to the party they have unwittingly stumbled into the hunting ground of a vicious **owlbear** (*MM p.249*). You may allow a druid, ranger, or a character with the outlander background to make a DC 15 Intelligence (Nature) check to recognise the signs, but other characters will most likely be caught completely unawares. When the party enter the hunting grounds, read or paraphrase the following text:



"The trees thin a little and you find yourself walking in an open patch of land, the snow crunching beneath your feet. After a moment you pause and look down. Too late you realise that it is not snow crunching beneath your feet but tiny shards of bone! Suddenly you hear a what sounds like the screech of a predatory bird and before you can react a huge half-owl, half-bear monstrosity leaps from the treeline and attacks."

WINTER WOLF

This lone **winter wolf** (*MM p.340*) has come down from the mountains seeking food, and it aims to make one of the party members its dinner. Roll a Dexterity (Stealth) check for the winter wolf (with advantage due to its Snow Camouflage ability) and have it stalk the party. The wolf will look for any isolated member of the party, such as someone scouting ahead or someone who has fallen behind, and will attack them in the hopes of dragging the party member away. If the party put up too much of a fight and the wolf

drops below half its hit points it will flee.

The pelt of a winter wolf is prized by many, and could be worth up to 200gp to the right buyer. In the right hands the pelt can be fashioned into a cloak that retains some of the winter wolf's magical properties.

WINTER WOLF CLOAK

Wondrous item, rare (requires attunement)

While wearing this cloak you have advantage on Dexterity (Stealth) checks while in snowy environments. You also gain the benefits of a *ring of warmth* (*DMG p.193*)

WOLVES

Any character with a passive Perception of 14 or higher can spot this pack of **wolves** (*MM p.341*) before the party come upon it. Otherwise, read or paraphrase the following text:

It is too late before you realise your mistake: you've stumbled into a pack of wolves feeding upon a fresh kill. Bloodied muzzles turn to you, bearing wickedly sharp teeth. The low growl from the wolf pack seems to reverberate in your chest.

BOORA BOG

The Boora Bog lies to the north east of Haren's Watch and covers an area of almost two miles. Clawing briars pull at travellers clothes as they try to traverse fallen trees and avoid sudden sinkholes. During the warmer months the bog teems with life, with insects, frogs, birds, and spiders making the bog their home.

In the winter the bog can be both more and less dangerous to traverse. The colder weather causes the wet peat and some of the sink holes and ponds to freeze, but relying on these new paths can just as easily lead to becoming trapped in the cold, wet muck or below the icy surface of the water. Any character trying to traverse the bog must make a DC 15 Wisdom (Survival) check to find a safe path.

MR. GRIN'S HUT

Deep in the Boora Bog the husk of an ancient stonewood tree lays toppled, half submerged in the thick bog. The mouth of the trunk of the tree is almost ten feet in diameter and is half covered by old roots, sticky brambles, and creeping ivy. This is the entrance to Mr. Grin's hut, where he and the phooka reside.

Coming upon the trunk during the day a party may be impressed by its size but would notice nothing out of the ordinary. However, when viewed in the moonlight a strange twinkling haze covers the entrance and the hanging vines billow like curtains in a breeze. The mouth of the tree is a



gateway to a small isolated region in the Feywild but is only accessible to non-fey creatures when moonlight shines upon the tree. If the party enter the gateway read or paraphrase the following text:

Walking into the hollow of the tree is a disorienting feeling. The wood around you begins to warp and distend as the tree seems to expand and grow before you (or perhaps you are shrinking). A pathway lined with frost-capped flowers winds lazily along the ground in front of you and you suddenly realise the tree is gone. You stand in a moonlit clearing ringed with evergreen trees. Snow gently swirls around you - not falling, but caught in an unfelt breeze and perpetually held aloft. A brightly painted patchwork hut stands nearby, its snow capped roof tilted at you as if enquiring as to what it can help you with.

At any time there are 1d6 **phooka** (see *Appendix A*) out amongst the evergreen trees, climbing, chasing one another, or creating extravagant snow structures. Mr. Grin is typically within the hut.

If the phooka notice the party they will begin hooting and hollering, crying out to one another, giggling, brandishing their strange stone daggers, or dashing off to fetch Mr. Grin. Mr. Grin will be immediately wary of the characters intentions but is willing to speak with them. While he speaks some of the phooka will move around the party, attempting to hide and encircle them. If the party become aggressive Mr. Grin and the phooka attack.

If and when the party leave the Feywild and return to the material plane, you may wish to consult the optional planar travel rules (*DMG p.50*) to see if they suffer any ill effects.



APPENDIX A: MONSTERS & NPCs

CHITERA

The sight of the huge batlike chitera as it swoops down on unsuspecting livestock is terrifying to behold. When fully grown a chitera's great leathery wings spread out to a wingspan of close to 50 feet.

Bat Family. The chitera's thick fur, large wings, and sharp fangs immediately bring an association to bats. While some believe that they may be related to bats in some way, there are differences. A chitera's head is small for its body, and its skull is curved and smooth, aside from a flat, square forehead. Unlike the large ears and piglike snouts seen on a lot of species of bat, chitera have small indentations in place of ears and no discernible noses. Elongated claws on their feet are used to grasp animals as they fly by, and they have sharp teeth and long fangs that are used for piercing flesh and draining blood.

Bad Reputation. Chitera are naturally reclusive creatures, preferring to make their homes in secluded caves or overgrown swamps. They rarely if ever attack humans unless provoked, instead preferring to steal away livestock and return to the safety of their home to feed in peace. Nevertheless, stories are regularly told of "great winged blood suckers" swooping down and plucking people from the streets. This misconception has led to the chitera being hunted nearly to extinction.

Weapons of War. A large part of the misconception around the chitera is due to their use during the undead war. The vampire lords were losing battles to the griffon-mounted goliath armies and needed to even the odds. A vampire lord who had a particularly twisted sense of humour decided that the chitera were the perfect mounts for he and his followers. He ordered dozens hunted and killed, then had his necromancers return the creatures to life under his control. To this day the sight of the great black wings of the chitera inspires fear in the hearts of the living.

HUNTING THE CHITERA

The chitera is a solitary creature, making its home in warm, dark areas that are far from civilisation. This particular chitera has made a nest in the Boora Bog. Traversing the bog is difficult in itself, and tracking a flying creature may prove impossible. Searching the bog in the hopes of finding the chitera takes 1d6 days, requiring a successful DC 18 Wisdom (Survival) check on each day.

However, canny players might try to leave traps for the chitera, such as live bait, in the hopes of catching it away from the safety of its lair.

GOLDEN-CROWNED CHITERA

Large beast, unaligned

Armor Class 15 (natural armour)

Hit Points 142 (15d10 + 60)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	6 (-2)	14 (+2)	6 (-2)

Skills Perception +8, Stealth +5

Senses blindsight 120ft., passive Perception 18

Languages -

Challenge 5 (1,800 XP)

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

Flyby. The chitera doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Multiattack. The chitera makes three attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10ft., one creature. *Hit:* 14 (2d10+3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5ft., one creature. *Hit:* 10 (2d6+3) slashing damage. Instead of dealing damage the chitera can grapple the target (escape DC 13).

Psychic Screech. The chitera emits a high-pitched blast of sound in a 15-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



MR. GRIN

This tall, gnarled fey creature has skin of the texture of petrified wood and is clad in tattered robes thick with moss and brambles. Small bells, chimes, and hollow wood hang from a long branch clutched in its thin hands, and an unnaturally bright grin can be seen from beneath its shrouded head.

Unseelie Fey. The creature known as Mr. Grin comes from one of the most isolated parts of the Feywild. His demesne falls within the lands governed by the Unseelie Court of the Fey but, though he is bound to serve his queen, he does not have the cruel streak that is associated with the Winter Court.

Hidden Away. In both the material plane and the plane of faerie, Mr. Grin's home is difficult to locate. He has always been a solitary creature and saw no need for companionship until he met a young boy named Nollai. He had spent so much time alone that he could not even remember his own name when the boy asked. Only after the boy dubbed him "Mr. Grin" and the two became friends did he realise what he had been missing. Mr. Grin's home is still hidden away, but now is populated by the sounds of many phooka yelling and playing pranks.

Oathbound. Promises and pacts are an integral part of the faerie courts and in fey dealings with all creatures. Breaking of a bond or reneging on a deal can have actual physical consequences for the offending party.

When Mr. Grin swore to Cara that he would make the people of Haren's Watch suffer the pain she had suffered he made a pact with her, one he considers to be binding. To his mind the only way that his contract with Cara's spirit will be complete is when every person in the town has suffered the pain of the loss of a child.



MR. GRIN

Large fey, neutral

Armor Class 15 (natural armour)

Hit Points 136 (16d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	12 (+1)	17 (+3)	18 (+4)

Skills Nature +4, Perception +6, Persuasion +7, Stealth +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with iron weapons

Condition Immunities charmed

Senses darkvision 60ft., passive Perception 16

Languages Common, Elvish, Giant, Sylvan

Challenge 7 (2,900 XP)

Magic Resistance. Mr. Grin has resistance on saving throws against spells and other magical effects.

Innate Spellcasting. Mr. Grin's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He

can innately cast the following spells, requiring no material components:

At will: *armour of agathys*, *charm person*, *dissonant whispers*, *ice knife*

2/day each: *pass without trace*, *shatter*

1/day each: *cone of cold*

ACTIONS

Jingle Bells. *Melee Weapon Attack:* +5 to hit, reach 10ft., one creature. *Hit:* 7 (1d10+2) bludgeoning damage plus 7 (2d6) psychic damage. Instead of dealing damage, Mr. Grin can grapple the target (escape DC 12).

Fey Walk. Mr. Grin magically enters the Feywild and appears at a point he can see within 100 feet. When doing this Mr. Grin can bring one willing creature, or a creature that he has grappled. An unwilling creature suffers one of the following effects (roll 1d6 to determine which effect):

1. Blinded
2. Deafened
3. Frightened
4. Incapacitated
5. Poisoned
6. Prone

PHOOKA

There are stories told in small towns and villages that warn of creatures of faerie coming and stealing children in the night, replacing them with their own young to be raised by the unknowing parents. Phooka are the result of the opposite side of that tale: what happens when a fey creature kidnaps a child and raises them in the Feywild?

Raised in Faerie. Phooka were once children, typically under the age of ten, that were kidnapped and brought to a secluded part of the plane of faerie by a fey creature. There the child stays for what amounts to years, though may only be a few months in the material plane. The children are still young and malleable, and the magic that permeates the Feywild shapes and twists them into something new. Their skin takes on a blue hue, their eyes grow wide and angular, their hair becomes coarse and grassy, and their hands and feet distend and widen. Eventually the children lose all memory of their former life and become true creatures of faerie.

Surrogate Parents. There are many reasons a fey creature

would kidnap a child: a debt for a pact made, as a warning or punishment for some perceived slight, and sometimes even loneliness. Whatever the reason, phooka will usually stay close to the creature that brought them to the fade - if the creature is still around. Even if they are abandoned, phooka are quick to latch onto another, usually larger, being. Hags, ogres, dryads and other powerful creatures are often likely to find themselves with a small retinue of stray phooka in tow.

Mischievous & Cruel. Phooka have little care for the consequences of their actions. They enjoy pranks and tricks, but they are not sophisticated in their execution. Phooka take great joy in the simplicity of breaking things and making others look foolish: a hurled rock thrown through a window or soaking someone in sewage is the height of wit to a phooka.

STONE EFFIGIES

When Mr. Grin takes one of the children, he uses his magic to return to his home on the plane of faerie (see Mr. Grins Hut on **page 11**). During this time Mr. Grin carves a stone likeness of the children as a tribute to the person they once were. These are the stone statues that are found in the Children's Garden in Haren's Watch.

PHOOKA

Small fey, chaotic neutral

Armor Class 13

Hit Points 36 (10d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	10 (+0)	8 (-1)	10 (+0)	9 (-1)

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 10

Languages Common, Sylvan

Challenge 1/2 (100 XP)

ACTIONS

Something Pointy. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature. *Hit:* 5 (1d4+3) piercing damage.

Catch! *Ranged Weapon Attack:* +5 to hit, range 30ft., one creature. The phooka throws something at the target which it is either carrying or is within easy reach. Choose or roll 1d4 to see what the phooka throws.

1. A **rock**. 6 (1d6 + 3) bludgeoning damage.
2. A **pile of mud or snow**. The target is blinded until it takes an action to wipe itself off.
3. A **bag of marbles**. A 5-foot circle around the target becomes difficult terrain.
4. A **very dead rat**. The target is poisoned until the end of its next turn.



RACHTGEIST

Spirits of flame who have taken tangible form, these vicious creatures haunt the place of their death and lash out at anyone who is unlucky enough to come upon them.

Infernal Spirit. A rachtgeist is created when a creature with infernal blood, such as a tiefling, is killed under traumatic and torturous circumstances. As the spirit leaves the creature's body, a fragment of their infernal soul latches on to it. Over time this infernal shard grows and twists the spirit, transforming and shaping it into a creature of flame and fury.

Creature of Rage. Unlike ghosts and other spirits, a rachtgeist is always malevolent. They are created from great pain and suffering, and these cursed creatures carry that pain with them. They are beings consumed by rage and blinded by anger, and want nothing more than

to bring pain and destruction to all that they encounter. Rachtgeist's are fueled by a need for vengeance but are unaware who it is they seek vengeance upon. Not knowing who or what they seek only leads to them becoming more frustrated and angry, creating an unending cycle of suffering and rage.

Hellish Appearance. A rachtgeist creates a solid form for itself, typically trying to approximate a vaguely humanoid shape. They usually appear as human-sized creatures of fire and magma, with elongated arms ending in wicked claws made of blackened stone, and have only a vague semblance of a humanoid head with piercing eyes of flame. Their lower halves are typically less well defined, often appearing as a rolling pillar of flame or boiling magma. The spirit within pulls this form together from the environment around it, charring and twisting stone and wood to create a solid form that can affect the world around it.

LESSER RACHTGEIST

Medium undead, chaotic evil

Armor Class 13 (natural armour)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities poisoned, prone

Senses darkvision 60ft., passive Perception 10

Languages The languages it knew in life

Challenge 2 (450 XP)

Aura of Fire. At the start of each of the rachtgeist's turns, each creature within 5 feet of it takes 3 (1d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the rachtgeist or hits it with a melee attack within 5 feet of it takes an additional 3 (1d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature. *Hit:* 6 (1d6+3) slashing damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Hurl Flame. *Ranged Spell Attack:* +1 to hit, range 120ft., one creature. *Hit:* 11 (2d10) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.



LEGAL

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