

WILD ONE SHOTS

10 SHORT ENCOUNTERS FOR D&D 5E



WILD ONE-SHOTS



IN THIS BOOK

One of the most useful tools I ever ran across as a young DM in the early 90's was AD&D's *Book of Lairs II*. I had run a few classing modules, but wasn't very good at writing any original stories beyond dungeon crawls - but in that book I really started to learn how to write.

Every critter in the Monster Manual can have it's own story, it's own unique challenges, and nothing has to be a boring throw-away trash mob.

I prepared the encounters in this book in that spirit, hopefully giving you a tool that will let you take some simple, short encounters and use them to tell great stories at your game table. You can play them however you like, completely ignoring the backstory or diving deep into the role.

Just remember to have fun, and happy adventuring!

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HOW TO USE THIS BOOK

There is no right or wrong way for a Dungeon Master to use these stories - we created this book as a tool you can quickly pull off the shelf and quickly add some flavor to your table, so feel free to change, ignore, or add anything that works best with your story

Each writeup is split into the following sections:

BACKGROUND - There's a story behind every fight, so we've given you plenty of information to be able to role play the baddies and their motivations. If you want to jump right into a fight, feel free to skip right to the crunchy bits.

ENCOUNTERS - Each story is broken down by major plot events or settings, and gives you details about how enemies or NPCs will act and how the players should be guided through the story. In addition to the maps and stat blocks in the book, each encounter also has a Quick Card which details the enemies, map, and special rules and tactics for the fight, as well as a place where you can track enemy HP.

FITTING IT IN - All of these encounters have NPC and placenames for generic settings, but they are designed so you can include your own villains, towns or forest names to fit best in your campaign. Each encounter also includes plot hook suggestions on how to motivate your players into getting involved, but as always feel free to make up your own.

REWARDS AND SCALING - The last section of each encounter writeup includes XP, Treasure, and Scaling suggestions. These are more quick tools so you don't have to go look anything up, but feel free to change them to better suit the advancement speed, level of wealth, and magic you want in your world.

PLAY MECHANICS - A basic stat block for all creatures in the encounter are included in the writeup and on the quick encounter cards, as well as a map that you can use to set up the main action for your players. You may want to familiarize yourself with powers and spells of any given enemy, and the specific book reference pages can be found in the "scaling" section.

WILDERNESS PLOTS AND ENCOUNTER TABLES

"ON THE ROAD" PLOT IDEAS

Stuck for a story idea? Here are a bunch of open-ended events that you can use to base an encounter on.

- You cross a border into a land where writing is outlawed by the church.
- A Tavern and a crossroads suddenly, magically appears ahead of you in the road.
- A talking cat tests riddles on all travellers, apprenticing to become a sphinx.
- A hunting party of pixies riding squirrels overtakes you, on the trail of the "changeling fox."
- A small cairn of stones is in the center of the road, painted with runes reading "Warning: minimum safe distance"

- You come to a river where a ferryman says the price of passage is saving a stranger's life.
- A druid convinces your mounts to go on strike until they get wages and benefits.
- As you walk, rocks and boulders begin to follow, rolling along beside and behind you.
- An Orc and an Elf in prison clothes run out of the woods, shackled together and breathing heavily from running.
- A tiny elderly woman camps beside the road, chopping wood for a fire with her bare hands.
- A man with pure black eyes has a fruit stand by the road, and something is banging under the counter.
- You grow suddenly sleepy, and realize you are in the center of a large patch of mushrooms emitting strange spores.

(plot ideas continued)

- You approach a hard line where the vegetation is massively overgrown in a wide circle around a huge statue of a dragon.
- A jewel sparkles in the road ahead of you. When you pick it up it opens a massive sinkhole
- A dog walks out of the bushes and drops a human ear in the road.
- The sky darkens as a massive flock of birds fly overhead from the west, where distant music is playing
- A woman in white walks suddenly up, asking to travel with you for protection. As night falls, she rises up to the stars on a beam of light.
- You approach a huge stone sarcophagus large enough for a giant. You hear a grinding noise as the lid begins to move.

WILDERNESS/FOREST ENCOUNTERS



Roll a d10 and tailor the challenge to your level

Roll	Result
1	Boars (mm319) and Giant Boars (mm323) are circled in a clearing
2	Bugbears (mm33) lead a caravan of wagons - it is probably stolen
3	Griffons (mm174) guard an egg clutch
4	Ettercaps (mm131) and Giant Spiders (mm328) guard bolts of spidersilk cloth
5	Young Green Dragons (mm94) are practicing hunting
6	A Revenant (mm259) and other vengeful dead seek their murderer
7	Carrion Crawlers (mm37) strip a corpse
8	Quicklings (vgm187) and Pixies (mm253) have a racetrack set up
9	Elf Shadow Dancer (mtf225) trains apprentices deep in the woods
10	Awakened Plants (mm317) have taken over the area surrounding a spring

MOUNTAIN/HILL ENCOUNTERS



Roll a d10 and tailor the challenge to your level

Roll	Result
1	Basilisks (mm24) sleep hidden in a grove of statues
2	Air Elementals (mm124) swarm around a magical gem
3	Yeti (mm305) have blocked the road
4	Owlbears (mm249) compete for mates
5	Perytons (mm251) fly out of nowhere and try to fly off with the smallest PC
6	Gargoyles (mm140) Guard a tomb
7	Duergar (mm122, mtf190) pan for gold
8	Gold Dragon (mm115) has a shrine where it is answering pilgrim's questions.
9	Orcs and Orog (mm247) camp just off the road with captured slaves
10	Giant Elk (mm325) escort a child to a druidic ceremony

SWAMP/COAST ENCOUNTERS



Roll a d10 and tailor the challenge to your level

Roll	Result
1	Yuan-ti (mm309) are rounding up snakes and reptiles into a cage
2	Giant Crocodiles (mm324) hide in a pool
3	a Catoblepas (vgm129) lumbers by, knocking a tree onto the path
4	Ochre Jelly (mm243) devour a wagon
5	Shambling Mound (mm270) waits directly in the road for someone to step on it
6	Banshee (mm23) surround a burial mound
7	Lizardfolk (mm205) drag a litter filled with dragon bones and scales
8	Water Elementals (mm125) are bound to a spring of clean water feeding an aqueduct
9	Sahuagin (mm263) drag a bound elf towards the ocean
10	Troll (mm291) and Ogres (mm237) are collecting tolls

QUICK-USE ENCOUNTERS: IN THE WILDERNESS

WILDERNESS ENCOUNTER: RAIDERS OF THE SKY STONE

ABOUT THE ENCOUNTER

A band of warriors from a remote tribe have wandered far from home in search of a sacred relic, and they won't let anyone interfere.

For: 4 level 2 characters

Setting: Wilderness or Forest

Play Time Estimate: 45 minutes

BACKGROUND

Sha'an Burningeye, the Skyspeaker of the Bright Eagle Kin woke in the middle of the night shouting, and most of the village was soon awake with her as she sought out the collection of maps that the hunters have brought back over the decades. The stars had spoken to her in dreams, and they would soon send a gift to the Kin - one that the far-hunters would have to travel for months to receive.

The stars had not sent a sky stone to the kin for decades, and this one would be exceptionally powerful as it was foreseen falling from the blade of the Warrior. A small band left the next day to travel hundreds of leagues to the spot where the meteorite would fall to earth (if the Skyspeaker was to be believed,) with **NUKILIK** offering to lead them. The Skyspeaker quickly agreed that he was the best choice, he is one of the most skilled and powerful hunters of the Kin, but he is not yet huntmaster or warmaster and the village would not be threatened by months of his absence.

The hunters have now traveled for weeks through unfamiliar lands, avoiding civilized peoples who may interfere with their sacred mission or covet the stone for themselves. They have been encamped for almost a week near where the shaman indicated, but either the terrain changed, or the map was inaccurate because when the fiery tail of the skystone lit the sky last night it appeared to fall miles from the Bright Eagle camp.

And now, after months of walking and waiting, Nukilik and his hunter band have to race to find the fallen skystone before someone else reaches it and he fails his sacred duty.

GETTING THE PCs INVOLVED

- **ANY**- The PC's witness the burning line in the sky and flash of impact as an object falls to earth nearby.
- **TRAVELLING**- While traveling through the woods, they reach a spot where the trees are damaged, flattened in a pattern originating from a blackened crater.
- **RETRIEVAL**- A master smith has gotten word from a sage that a large meteorite will soon fall to earth, and it's metal could be used to forge an incredibly powerful weapon.
- **LAWFUL**- A magistrate has gotten complaints of some stealth and skilled hunter poaching small game from one of the local estates, and is looking for help tracking the culprits down.

THE ENCOUNTER

THE NIGHT BEFORE

Any sleeping PC's are awoken in the dead of the night by a loud rumbling.



"A strange glow appears in the northern sky. Half a minute later the glow proves to be coming from a massive streak of fire on the northern horizon, headed your way. As the fireball crosses overhead it takes on a greenish hue, and the low rumble turns into a roaring wall of sound. Almost as fast as it came overhead, it has crossed the sky to the east and vanishes behind trees. Suddenly there is a massive thunderous sound, the ground shakes, and the eastern sky brightens almost to daylight for several seconds. A minute later all is eerily silent once more."

It is obvious which direction the meteorite was traveling in, but it should take a Survival Check DC14 to estimate the accurate distance and path to the impact site.

MEETING THE TRIBE

The PC's should meet the men of the tribe well away from the site where the meteorite fell to earth. One of the Bright Eagle scouts will be on reconnaissance in front of the main group (Passive stealth 16, although they would be actively avoiding detection) and spot the party, signaling back their location. If spotted himself, the scout will do everything possible to vanish into the wilderness.



“Suddenly a man steps from behind a tree into your path. He is tall and lean, wearing roughly sewn leather and furs and wielding a long spear with a bone blade. As he looks you over, several similarly dressed figures make themselves known, remaining in the shadows of the trees behind him.

He addresses you formally in accented common ‘I am Nukilik, of the Kin. I wish you peace. My band is only passing through, and seek information on these lands.’”

To make sure they don't interfere in his sacred mission, Nukilik wants to peacefully confront the party and determine their interest in the Sky Stone. Although he has no desire to be openly hostile, his distrust of outsiders means he will be cautious, with enough demonstration of strength to discourage a fight.

Nukilik will be polite and calm as he tries to determine the PC's intentions. He will volunteer as little information as possible about his mission, although will freely discuss his tribe and how far they are from home. If a player brings up the meteorite he will casually try to learn what they know and if they are also seeking the impact site. If they turns hostile, one of the scouts will fire a warning arrow from behind the party, and Nukilik will remind the players that he is not looking for a fight, but he is prepared to win one.

Aside from a fight, there are several ways this conversation can end.

- If the party is actively seeking the meteorite, Nukilik will clearly warn them against seeking further and his band will withdraw and sneak off.
- If anyone offers to help the tribe to find the stone, he will try to discourage them but will ultimately accept them accompanying his band (so he can keep an eye on them)



SCOUT

Med. Humanoid

HP 16	AC 13	Move: 30'
Per: 15	Init: 12	Keen Hearing and Sight
Attacks: Multiattack(2), Shortsword+4 (1d6+2pi) Longbow+4 15-/600ft (1d8+2pi)		
Skills: Nature+4, Perception+5, Stealth+6, Survival+5		

TRIBAL WARRIOR

Med. Humanoid

HP 11	AC 12	Move: 30'
Per: 10	Init: 10	Pack Tactics
Attacks: Spear+3 5ft or 20'/60' (1d6+1 pi)		

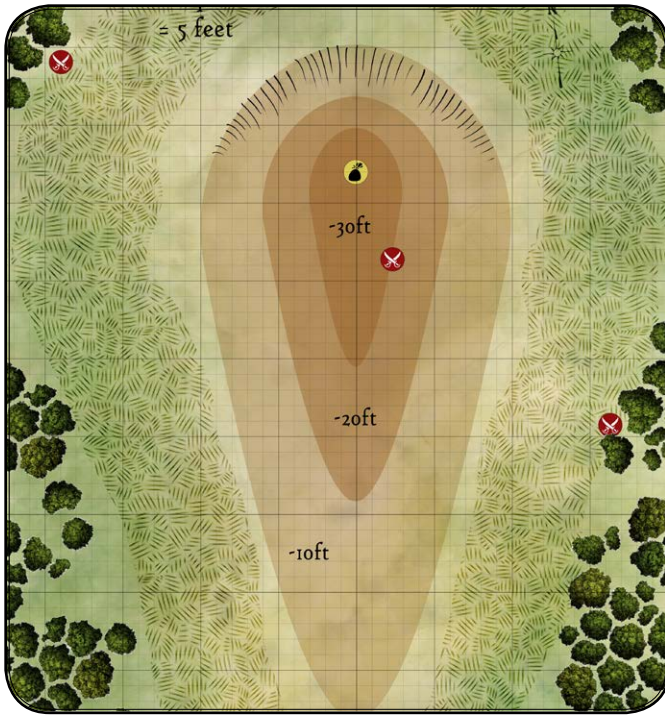
- If the PC's seem convincingly disinterested in the meteorite (and the massive explosion overnight) Nukilik will give them a cautious benefit of the doubt, he will wish the players well, and take off without the need for stealth.

If a fight does occur, the tribe will try to disable weak PC's while remaining under as much strategic cover as possible. If they manage to drop a player or two they will strategically withdraw from the battlefield with their own wounded and make best speed to the crater. If they are obviously outmatched (more than half of them are defeated) they will retreat and scatter in multiple directions.

However this first meeting ends, the players will probably want to investigate the impact site, which is still several hour's travel away. Navigating there will yet again take a DC14 survival check (although as the players get closer, you can lower the DC as they narrow in on the right spot.) It is possible to track Nukilik's band, but they will actively try to throw pursuers off their trail (Contested survival check) Lastly, if the players have a way of getting a bird's eye view (from a familiar, for instance) the site the meteorite landed is obvious even from many miles away.

THE CRATER OF THE SKY STONE

The place where the sky stone fell to earth is now a massive crater, 100ft wide, 200ft long, and 30ft into the earth at the deepest (The crater itself is blasted almost smooth, but the trees closest to the blast site have been flattened, creating difficult terrain for 30ft all around. Further away from the impact there are still trees, battered but standing.



In the center of the crater the sky stone lays, half buried in loose soil. The stone that caused such destruction is a rough chunk of dark metal speckled with shining silver flakes, only 5 inches across and a little over 10 lbs. It has lost its explosive heat, instead being almost ice cold to the touch although not enough to cause any ill effects when handled.

Unless they accompanied the Kin, PC's arrive to find the warriors of Bright Eagle have already reached the site and are cautiously approaching the center of the crater. The **SCOUTS** remain hidden in the remaining trees and in the event of combat they will use the woods as ½ Cover (+2 AC.) The **WARRIORS** are spread out near the deepest part of the crater, with Nukilik himself in the lead, slowly advancing while offering prayers to the stars in the tribe's native tongue. All of the band is alert for strangers approaching to interrupt them, and if they spot the players approaching will call out a short signal.

The scouts will fire a warning arrow at anyone spotted approaching through stealth, but Nukilik will pause and address anyone who openly approaches, or if a player gets closer to the stone than he is. The conversation will follow a similar line as the previous encounter, although he will be insistent that he be the only one to touch the stone and he will be leaving with it. If they are negotiating, he is willing to offer a boon, and ultimately to pay the players everything the band has to peacefully retrieve the stone.

Ultimately Nukilik knows there are only two options - he returns home with the sky stone or he and his men die trying, so if negotiations stall he will offer one final warning before personally beginning combat. The scouts will use their bows from the cover of the treeline, focusing on the strongest fighters. Similarly the warriors and their leader will close and focus on one combatant at a time.

If the players offer to surrender they will be given quarter, and if the Kin end up holding the crater, they will attempt to stabilize any players who have been reduced to 0 hp. On the other hand if the fight turns badly, any warrior left standing will attempt to claim the meteorite and flee.

THE REWARD

Depending on the tone of your campaign, the encounter should yield full experience (300xp) for negotiating with the raiders or for a combat victory.

The Sky Stone is not in itself magical, but is made of a rare metal that may have special properties of its own. It is priceless to the Bright Eagle Kin and probably to others, and they would gladly part with all of their money and goods (20gp) to leave with it.

If the tribesmen are defeated, they can be searched to find the following coin and trade goods: 17 Silver, 1 Platinum, 12 animal furs (3gp), 1 tiger eye worth 10 gp

Remember, you can scale this reward to better fit your campaign wealth level.

SCALING

Scale the encounter by changing the number of Kin.

The full listings for the creatures involved in the encounter are: Scout CR1/2 (MM349) Tribal Warrior CR1/8 (MM350)

Version 1: 1 Scout, 4 Tribal Warrior 400xp encounter 200xp award

Version 2: 2 Scout, 4 Tribal Warrior 600xp encounter 300xp award

Version 3: 2 Scout, 6 Tribal Warrior 875xp encounter 350xp award

encounter	Lvl 1	Lvl 2	Lvl 3	Lvl 4
Version 1	Deadly	Med	Easy	Trivial
Version 2	Deadly	Hard	Med	Easy
Version 3	Deadly	Deadly	Med	Easy

WILDERNESS ENCOUNTER: THE MAGICAL SPRING OF HAUTTFFER

ABOUT THE ENCOUNTER

A spring near town is reported to have powerful magic, but the legend is only half right.

For 4 characters at level 4

Setting: Forest or Wilderness near a settlement

Play time estimate: 60 minutes

BACKGROUND

Decades ago a great wizard was traveling through the town of Hauttfer and told the publicans of the town that, in exchange for their warm hospitality, he had **ENCHANTED A NEARBY SPRING** to grant youth and beauty to anyone who drinks of it. Since then, countless treasure hunters, adventurers and hopeful locals have searched the forest near the town to find the mystical fountain.

Almost every word out of the mouth of the legendary ‘Wizard Erisster’ was a lie. He wasn’t even a wizard, just a con man looking for free room and board for a week. The spring is quite real, but the magic enchanting it is quite different and much more dangerous than the legend states. ‘Erisster’ slipped a stone of contagion into a spring deep in the woods, and most of those who have stumbled across it never survive to spread the tale. Why he would do this is anybody’s guess. Some people just want to see the world burn... or drink lethally contaminated ‘magic water.’

Some of the unfortunate seekers of the spring did not go quietly into that long night; either the pain of their torturous deaths, the anger at being cruelly tricked, or the dark magic that took their lives have left them clinging to this world. The undead are clustered around the ‘magic spring,’ where they succumbed. They quickly mass to drive off any living thing that approaches the spring, possibly to protect the foolish from the same fate but more likely out of a burning hatred of the living.

GETTING THE PC'S INVOLVED

- **ANY**- The innkeep at the The Boiling Boar Arms in Hauttfer has a “treasure map” that points to the legendary spring of youth that lies in the forest near the town. He will sell it to the PC’s for a meager 10gp.

- **TRAVELING**- On a little-used path through the woods, the PC’s notice the forest has gone silent, and a phosphorescent glow comes from mushrooms on a nearby rock face.

- **GOOD PCs**- A young woman is looking for a tracker to help find her brother, who never came back from hunting two days ago.

- **HIRED WORK**- A noble seeks the magical healing water of the spring to heal his dying daughter, and sends the PC’s to Hauttfer to find it.

THE ENCOUNTER

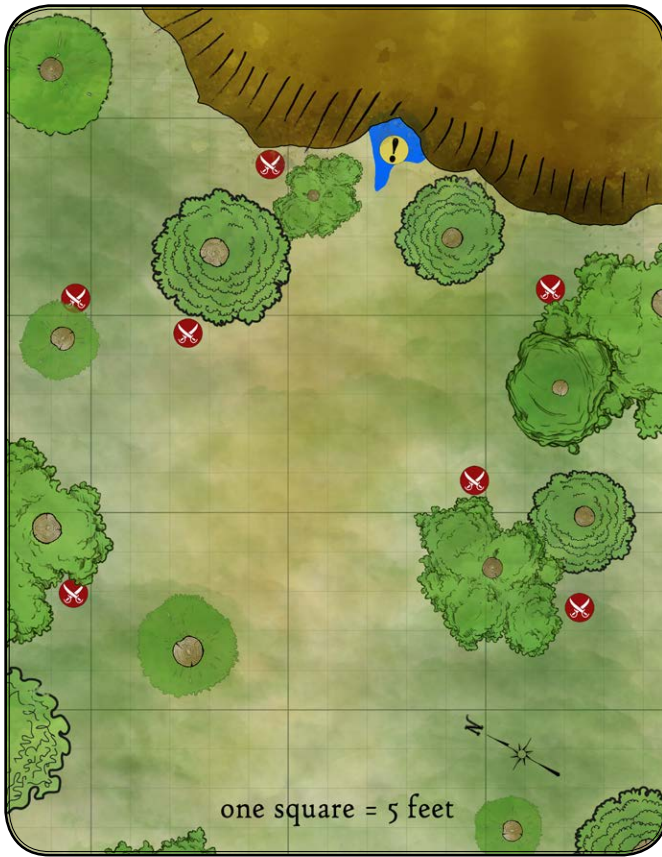
THE ROAD FROM HAUTTFFER

Unless you have your players randomly stumble across the spring, they are probably going to be seeking the legendary waters. This should be challenging (as it is a truly ‘lost’ spring that very few live to tell the tale of) but should not be discouraging or seem impossible.

By asking around Hauttfer, greasing some palms and loosening some tongues, you should let the PC’s acquire a questionable map or vague directions to the rumored location of the spring.

The journey should take most of a day, leading the PC’s more than a dozen miles away from town and away from all roads. The forest is teeming with wildlife and generally safe, with signs of light foot traffic, woodcutting camps, and deer trails.

Eventually the players will reach a section of the woods where the paths are all overgrown, the trees are old and there is more shade than sky above them. When they get close to the spring itself, the change in the atmosphere should be apparent - either by having the players roll perception DC 11 to notice a sudden lack of wildlife, or just through narration.



THE SPRING

The place they are seeking is a small, mostly nondescript rocky extrusion that has formed a small hill. On one side of this formation, the bare rock face has a crack with water spilling out of it into a 4ft wide, 2ft deep pool that has worn into the rock ground. The water is so clear that it almost sparkles, especially with the steady trickle of water falling down from the rock face.

Trees and shrubs come up almost to the edge of the pool making it hard to spot unless you know what you are looking for, despite the underbrush being sparse. The local forest is almost completely empty of animal life but strewn with mushrooms, giving the area a serene, mystical feel. Of course at second glance the verdant plant life is growing off abundant corpses and the bones of animals and men litter the forest floor.

Several **UNDEAD VICTIMS** of the pool's curse lie randomly on the forest floor among the other corpses, and will slowly rouse to confront anything larger than a dog that approaches the pool. The undead are mostly mindless, and will initially attack the closest creature to the water without fear or organization. Some may be slower to rise than others, and will attack the near-

est creature if combat has already started.

At the bottom of the pool is a small **EMERALD** permanently enchanted with a potent Contagion spell, which contaminates the water and will affect anyone who touches the stone with bare flesh. The stone radiates strong necromantic magic.

Any animal or person that drinks from the pool itself will contract an extremely deadly strain of Flesh Rot. Initially, 1 level of exhaustion is removed and individuals feel an immediate surge of strength and well-being, but within 2 hours the disease takes effect and the affected individual must make a Con save DC15 or take 1d8 necrotic damage, suffer Charisma disadvantage and vulnerability to all damage. Every consecutive 2 hours, they must make another DC15 Con save or take another 1d8 necrotic. As with contagion, passing 3 Constitution saves will end the disease, but the disease persists until they have passed those checks or the victim dies. Anyone who dies of this disease has a 10% chance of rising as an undead creature sometime in the next month.



SKELETON Med. Undead

HP 13	AC 13	Move: 30'
Per: 9	Init: 12	Darkvision 60ft
Attacks: Shortsword+4 (1d6+2 pi) Short-bow+4 80/320ft (1d6+2 pi)		
Vulnerable to blunt, Immune to Poison		

WARHORSE SKELETON Large Undead

HP 22	AC 13	Move: 60'
Per: 9	Init: 11	Darkvision 60ft
Attacks: Hooves+6 (2d6+4 blunt)		
Vulnerable to blunt, Immune to Poison		

ZOMBIE Medium Undead

HP 22	AC 8	Move: 20'
Per: 8	Init: 8	Darkvision 60'
Attacks: Slam+3 (1d6+1 blunt)		
Undead Fortitude if reduced to 0 hp, takes a con save DC5+dmg to drop to 1hp instead. Radiant damage or critical hits cancel this save.		

On one of the fresher corpses there is a journal detailing the adventures of Markain Hawklight, who followed the trail to the spring several months ago and had the forethought to write down his final experiences as the disease coursed through his body. His last journal entries describe exactly how he ‘outwitted’ the undead ‘guardians’ of the spring, and then how he came to the horrible realization that the water is cursed rather than blessed.

THE REWARD

Depending on your story goals, you should reward the PC’s 200xp or other appropriate amount if they decide to deal with the corruption of the spring, in addition to the 600xp for defeating the undead. Also, putting the many corpses to proper rest should yield xp or inspiration.

The disease spreading emerald will be of worth to someone (300gp) although the corruption is instantly evident to any potential buyer, and it would probably be unwise to sell to anyone who actually WANTS a horribly dangerous cursed gem.

A thorough search of the many possessions and corpses around the spring reveal that most of the weapons and gear have long since weathered to junk, but PC’s can find:

210cp, 90 sp, 70 gp, 2x Onyx (50gp), 2x Jasper (50gp), Moonstone (50gp)

Remember, you can scale this reward to better fit your campaign wealth level.

SCALING

The full listings for the creatures involved in the encounter are: Skeleton CR1/4 (MM272) Warhorse Skeleton CR1/2 (MM273) Zombie CR1/4 (MM316)

Version 1: 3 Skeleton, 2 Warhorse Skeleton, 1 Zombie 800xp encounter 400xp award

Version 2: 4 Skeleton, 3 Warhorse Skeleton, 2 Zombie 1500xp encounter 600xp award

Version 3: 6 Skeleton, 4 Warhorse Skeleton, 3 Zombie 2550xp encounter 850xp award

encounter	Lvl 3	Lvl 4	Lvl 5	Lvl 6
Version 1	Hard	Med	Easy	Trivial
Version 2	Deadly	Hard	Easy	Easy
Version 3	Deadly	Deadly	Med	Med

WILDERNESS ENCOUNTER: THROUGH THE NIGHT GATE

ABOUT THE ENCOUNTER

A powerful Fae Lord is traveling away from the Feywild, and the guards he set on the door home are restless

For: 4 characters at Level 5

Setting: Any Remote Wilderness

Play Time Estimate: 60 minutes

BACKGROUND

The faerie **LORD SLÉIBHÍN SCALAIÐHE** (SKA-ly), Count of the unseelie court and keeper of the night roads is on vacation. This happens regularly enough, as the guardian of secret passages to and around the Feywild he and his entourage spend a lot of time on the road. Today Lord Scalaidhe is on a rare trip to the mortal realms, traveling deep under the earth to an audience with a powerful drow priestess that seeks favor of the dark fae.

Which means that deep in the forest the gate he came though, a door into the deep dark reaches of Faerie, stands open waiting for the ambassador’s return.

Of course, it is Scalaidhe’s duty to protect the ways into faerie and leaving a gate standing wide open (even in the middle of nowhere) would be a faux pas. However entertaining it would be for a mortal to wander into the night paths and become lost in the Feywild, it would probably annoy the Queen of Air and Darkness, so the Count has left a loyal guard behind him.

For today at least, at the bottom of a wooded dell, an ancient runestone stands and crossing behind it widdershins will reveal the gate to night. Posted in front of it are a pair of displacer beasts and their darkling footmen, the loyal guards of Scalaidhe tasked with keeping mortals ignorant and the capricious beings of the Feywild on their side of the

gate. They will stand guard for the next two days and nights as the envoy concludes his business and returns to close the gate behind him. And they are very, very bored.

GETTING THE PCs INVOLVED

- **CAMPED AT NIGHT**- a very stealthy intruder rifles the groups possessions, takes some odd trinkets, and wanders back into the woods.
- **CASTER PC**- A player's familiar (or an unrelated enchanted messenger animal) becomes suddenly distracted, leading the PC's to a powerful magic deep in the woods.
- **TRAVELING**- on a secluded road the party sees a large and obvious track where a band of heavy feet and hooves came out of the deep wilderness.
- **GOOD PCS**- A faerie dragon (or other good fae) approaches the PC's for help with intruders in her territory.

THE ENCOUNTER

FINDING THE GATE

The gate into the Feywild is several miles off of any traveled path and so randomly stumbling across it is unlikely, however there are plenty of ways the players could be drawn towards this particular location.

Most notably, the energy of the feywild leaking into the material should be creating strange reactions that even mundane mortals would notice. Animals may behave strangely, a lone cloud or a rainbow may hover in the sky over the gate, faint music or faerie lights may appear to players even miles away. This should be enough to let the PC's know that there is something out there they should investigate, and point them in a general direction.

To point them all the way to the location, the players will be able to find the obvious tracks of the Baron's entourage which can be followed (Survival check DC11) back to their point of origin. Also, the darklings that have been left to guard the portal have taken to wandering the wilderness and making trouble. They are ranging far enough to raid nearby settlements for milk and honey, and will be curious

enough about the players to size them up. On a Wisdom (perception) check DC15, a PC can spot a shadowy figure watching them from the woods, which runs off towards the gate when spotted.

However they approach, the players will travel for several hours through the woods until they approach a quiet, shadowy spot deep in the wilderness.

THE GUARDS



“The flat floor of the forest drops gently ahead of you into a shallow depression flanked by low hills. The branches of the surrounding trees arch over this dell covering it in shadow, although nothing larger than a bush grows in the low point itself. In the center of the clearing, back towards the hills a roughly hewn four foot tall stone sticks straight out of the ground. You see faint carvings in the stone's surface, illuminated by a very faint glow emanating from behind the menhir. “

The chief guards of the gate are two Displacer beasts, who are much more intelligent than simple beasts. They are diligent and patient wardens, acutely aware of the importance of this portal and the consequences of failure to secure it - The unseelie lords do not tolerate incompetence.

The Beasts also have several **DARKLINGS** with them to act as squires, scouts, and interpreters. These cloaked, halfling sized figures are true fae - capricious, distractable and almost wholly unmotivated by the future consequences of their actions.

One **DISPLACER BEAST** lies in front of the menhir, feigning sleep. A second is hiding on the top of the hillcrest at the back of the depression. Darklings hide among the branches of the trees (DC19) flanking the mouth of the dell. As the PC's proceed into the clearing and approach the one obvious opponent the cat-like beast will keep “napping.” One of the Darklings will instead address them from its hiding place in the trees. It will initially warn them off saying “this is no place for mortals.” Given practically any response the hidden Fae will boast, threaten and generally run at the mouth about how he ‘guards this place for the Lord Count who travels in the mortal realms’, and how ‘if you are near the gate to Faerie when the master returns, he will claim your soul.’

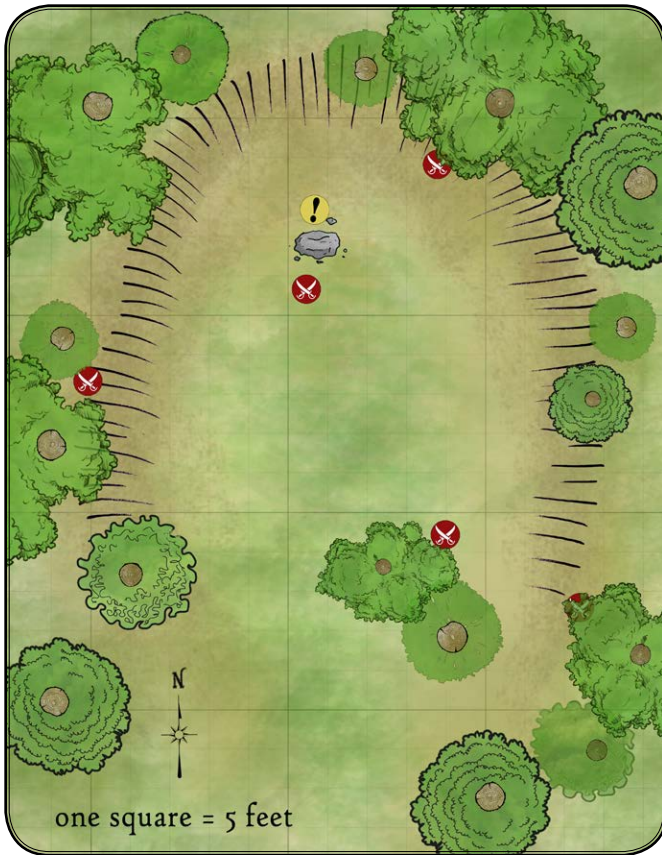


DARKLING Small Fey

HP 13	AC 14	Move: 40'
Per: 15 Init: 13 Blindsight 30' Darkvision 120'		
Attacks: Dagger+5 thrown 20/60ft (1d4+3pi) if at advantage add (2d6 pi)		
Skills: Acrobatics+5 Deception+2 Perception+5 Stealth+7		
Death Flash: on death, any creature in 10ft save Con DC10 vs blind		
Light Sensitivity		

DISPLACER BEAST Large Monstrosity

HP 85	AC 13	Move: 40'
Per: 11 Init: 12 Darkvision 60'		
Attacks: Multiattack(2), Tentacle+6 10ft (1d6+4 bl)& (1d6 pi)		
Avoidance: if a Dex save allows half damage, takes none if successful		
Displacement: has an illusion that disadvantages attacks against it. If hit by an attack, the illusion drops until end of it's next turn		



The Displacer Beast will quickly decide that this verbal barrage is revealing too much information. From it's cat-nap it will growl, long and low, as it slowly picks it's head up to look towards it's unruly minion and cutting it off mid-threat. Before the players have any time to react to this the gate behind the runestone snaps open, bathing the dell in purple light. A pixie darts out of the portal, laughing at its own cleverness and shouting over its shoulder in a high, clear voice, "You'll never catch me, giants! I'm off to the mortal wo...."

A displacer beast tentacle comes out of nowhere and sweeps the tiny fae out the air, slams it against the menhir with a crunch, and then disappears back into the grass. The beast keeps its concentration on the trees and the Darkling speaks once more, "I am supposed to let you know that she guards the way to the night lands, and you should probably back off if you want to keep breathing."

The guards are reasonable and will not attack unless provoked by an action such as attempting to approach the gate. They will explain that the portal is perfectly safe and guarded, and anything attempting to travel from either side will be stopped (cue whimpering from a very broken pixie.) And they will insist that

once their Baron returns, the gate will be closed.

The PC's are welcome to stay peacefully as long as they don't approach the gate (which will fade back into invisibility in less than a minute.) The bored darklings will attempt to taunt and goad them into a fight if they do stick around.

Though a fight is not inevitable, the Fae guards are prepared for one and none of them will retreat - a displacer beast is a mean opponent, and she still has allies hidden nearby. The other darklings will open by throwing knives from cover, then close on less armored targets near the back. The second displacer will wait until a good ambush opportunity presents itself, then join the fray against any strong fighters.

None of the fae are out for blood, and they will actively stabilize any wounded PC's after the fight (who will remain unconscious as the remaining events continue, waking up in an empty dell in the woods after the Baron passes.)

RETURN OF THE COUNT

Assuming there was a fight and your players come

out on top, they are now in the presence of an open door into another plane - which is an irresistible big shiny for any curious adventurer. The portal remains hidden unless a creature circles the stone twice widdershins (counterclockwise,) which will make it appear and allow anyone to pass through it.

Unless you want this encounter to lead your players into the feywild, the Count and his entourage will emerge from the woods where they have been observing just as the players have reached a decision point (or if the players just decide to wait on him.) You should make it clear that he is a large armored fey man, radiating primal power, riding on a massive faerie horse and backed up by a dozen enigmatic but powerful looking retainers. A fight will not go their way.

As his retinue all begin to walk a circle around the stone and through the gate, the Count will warn them that his road is no place for mortals. and that the gate will close forever once he is through. He won't be angry if the players fought his guards (who were obviously incompetent) but will take their remains off the field and back through the gate.

Lastly, as his path was discovered by a mortal, he will answer three questions or requests (which he is magically bound to do.) He won't bring this up and will try to avoid it, but a chatty darkling may reveal this if they are dealt with peacefully.

Once all his business is concluded, the Baron will be the last to enter the glowing portal and it will snap closed behind him, leaving no trace of magic or of his passage through the mortal realm.

THE REWARD

Depending on your campaign and RP goals, keeping the gate protected and closing it (or keeping it open) may yield experience beyond the 1700xp for combat. The Count may offer some item or service as a boon.

The dark Fey don't often keep treasures on them that the mortal world would recognize, but if defeated the darklings carry the following: An apparently empty flask, A scrap of paper or parchment with an unintelligible note scribbled on it, A gem or small piece of jewelry worth 43 gp, a bottle of honey, 6 sp.

Since they are from the feywild, any of these things may be more valuable or important than they

first seem (the empty flask holds a baby's first breath, the honey is from faerie bees, etc.)

SCALING

The full listings for the creatures involved in the encounter are: Displacer Beasts CR3(mm81) Darkling CR1(vgm134)

Version 1: 1 Displacer Beasts 5 Darklings 2400xp encounter 1200xp award

Version 2: 2 Displacer beasts 2 Darklings 3400xp encounter 1700xp award

Version 3: 3 Displacer Beasts 3 Darklings 4800xp encounter 2400xp award

encounter	Lvl 4	Lvl 5	Lvl 6	Lvl 7
Version 1	Deadly	Med	Med	Easy
Version 2	Deadly	Hard	Med	Med
Version 3	Deadly	Deadly	Deadly	Hard

WILDERNESS ENCOUNTER: RAMPAGE ON BLEAKBURN FEN

ABOUT THE ENCOUNTER

A legendary monster is tearing a swath of destruction in the wetlands, and the nearby homesteads are in its path

For: 4 characters at Level 6

Setting: Swamp or Forest near a settlement

Play Time Estimate: 60 minutes

BACKGROUND

All the local bards know the story of Gurrath Pegason's fight with the beast of the White Copper River - if you walk in to any popular tavern or public house you can hardly avoid hearing how the paladin and her band tore the heads from the foul serpent one at a time. Frankly it all sounds a little exaggerated and melodramatic to me, but it is always easier to be an art critic than an artist.

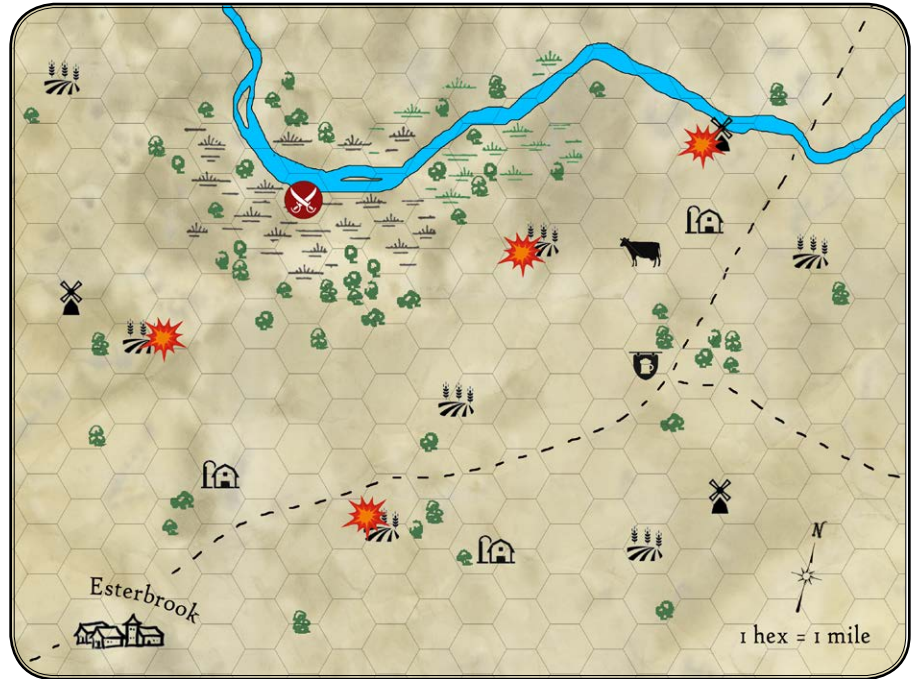
The part that most of the bards don't tell is how hard it is to burn a giant hydra body when it falls back into the river it is attacking from. Or how the Lady Gurrath's squires almost immediately set into their sack wine once the battle rush left them. And even they didn't know, although they should have suspected, that one of the foul beast's heads washed downriver with a spark of life in it still.

Near Esterbrook the White Copper river widens and slows, and much of the marshland on its gently curving banks have been drained to create incredibly rich farmland. Of course the currents that drop the richest silt also deposited the twitching remains of the Hydra several weeks ago, and it has been recovering since.

After weeks of regenerating in a the small swampy woodland the locals know as the Bleakburn, **THE HYDRA** is almost back from being just a head to full strength. Sick of measly meals of bugs, snakes, and toads on the fen the monstrosity has begun to pursue livestock - rampaging into farms, smashing barns into splinters and consuming the farmers alongside their cattle. As it eats it grows, and the attacks are coming more frequently.

GETTING THE PCS INVOLVED

- **ANY**- The party comes across massive lizard tracks marring the peaceful countryside and pointed towards town
- **GOOD PCS**- A bandaged farmer flees down the road with all the possessions he could save on a cart, warning travelers of a monster.
- **PCS FOR HIRE**- The local lord is throwing a feast, and needs someone to fetch a prized boar from a farm near the river.
- **IN A TOWN**- A bard spins the tale of the Beast of the White Copper River, and has a rumor of a similar beast so hero may win fame by slaying.



THE ENCOUNTER

FINDING THE BEAST

Given that a huge monster is mindlessly raging around a populated land, finding the Hydra is more a matter of time than of difficulty. The massive tracks that the beast leaves cross the landscape in several places, including crossing the main road 5 miles east of Esterbrook. The Hydra has destroyed at least 4 farmsteads already and every night it marches ravenously forth from the swamp to find a meal.

The people and authorities in Esterbrook are terrified that the beast will attack the town sooner than later. They all urge the players to go into the swamp to slay the hydra - clearly glossing over the fact that fighting in its home territory on the marsh may be to the monster's advantage.

As they cross through the countryside, word of the PC's has already spread enough that farmers and travelers alike stop them to talk. They are also terrified, but the country folk will beg the players to instead stay and protect the farms, where they can prepare defenses and a strategy. Their desperate argument is clearly flawed as there is no way the party can cover every vulnerable site in a ten mile radius.

The players need to pick between two bad plans.

If they go on the hunt the last few miles of the trail run through the difficult terrain of the Bleak-



burn Fen, where many crossed layers of the beast's tracks become confused. The hydra has eaten or run off anything large enough to be a threat, so the only real hazard of the marsh is getting lost. Succeeding on a DC13 Wisdom (survival) check will mean they find the monster's nest in short order, otherwise they wander lost in the marshland for several hours.

During the day the Hydra sleeps in a shallow (5 to 10ft) brackish pool 50ft inland from the riverbank. There are sparse swamp trees nearby, but generally the lines of sight are clear enough that the players should see the massive creature from far away. Of course, the hydra always has one head on the lookout, and it will spot the heroes just as easily.

The monster will wait for the players to close on it's pool. If they try to wear it down from range it will first sink deeper into the water (Gaining 1/2 cover and +2AC) and if they persist it will just dash to the river and vanish.

If they do close in, the players will be fighting in water that is either 5ft deep and difficult terrain or 10ft deep causing creatures to make athletic checks while swimming in heavy armor and suffer disadvantage on most melee attacks (phb198.) The Hydra will also be resistant to fire damage when mostly submerged (although fire damage will still block it's regeneration.) Other than terrain advantage, the beast doesn't have any strategy deeper than being vicious and nearly impossible to kill.

Other than the glory of the battle and bragging rights, there is almost nothing of value in the monster's nest (see rewards below.)

THE BEAST FINDS YOU!

If the players decide to find a defensible position or farm, they need to pick a battleground. If they're having problems deciding, a wis (survival) or int check should direct them to a location. This decision should seem important, but the hydra should attack whatever location they choose (unless you want to intentionally slow the story down.)

Wherever the PC's choose to make their stand, they should have some time to set up quick defenses out of re-purposed wood and anything else clever they can come up with.

Once they have set up it should be close to dusk, and the hydra will find them about an hour after

HYDRA Huge Monstrosity

HP 172	AC 15	Move: 30' swim 30'
Per: 16	Init: 11	Darkvision 60'
Attacks: Multiattack (1/head), Bite+8 10ft (1d10+5 pi)		
Hold Breath can hold its breath for 1 hour		
Multiple Heads (5) while it had more than 1 head, has advantage vs blind, charm, deaf, fright, stun, and unconscious. Each head makes an attack. When hydra takes 25 or more damage in a single turn, one head dies. At end of its turn, hydra grows two heads for each head that died since its last turn, and it regenerated 10hp/ regrown head.		
Reactive Heads: Each head has a reaction that can be used only for opportunity attacks.		

sundown. The night sky is overcast, and despite its size the monster can move quickly and silently and be within 100ft of the farm before the players spot it moving rapidly towards them.

The hydra will dash straight in towards any livestock or people and attack anything alive in its path. It will attack defenses or walls to access anything alive behind them, although it will avoid obvious large fires. It will concentrate on the enemy in range that is most damaging to it and move on once they have dropped. It won't stop until it goes down or everything on the field is dead.

You can review damaging objects on dmg246, but in brief wooden objects have AC15 and stone has AC17. Reinforced medium barriers have 20hp and farm building walls will have 40hp. This means that the hydra, which has an attack with each head that deals 10 damage on average, can essentially instantly obliterate any object standing in its way (which may be surprising and understandably concerning to players.)

In the end it should be a fight that the bards tell tales of for a generation, because there are many local eyes around to report how the heroes saved the farms and the day... hopefully.

THE REWARD

There are not many ways to deal with a rampag-

ing Hydra other than fighting it - yielding 3900xp, although you may award xp for protecting farms or saving innocents.

The hydra is not interested in treasure and has not collected anything of use in his lair, but it does have a +1 dagger embedded in one neck, and a local authority should offer a 200gp bounty for the beast.

SCALING

As there is only one Hydra, which is CR 8 (mm190), altering the number of heads the beast starts with will let you scale the encounter.

Version 1: Hydra starting with 4 heads and 140hp CR7 2900xp encounter 2900xp award

Version 2: Standard Hydra (5 heads CR8) 3900xp encounter 3900xp award

Version 3: Hydra starting with 6 heads and 200hp CR9 5000xp encounter 5000xp award

encounter	Lvl 5	Lvl 6	Lvl 7	Lvl 8
Version 1	Hard	Med	Easy	Easy
Version 2	Hard	Hard	Med	Med
Version 3	Deadly	Deadly	Med	Med



WILDERNESS ENCOUNTER: NO GOOD DEED

ABOUT THE ENCOUNTER

An innocent girl is on the run from very bad men, but she is leading them into a trap.

For: 4 characters at Level 7

Setting: a road leading through settled lands

Play Time Estimate: 60 minutes

BACKGROUND

Retima may be a small town, but it is large enough to have a bully. **BREN THE BUZZARD** is an incompetent, petty thug but long ago he learned to use the tools of violence and intimidation to make up for his intellectual shortcomings. This particular combination also proved very useful to Baron Nofort, the

county's reeve and a profoundly greedy, thoroughly corrupt bureaucrat.

With Nofort's patronage shielding Bren from legal repercussions of his bad actions, it has been several years since anyone in the podunk village has dared stand up to the Buzzard. Most people would take offense to none of their neighbors ever making eye contact, however Bren deludes himself that he has respect like unto a king (even though he has to lick the Baron's boots to keep his meager power.)

The classical downfall of all petty tyrants is not knowing when they've pushed too far. In the Buzzard's case the last straw came when the prodigal daughter of a Retiman tanner came home after years of learning the hard lessons of the wide world.

SALMIA FARROWEYE spent most of her teen years as a spy for Bayalla trying to prevent war with the Hurangian Empire, and then spent two more years as an auxiliary scout when the inevitable fighting began. When at 23, as a veteran of a bloody foreign war, she decided to finally return home only to find a small town bully running rampant it was annoying. When the Buzzard cornered her in the tavern to let her know he 'owned' her just as he owned the rest of the town it became a problem. Of course every young lady of the town would probably get the same treatment.

Luckily Salmia is the type of person who knows how to deal with trouble and the resourcefulness to make it stick - she just had to plan a way around Baron Nofort's protection. For days she approached the burghers of the town with a plan, finding them perfectly willing to put up coin to protect their daughters. Then came one easy part, hiring a bigger, badder dog to sic on the Buzzard. And the hard part - getting him away from anyone the town and anyone who may report his fate back to Nofort.

GETTING THE PCs INVOLVED

- **SHADY PCS-** There is word in the criminal underworld that someone in Retima is paying handsomely for some illicit work.

- **RUMORS-** Locals in the tavern are talking about the tanner's girl, who had a loud fight with "the Buzzard" in broad daylight.

- **FOR HIRE-** A merchant needs guards for their caravan headed to the nearby town of Retima.

THE ENCOUNTER

IN TOWN

Salimia's plan is contingent on two things. First she intends to taunt Bren the Buzzard into following her to a remote location where no one can see his fate and report it to the Baron, and then she intends to ambush him with overwhelming force and make him disappear - permanently.

As they are preparing to leave town, the players witness Salimia putting the first part of this plan in motion.



"Passing the open door of a tailors, you overhear shouting. A scarred brute of a man emerges in a buff, shouting behind him 'And don't be late again. You don't want me to have to get rough.'

No one on the street makes eye contact as he begins to stalk off, tossing a coin purse casually in the air. His brisk pace is interrupted when a young woman walks suddenly out of an alley and the two collide, knocking her over.

She looks up from the ground with wide eyes, stammering "I, I'm sorry, Bren. I'm so clumsy, you know." He kicks at her, shouting obscenities and how she's a stupid peasant, but she scrambles to her feet and takes off down the road.

He angrily shouts after her for a moment, then turns and continues the way he was headed.

The woman, on the other hand, pauses once his back is turned and pulls out the brute's coin purse. She notices you watching, gives you a quick wink, and scampers down the next side street."

Salimia has made sure that enough people saw her rob the Buzzard in broad daylight that word will get around town. When she leaves this encounter, she makes a bee-line to a local tavern and begins treating others with the stolen coin and bragging.

She has a lookout, and when the Buzzard finally does come for her an hour later, she slips out the back and takes off, leading the thug on a chase out of town.

If the players intervene at any point, she will shrug and insist it was a harmless prank. She will even give them the stolen coin to give back to him - her goal is accomplished as she knows that he can't let the slight against him stand.

THE TABLES TURN

When the players decide to continue with their travels, they are interrupted not far outside of town as they see the thieving girl again. Bren the Badger has tracked her down and now she is running, terrified, and being pursued by the tyrant and his flunkie. This is of course exactly where she wants to be - letting them chase her to the point where her own hired enforcer is waiting in ambush.



"The girl from town runs in a panic towards you, glancing back at the two rough looking men who are jogging behind her with cruel grins on their faces. With her attention focused over her shoulder her foot snags on a loose stone and she sprawls face first in the dirt. As she starts to recover her feet she looks up and sees you. A brief look of confusion crossing her face before she shouts 'you have to help me! He's going to...'. The rest of her words are lost as the lead thug reaches her and stomps on her back, forcing her into the dirt once more."

Salimia didn't expect the players to be here, but she is staying in character until she knows if she can trust them or use them to her advantage. Her plan still relies on having no witnesses that can tip Baron Nofort off as to the fate of his flunkie.

Bren is annoyed that he has been robbed, more annoyed that he has had to chase a measly girl down in the woods, and will be very impolite if the players try to interrupt him. He won't break directly into violence, but arrogantly (and truthfully) explain that the girl stole from him and this is none of their business the punishment she gets.

Oh, and there one more party who has a stake in this game. Perched in a blind in a nearby tree sits **AGRONA FOUR-FINGERS**, the notorious highwaywoman that Salimia hired to ambush Bren.

She will follow Salimia's lead but knows the score - no one is supposed to survive to talk about the ambush.

The bandit is well prepared, in the tree blind she has $\frac{3}{4}$ cover (+5AC) and to make this job foolproof set up traps at the ambush zone. One will send a log sweeping at chest level along 15ft of the road and dealing 4d8 blunt (Dex save DC14 for half damage.)

The second is a last resort, as it will hurt Salima as well, but will release a cone of thunder damage from the base of her tree, 40ft towards the road. Four-Fingers can trigger either of these traps at will.

The PCs get to choose between backing an arrogant criminal thug or a frightened, defenseless thief.

If the players begin to side with the thugs, or try to take everyone back to town for justice, Salima will trigger the ambush.

If they try to help the girl, Salima and Four-Fingers will both stand by as Bren annoys the PCs and they give him a beating. Once they have ‘rescued’ the damsel in distress Salima will stand up, suddenly composed, and thank them. She will however insist that they move along, and not tell anyone else what they have seen.

If the players begin asking questions, asking for payment for defeating the thugs, or try to provide medical treatment to the Buzzard, Selima will simply say “sorry about this” and signal to Four-Fingers.

However the fight begins in earnest, the hidden bandit will take advantage of cover and the traps, and Selima will try to sew confusion while taking cover herself. Both of them are aware that leaving witnesses essentially means their own death, and will fight accordingly. If the fight turns against them, either will run without disregard for their partner.



THUG Medium Humanoid

HP 32	AC 11	Move: 30'
Per: 10	Init: 10	
Attacks: Multiattack(2) Mace+4 (1d6+2 sl) Heavy Crossbow+2 100/400ft (1d10 pi)		
Skills: Intimidation+2		
Pack Tactics		

SCOUT Medium Humanoid

HP 16	AC 13	Move: 30'
Per: 11	Init: 12	Keen Hearing and Sight
Attacks: Scimitar+4 (1d6+2 sl), Shortbow+4 (1d6+2 pi)		
Skills: Multiattack(2) Shortsword+4 (1d6+2 pi) Longbow+4 150/600ft (1d8+2 pi)		

MASTER THIEF Medium Humanoid

HP 78	AC 16	Move: 30'
Per: 13	Init: 14	Resist Poison
Attacks: Multiattack(3) Shortsword+7 (1d6+4 pi) Light Crossbow+7 80/320 7(1d8+4 pi)		
Sneak Attack 1/turn add (4d6 pi)		
Saving Throws Dex+7, Int+3		
Skills Acrobatics+7, Athletics+3, Perception+3, Sleight of hand+7, Stealth+7		
Cunning Action each turn can use dash, disengage or hide as a bonus.		
Evasion if a dex save allows assassin to take half damage, it takes no damage on a success		
Uncanny Dodge as a reaction the thief halves the damage from one attack that hits it.		

THE REWARD

The PC's should get the combat reward of 2400xp defeating the ambushers, whether or not they are killed or they escape.

The master thief is the purse-keeper, and if she remains on the battlefield the PCs will be able to find 7 sp, 87gp, A jade necklace worth 100gp, a potion of Polymorph Self, a potion of healing

SCALING

The full listings for the creatures involved in the encounter are: Thug CR 1/2 (mm347) Scout CR 1/2 (mm349) Master thief CR 5 (vgm216)

Version1- 1 Thug, 2 scout, 1 Master Thief 4000xp encounter 2000xp award

Version2- 2 thug, 3 scout, 1 Master Thief 6000xp encounter 2400xp award

Version3- 2 thug, 2 scout, 2 Master Thief 8000xp encounter 4000xp award

encounter	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Version 1	Hard	Med	Med	Easy
Version 2	Hard	Hard	Med	Med
Version 3	Deadly	Deadly	Hard	Hard



WILDERNESS ENCOUNTER: THE TOAD TEMPLE

ABOUT THE ENCOUNTER

A mysterious temple stands by the river, dedicated to some forgotten batrachian god

For 4 characters at level 9

Setting: Jungle or Swamp near a river

Play time estimate: 90 minutes

BACKGROUND:

No one remembers why the Toad Temple was originally built, the few people who live on the Qul'aan Fens just know that the ornately carved stone temple has always been there, looming out of the forest. Someone certainly put a great deal of time and craftsmanship into the relief sculptures of toads and lizard men covering its surface and the millennia it has stood, structurally sound despite being unattended by man, is testament to the skill of its architects.

That is not to say that the Temple is abandoned. A wealth of wildlife has taken up residence inside the cave-like interior of the temple, the undisputed masters of this place being a colony of **GIANT TOADS** who have been living and breeding here for as long as anyone can remember. Although the original builders of the temple are long forgotten, the boatmen and fishwives of the Fen still respect whatever power once resided there, and occasionally leave livestock or even precious offerings for the great Toads, for good luck.

GETTING THE PC'S INVOLVED:

- **LAWFUL PCs**- The toads of the temple have become aggressive lately, and are interrupting river traffic. The locals are trying to find someone strong enough to cull the monsters.
- **ANY**- In their travels, the party runs across a large, ancient, abandoned temple near a small river. Ob-

viously someone must have put something really interesting inside...

- **RETRIEVAL**- the wife of one of the local fishermen, thinks that her foolish superstitious husband left a family heirloom ring at the 'damned frog shrine' and would like the PCs to retrieve it.
- **GREEDY PCs**- There is a temple in the woods nearby that is dedicated to frogs... and the idiot locals offer gold to the dumb beasts!

THE ENCOUNTER

THE TEMPLE

The Toad Temple is a 120ft square stone structure that rises into a high, tiered pyramid style roof a hundred feet above the forest floor. Its exterior surface is extensively covered in carvings and reliefs, depicting frogs and toads, lizard-men, and men interacting with giant frogs.

It sits beside a minor river in the Qul'aal Fens, which sluggishly feeds into a large pool inside the cavernous main chamber. The temple itself is built one of the solid patches of ground in the spongy fens, and is surrounded by a dense forest.

The temple only has one door through an obvious grand entry, which is made of heavy stone and is stuck mostly open by mud that has collected on the floor (str DC18 could get it moving.) Anyone daring enough could easily swim in through either of the water entrances, which pass beneath the stone walls just two feet underwater, however the toads of the temple would quickly react to anyone in their pool.

Inside of the temple it is dark and fetid with the smell of water, rot, and wildlife. There are no windows to let light or air in, so it is dark and uncomfortably warm inside. Most of the giant toads stay hidden, but those with exceptional eyes may see one or two sitting outside of the mud piles near the back of the room (around a 100ft from the main door.)

The floor of the temple was made of cut stone, but has long since been covered in mud and algae. A colonnade runs along two walls of the interior of the temple which has a stone ceiling 15ft high, and is strong enough to support weight. Its pillars are wide enough to provide cover from the interior.

(1) THE ALTAR

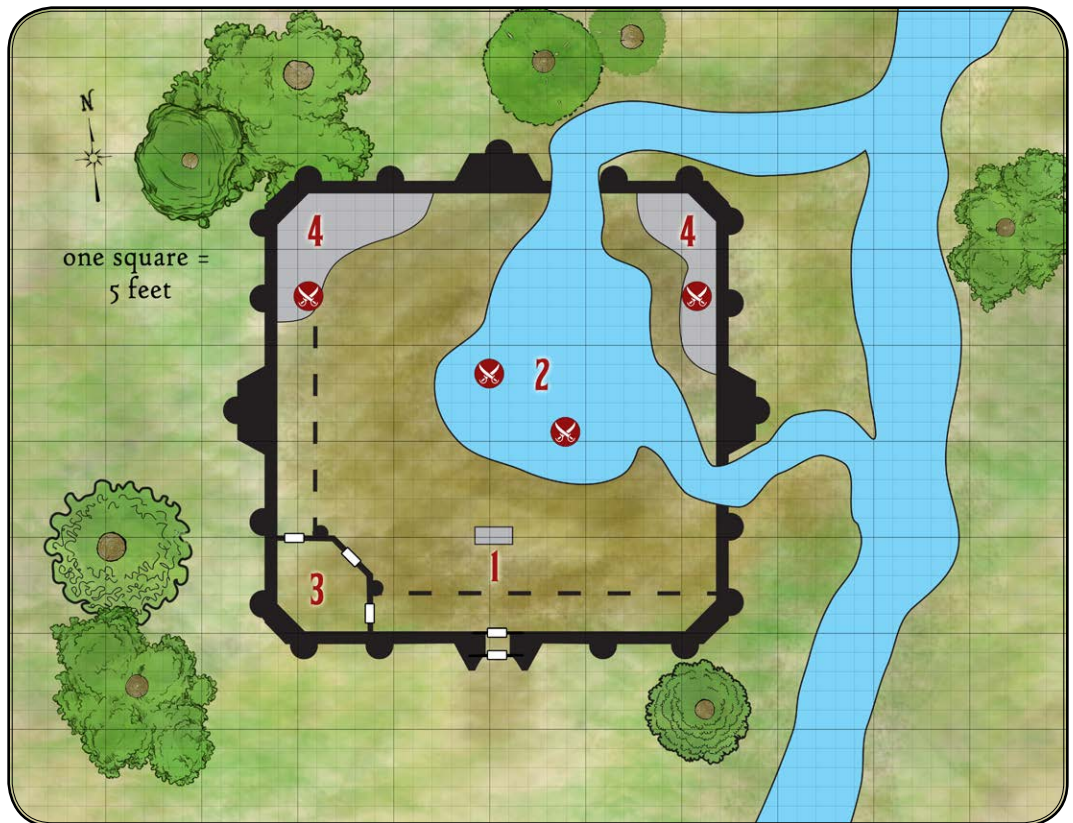
Located just inside the door in the center of the temple is a large stone altar, 3ft high and 10ft long. It is carved with the same skill and detail as the exterior of the temple, but has been caked in mud and slime over the years. There are offerings, including gems and gold coin, placed carefully on top of the altar as well as scattered remnants and leavings, including rope and bone from animal offerings that are occasionally left for the toads.

A careful search through the junk around the altar will yield 30gp worth of coin, 4x 10gp gems, and 4x 10gp carved art objects (toad figurines.) However, anyone staying near the altar for more than a minute will attract the attention of the toads in the pool, who are used to food being left here.

(2) THE POOL The very center of the cavernous temple interior is dominated by a large, murky pool which is 10ft deep in most places but not stagnant due to the lazy flow of the river through the channels under the temple walls. The pool is edged in stone, but is caked in sucking mud and slime to an extent that, within 10ft of the edge of the water the muck offers no footing and is difficult terrain.

Roughly half of the toads in the temple rest below the surface of the pool, and will react to most disturbances by jumping from the water to eat whatever is causing the ruckus. When badly injured, the toads will attempt to dive back into the pool, taking anyone they may have swallowed with them.

The pool is the Toad's 'safe spot' and they won't retreat out of the temple, but continue to ambush from underwater until the threat is neutralized or they are all dead.



(3) INNER SHRINE A solid stone chamber is built into the corner of the temple, with well serviced stone doors on three sides. None of the doors lock. The floor is slightly elevated inside, and the room is clean and orderly unlike the rest of the temple, although caked in dust and cobweb.

The focus of this room is shrine built into the outside wall with a large stone frog effigy. Candle stubs and ash surround this shrine, as well as many more offerings that some long forgotten caretaker moved from the main altar into this chamber. Elaborate stylized relief panels cover the walls, depicting some event or ritual with men and toads in a primeval forest. They were once paint embellishing the carvings, but it has peeled and faded over the years. Ancient wooden benches sit along the walls, but have rotted to near splinters.

Decorations and other things of value are quickly apparent with even a cursory look, listed in the 'Rewards' section below.

(4) TOAD BURROWS Over the centuries the toads have heaped mud 10ft high into the back corners of the temple, and now the mounds are dried hard as concrete and riddled with 4ft round tunnels and burrows. The other half of the Toads will be gathered near these burrows, with one or two lounging outside either mud pile.



GANT TOAD

Large Beast

HP 39	AC 11	Move: 20' Swim 40'
Per: 10	Init: 11	Darkvision 30'
Attacks: Bite+4 (1d10+2 pi) & (1d10 poison) & Grapple DC13		
Swallow+4 against grappled creature, if successful is blinded and restrained, takes 3d6 acid damage at start of toad's turn.		
Amphibious, Standing Leap: long jump 20' and high jump 10'		

These tunnels are strewn with refuse and bones, and nothing of value has survived in them. None of the tunnels are very deep, providing hiding spaces and cover from ranged attacks but being spacious and shallow enough that they don't interfere with close combat.

If there is a commotion within the temple, these toads will move to investigate. If someone approaches the burrows, a toad will leap to ambush them from inside a tunnel, assuming there are still toads there.

THE REWARD

Defeating the creatures in the temple yields 2400xp

Aside from the 110gp of scattered items near the altar, the shrine room holds most of the temple's wealth and it is almost entirely unguarded. The shrine is not sanctified to any known deity, and is not 'hallowed ground.'

In the shrine room: 250 cp, 130 sp, 150 gp, rough pewter pendant, set with a beryl (70gp), Painted Glass Statuette of a Toad (25 gp), alabaster ring, set with a piece of jade (225gp), Carved Wooden Bowl (25 gp), Carved Ivory Rod (50 gp), 2x Potion of Water Breathing.

As always, you can scale this reward to better fit your campaign wealth level.

SCALING

The full listings for the creatures involved in the encounter are: Giant Toads CR1 (MM325)

Version 1: 10 Giant Toads: 5000xp encounter 2000xp award

Version 2: 12 Giant Toads: 7200xp encounter 2400xp award

Version 3: 15 Giant Toads: 12000xp encounter 3000xp award

encounter	Lvl 8	Lvl 9	Lvl 10	Lvl 11
Version 1	Med	Med	Easy	Easy
Version 2	Hard	Hard	Med	Med
Version 3	Deadly	Deadly	Hard	Hard

WILDERNESS ENCOUNTER: RIDDLE ME THIS

ABOUT THE ENCOUNTER

Centaurs have come from far and wide for a contest of wits that outsiders are not meant to witness.

For 4 characters at level 12

Setting: Jungle or Swamp near a river

Play time estimate: 60 minutes

BACKGROUND

Once every ten years, the reclusive centaurs choose the wisest and cleverest of their respective tribes to participate in a ritual contest of wits and lore. The chosen make their way alone across the continent to a "great moot" held in the Pelion glade sacred to their people. The champions spend three days celebrating, sparring, and trading the news of all the tribes before the final challenge, a contest of riddles and songs to determine the Lore-keeper for all the tribes.

It just so happens that the secret Pelion Glade is very nearby, and the champions gathered two days ago to begin the Moot. Under the watch of the last lorekeeper **ÆGAMPOS** the centaurs have been celebrating, socializing, and testing out their minds and mettle for two days (while drinking heavily and disturbing the locals.) Now the final competition, the most sacred rite of all the tribes, is about to begin.

GETTING THE PCs INVOLVED

- **RUMORS**- Local residents have seen an encampment in the wilderness, and heard loud noises for the past few nights. When anyone approaches, a very tall figure with a long spear warns them off from the shadows.

- **CURIOUS PCs**- A scholar of ethnic cultures asks the PCs to accompany her on a “once in a lifetime” research opportunity.

- **ANY**- The PC’s find “cavalry” tracks or hear the sound of battle which leads them to a clearing in the woods.

- **IN TOWN**- A drunken centaur walks into the local tavern, calls for a round of drinks for the bar “on him” and promptly gallops off, not paying his tab.

THE ENCOUNTER

A MYTHIC GATHERING

Whether they are specifically sent to the gathering of the centaurs, or they stumble across it, the first indication that the players have found the correct place is the sound of a raucous party taking place in the middle of nowhere. The sound is easy to follow, and after a short walk through the woods the PCs will find the source.



“You emerge from the treeline opens into a large glade where hundreds of centaurs are having a massive party. Centaurs male and female, young and old are drinking, eating, cavorting, sparring and gaming all across the field. Several carts are laden with barrels and barrels of wine and beer, and every partygoer seems to be enjoying the libations - including several already sleeping it off on the outskirts.

One of the larger warriors spots you spying from the trees and trots over. As he approaches he laughs, and offers a massive drink stein ‘ah, little manlings, welcome to the Pelion Moot! Accept Aegampos’ hospitality in peace. Just don’t have too much fun, eh?’

He leaves the drink with a wink, and gallops back to the festivity”



CENTAUR

Large Monstrosity

HP 45	AC 12	Move: 50'
Per: 13	Init: 12	
Attacks: Multiattack(2), Pike+6 10ft (1d10+4pi) Hooves+6 (2d6+4 bl) Longbow+4 150/600 (1d8+2 pi)		
Charge If centaur moves at least 30 feet straight toward a target, it deals extra 3d6 pi with its pike		
Skills Athletics+6, Perception+3, Survival+3		

CENTAUR SAGE

Large Monstrosity

HP 59	AC 11	Move: 50'
Per: 13	Init: 12	
Attacks: Shillelagh+5 (1d8+3 bl) Hooves+6 (2d6+4 bl)		
Skills Medicine+6, Nature+6, Perception+3, Survival+3		
Spellcasting The Sage is a 3rd level spellcaster based on wisdom (+5 to hit, DC13)		
At will: druidcraft, guidance, shillelagh		
1st level (4 slots) entangle, fog cloud, healing word, longstrider,		
2nd level (2 slots) hold person, pass without trace		

CENTAUR CHAMPION

Large Monstrosity

HP 82	AC 12	Move: 50'
Per: 13	Init: 12	
Attacks: Multiattack(2), Greataxe+7 10ft (2d12+4sl) Hooves+7 (2d6+4 bl) Longbow+5 150/600 (1d8+2 pi)		
Charge If centaur moves at least 30 feet straight toward a target, it deals extra 2d12 sl with its greataxe		
Skills Athletics+6, Insight+2, Perception+3, Performance+6, Survival+3		
Brute, Leadership or 1 minute champion may command any non hostile creature within 30ft, adding 1d4 to an attack or save whenever they roll.		

In this giant bacchanal the players can find any number of ways to get into trouble - the centaurs are open, friendly, and will actively try to engage the PCs in the celebration. Practically anyone they ask will tell them why the centaurs are gathered, and insist they should enjoy themselves in preparation for the 'big contest.'

Your players can spend as little or as much time as they like carousing with the centaurs, role-playing, listening to songs and poetry, or participating in any of the many contests that the creatures are having amongst themselves. Magical aid or clever cheating, are just as acceptable ways to win as raw skill in this culture, and no one will have any hurt feelings about the results of these minor challenges.

Keep in mind that these challenges can count towards "defeating" an opponent, and so your players are earning XP this entire time.

- **DRINKING CONTESTS** - One thing that every centaur at the gathering will be happy to engage in is a contest of imbibing. You can use the Carousing rules (dmg128), you can narrate the party, or you can have the NPC and the Player roll to see who gets more drunk. Everyone surrounding will probably get in to a very lucrative betting pool when the 40lb gnome challenges the 800lb centaur to see who goes down first.



There are no official rules for drunk effects in 5E, but a simple system is for a player to make a Con save vs poison, starting around DC13, with each failure temporarily lowering either Wis or Dex by 1 and similarly raising Str or Cha. Each successive check should be at increased difficulty, and 4 failures will find the PC at -2 Wis, -2 Dex, +2 Str, +2 Cha - completely hammered. A 5th failure means the character passes out drunk.

- **CONTESTS OF STRENGTH** - Most centaurs have a high strength and are skilled in Athletics (+6) so any player brave enough to accept a raw strength contest. Wrestling, lifting, and throwing are in abundance and any PC can step in. These challenges should consist of a series of contested checks, allowing for roleplaying, intervention, betting, and drama to occur between the three or four rolls before a winner is declared.

- **CONTESTS OF WITS** - The "big challenge" is a contest of wit and wisdom, so many of the participants are practicing against each other throughout the gathering. They are also the ones on the sober side. Riddle or lore contests, card or dice games, and "lying" contests are all battles of wits that allow for a variety of both Int and Wis skills to come in to play. As above, wits challenges can be a series of contested rolls, or you can add a lot more roleplaying into these challenges.

- **SPARRING** - The centaurs warriors are actively sparring all around the field, and will be happy to provide wooden sparring weapons in a variety of types. Sparring can either be point sparring or full combat, which should be treated as a standard fight, assuming that all blows are pulled to be nonlethal. Any 21th level PC should be easily able to take a centaur in single combat, but this will just impress the gathering as to the party's skills.

- **ARCHERY OR MARTIAL CHALLENGES** - Lastly the players could just challenge an opponent to a martial demonstration of target shooting, log cutting, or other martial demonstration. Unlike other challenges, this one can involve multiple opponents, all of which would roll an attack or martial skill to see who gets the highest roll. The Players will be the most skilled, but there is an element of chance in the rolls that they may still lose - but it is traditional to have three rounds of attempts and be judged on the best.

Once the Players have had their fill of the festival and earned some XP and some renown in the gathering, it is about time for the sun to go down and the sacred contest to begin.

THE SACRED CONTEST

As soon as the sun goes down, the centaurs begin to gather around a large circle of torches, with a huge stallion Aegampos, the previous champion, and a ritually dresses mare, **EUPHEIA**, in the center. The Players are welcome to watch.

The priestess Eupheia opens the ceremony, invoking Skerit and beginning a tale of the history of the centaur tribes. Aegampos, holding a massive ritual spear, takes up the tale and recites a long list of the previous lorekeepers, ending with his own name. He then drives the spear deep into a boulder (placed for this purpose) and calls for new champions to be brought forth.

Eupheia rounds the circle with a sacred urn, collecting names from the heads of the centaur clans. When all names have been collected, she returns to the center and the champions are called forth by name.

This is when all hell breaks loose, as someone has included the name of the PC with the highest wisdom (or one that won a contest of wits previously.) That character is pushed forward into the circle with 5 centaurs, and the crowd erupts in shouts, cheers, and all the usual shock and confusion of a surprise twist.



“Amidst the confusion the officiants confer briefly, then Aegampos calls out to the crowd “Although this has never happened before, the names were placed in Skerritt’s urn and he judged them meet and good. The challenger is allowed.” Once (the Player) is lined up with the other challengers, the massive centaur whispers to them “It is acceptable that you take this honor and not sully the contest, but understand that you should not prevail, or there will be consequences.”

You should make it apparent that the party is surrounded by almost a hundred drunk and riled up centaurs.

The contest itself is a series of riddles which Aegampos asks of the contestants, who must answer correctly within a minute or be eliminated. They can guess as many times in that minute as they like, but can have no outside help. The initial rounds can be rolled as simple wis or int checks (DC14) or you can roleplay them with the riddles provided. The player can throw the contest, or may feel free to compete to win.

In each round one of the five centaur champions will fail to answer correctly, and will be cheered and excused. After 4 rounds of riddles, a stallion named Caseon will emerge as the last centaur standing and will either be anointed as the next decade’s lorekeeper, or will face the player directly, each having to ask their own riddles until one cannot answer.

This final round should include real role-played riddles, but if the player doesn’t want to come up with anything clever when it is their turn to ask they may make a contested wis or int roll against Caseon, who will roll int (history+5.)



SOME SAMPLE RIDDLES

Q: What is greater than God,
more evil than the devil,
the poor have it,
the rich need it,
and if you eat it, you’ll die?

A: Nothing

Q: Who makes it, has no need of it.
Who buys it, has no use for it.
Who uses it can neither see nor feel it.
What is it?

A: A coffin

Q: What gets broken without being held?

A: A Promise

Q: Forward I am heavy, but backward I am not.
What am I?

A: A Ton

Q: What occurs once in every minute, twice in every moment, yet never in a thousand years?

A: the letter M

Q: I’m the tip of safety borne
Upon the ends where riches worn,
My dented shield will push afield
The mighty lance you likewise wield.
I fend away these weapons true
You send to me as we renew.

A: A Thimble

Q: Treasure waits beyond the reach
gold within a hold,
remnants of the dead are stitched
to keep the living whole.
Broken bones among the weeds
scattered ‘round and round,
where untouched gems wait silently
o’er blades upon the ground.

A: Birds nest

If the player loses, the ceremony concludes shortly and the party goes on through the night. When the party wakes with truly wicked hangovers, the field is empty except for hoof marks and the trash from a wild party.

FOREST ENCOUNTER: A NEW SISTER

ABOUT THE ENCOUNTER

A powerful hag is seeking to step into leadership of the local coven and needs a pawn to help her break the ice.

For 4 characters at level 13

Setting: Jungle or Swamp near a river

Play time estimate: 90 minutes

BACKGROUND

Deep in the wilds in the south of the Whitewood the **SISTERS OF BARROWDELL** have lived for as long as any living human can remember. The hags mostly keep to themselves, doing whatever it is that nightmare fae creatures do with their days, and only occasionally interacting with the civilized people of the Whitewood or stealing infants. The locals, for their part, know to avoid the Barrowdell and mourn any children who disappear in the woods as certainly dead - if not worse.

Such was the status quo until **MAGGIE MUDNUZZLE** wandered into the Whitewood. You see, while she was on one of her notorious trips “meeting the local babbies” a band of do-gooders came through and slaughtered the other two crones at the blasted crag. No elderly hag wants to be alone in the world and so once she came home and discovered the deaths of her sisters, Maggie immediately set out to get herself a new coven - by hook or by crook.

As one of the greater Annis hags Maggie knows she has a right to disrupt the Barrowdell coven and step into their circle, but there is a certain etiquette to these things. She arrived in the Whitewood several nights ago, and has been patiently trying to find someone who is both brave enough to venture deep into the wilds despite the legends of dark witches, and dumb enough to go with a complete stranger.

Sounds like every adventurer party I’ve ever encountered!

If the player wins, the centaurs object and get very, very hostile. The party will have to decline the victory to get out of the gathering without a fight, but they can certainly still be diplomatic.

If they insist on being declared the victor, or generally fail to respect the situation, a fight will break out. Most of the congregation are non-combatants and will fall back and leave the strongest warriors to fight the party, which means they are only facing 8 centaurs, along with Eupheia (the sage) and Aegampos (the champion.)

The centaurs will fight for real, taking advantage of numbers and the large field to attack the players with wheeling charges and bow-fire. The champion will close to direct combat, and the sage will use hold person and entangle to make the PCs easier targets.

THE REWARD

Combat should not be encouraged in this encounter, but remember that winning ‘peaceful’ contests such as strength and riddle contests should also yield experience, so surviving the moot should yield 7000xp (whereas straight combat would yield 5400xp)

Gambling or outright winning the contest should yield some portion of the treasures the centaurs have brought with them. Slaughtering them will also allow PC’s to gather all their loot: 200 cp, 60 sp, 40 gp, Javelin of lightning, Cloak of protection, 2 moonstones (50gp), Silver plated compass (25gp), engraved bone dice (25gp)

SCALING

The listings for the creatures involved in the encounter are: Centaur CR2 (MM38) with custom variants Centaur Sage CR3, and Centaur Champion CR4

Version 1: 5 centaur, 1 Centaur Sage, 1 Centaur Champion 10125xp encounter 4050xp award

Version 2: 8 centaur, 1 Centaur Sage, 1 Centaur Champion 13500xp encounter 5400xp award

Version 3: 9 centaur, 2 Centaur Sage, 1 Centaur Champion 19650xp encounter 6550xp award

encounter	Lvl 11	Lvl 12	Lvl 13	Lvl 14
Version 1	Hard	Med	Med	Easy
Version 2	Hard	Hard	Med	Med
Version 3	Deadly	Deadly	Hard	Hard

No hag shows up on another circle's land unannounced without gifts, and so Maggie plans to bring some nice stupid fat adventurers as offerings to the coven. And if the ensuing fight manages to eliminate one of the sisters, that will secure the Hag's position all the sooner.

GETTING THE PCs INVOLVED

- **ANY** - A middle aged woman comes through town looking distressed, claiming that the witches of the Barrowdell are hunting her.
- **GOOD PCs** - Several children have gone missing, and the bereaved mothers are positive that the hags have taken them.
- **ARCANE PCs** - A magic tome lists the Sisters of the Barrowdell as the last keepers of arcane knowledge the party is interested in.
- **ANY** - A dark cloud has settled over a mountain nearby, and has not moved for several weeks. Animals and birds are avoiding the area.

THE ENCOUNTER

A MOTHER'S PLEA

Old Maggie Mudnuzzle has a plan to ingratiate herself into a new coven, and it starts with her recruiting some noble heroes. Using *Disguise Self*, the Annis Hag will adopt the guise of a farm-wife and find the players on the road or just leaving town.



"A middle aged woman with a tear-streaked face approaches you. 'You lot look scrappy. I don't suppose you can spare a minute to listen to a sob story?' she says.

'It's them witches in the Barrow. They done it - they took my Jamie!'

Her eyes well with tears as she plaintively holds up a child's woolen cap, but turns her head aside and blinks her vision clear."

She woman spins a tale that many locals may relate to. The Hags of Barrowdell have been known to snatch local children, and even though 'Peg Gren-

ville' and her husband gave them wide berth, her son vanished last night. She knows none of the town-folk are strong enough to help her, but she will offer the players anything she owns to go rescue Jamie from Barrowdell.

The Hag is a practiced liar with a solid story, and will actively use deception (+5) to convince the players. She will offer to lead them to Barrowdell, and will promise her 'life savings' of almost 50gp as a reward. If the players hesitate she will try any argument to convince them - killing the witches will protect all the people of the Whitewood

If the players ask to investigate her home or get any money up front, she hysterically insists that the witches could be cooking her boy for dinner even now and every minute counts.

Assuming the players agree, she will thank them profusely, and lead them almost 10 miles into the wilderness, straight towards a small mountain peak rising alone out of the woods.

If she fails to convince the PCs old Mudnuzzle will fall back to another, crueler plan and snatch a child right from under their nose. She will then lay an obvious trail for the players to follow to the Barrowdell, and sneak along behind them.

INTO THE BARROWDELL

The Hag's lair lies a thousand feet up the side of the mountain, on a rocky shelf in the lee of a sheer rock face. The only clear approach is a rough 10ft path that was carved long ago into the mountain. It is possible to scale the rock face, but it would mean a climb of 200ft or more from below.

The Barrowdell itself is primitive - the only structure is a 20' diameter rock hut and the only decor are a massive cauldron set in front of a rough stone table. Set right against the rock face is a wood fenced pen where **TWO YOUNG CHILDREN** huddle in piles of leaves and bones. In fact, weathered animal and human bones litter the entire area, in piles towards the edge of the shelf but under foot everywhere.

Due to the difficulty of the climb up, the Hags will have certainly spotted the players coming to the very center of their land, and are waiting around their cauldron to receive 'guests'.

The sisters of Barrowdell are **GRANNY SPIDERFEET**,

SCRAPPADLE THE KNOBBY, and **GAYLEÄNNE NERVE-WRANGLE**, and they are more amused than threatened by a bunch of adventurers climbing the mountain. They are used to desperate or nefarious locals coming to them for favors, and will assume the players are here to do business.



“Three monstrous, withered crones stand on the other side of a bubbling cauldron, watching you as you reach the top of the path.”

The center witch, with matted white hair and dark blotchy grey skin, speaks with a growl. ‘You’ve come a good ways up our mountain, mortals, so you must have a reason. Do tell me you’ve brought a gift for our favors?’

One of the other hags cackles, ‘I do believe they ARE the gift, Granny! But do let’s hear what they have to say.’”

If the players approach to talk, they will find three very knowledgeable fae who are willing to cut deals for knowledge or arcane favors. The caveat of course being that it requires dealing with truly evil monsters who kidnap children - and actively have two tied up and crying in the corner. The Hags will ask the PCs to provide them more hidden lore, magical artifacts, and promised favors. They will deal in good faith, although when evil fae make promises they sometimes keep their bargains in unexpected ways.

Out of hospitality, the Hags won’t attack anyone who hasn’t shown active hostility to them. Of course, most players will realize the dangerous nature of negotiating with the Sisters of Barrowdell, and sooner rather than later they will probably begin a fight.

BREAKING THE CIRCLE

Assuming she accompanied them, Maggie Mudnuzzle hangs back when the players confront the coven, watching for the best time to reveal herself.

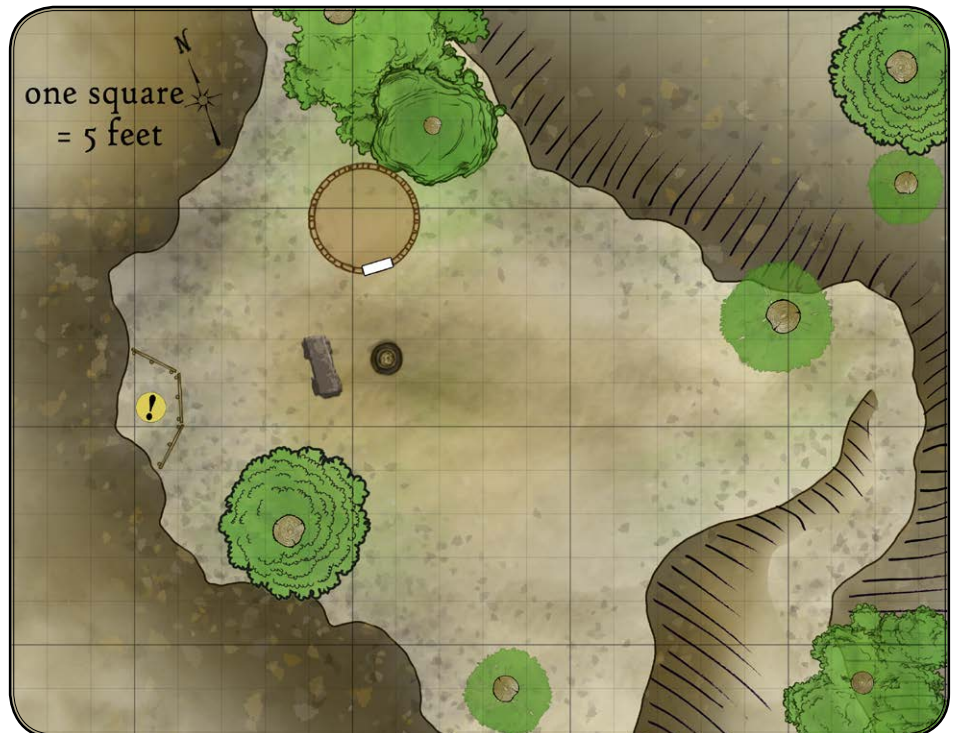
She is ideally waiting for hostilities to break out and hopes that the players will eliminate one of the Barrowdale hags so that she can simply step into that absence.

If the players seem to be dealing peacefully, she will reveal herself saying ‘sisters, look at the gifts I brought you!’ Mudnuzzle will then offer her own deal - they work together to defeat the players, snack on their bones, share their loot, and then negotiate a new arrangement for the Coven.

However the inevitable hostilities break out, the players are up against a precarious tactical situation. The coven has a great deal of magical power and the PCs are literally perched between a rock face and a sheer drop (with a turncoat behind them) and the Hags know it.

The sisters will fight to disable a number of players with magic so they can concentrate on defeating them one at a time. Granny Spiderfeet (the night hag) will immediately cast eyebite and begin trying to disable players, one Green Hag will cast polymorph, and the last will pay attention to counterspelling player casters.

If the fight turns against them even after the Annis Hag reveals her betrayal, she will begin attempting to toss players off the side of the mountain. This is an all-or-nothing fight, as the hags won’t retreat and abandon their sisters, and the players don’t really have a way to retreat.





When three Hags from a Coven (MM176) they share an additional pool of spells, spell attack+7 DC15

- Lvl 1(x4) identify, ray of sickness
- Lvl 2(x3) hold person, locate object
- Lvl 3(x3) bestow curse, counterspell, lightning bolt
- Lvl 4(x3) phantasmal killer, polymorph
- Lvl 5(x2) contact other plane, scrying
- Lvl 6(x1) eyebite

NIGHT HAG Medium Fae

HP 112	AC 17	Move: 30'
Per: 16	Init: 12	Darkvision 120ft
Attacks: Claws+6 (2d8+4 sl)		
Skills Deception+7, Insight+6, Perception+6, Stealth+6		
Resist cold, fire, blunt slash & pierce from nonsilver nonmagic weapons		
Magic Resistance advantage on saves vs spells		
Change Shape, Etherealness, Nightmare Haunting 1/day		
Innate Spellcasting +5 (DC13)		
At Will: Detect Magic, Magic Missile		
2/Day each: Plane Shift (self only), Ray of Enfeeblement, Sleep		

THE REWARD

Depending on the nature of your campaign, you should award at least 1500xp for freeing any captives or any other roleplay goals you set, plus a maximum 8800xp combat reward.

The Hags have an extensive treasure pile in their hut including the following, but feel free to replace some with exotic or arcane items to make things more interesting. - 200 cp, 73 sp, 280 gp, 40 pp, Shortsword+1, 2 lvl1 scrolls, Ornate Bronze crown (250gp), Gold bird cage with electrum filigree (250gp)

As always, you can scale this reward to better fit your campaign wealth level.

ANNIS HAG Large Fae

HP 75	AC 17	Move: 40'
Per: 16	Init: 12	Darkvision 60ft
Attacks: Multiattack(3) Bite+8 (3d6+5 pi) Claw+8 (3d6+5 sl)		
Crushing Hug +8 (9d6+5 bl) & Grapple DC15 while grappled, creatures take (9d6+5 bl) at the start of hag's turn, hag cannot make other attacks.		
Save Constitution+5		
Skills Deception+5, Perception+5		
Resist cold, blunt slash & pierce from non-magic weapons		
Innate Spellcasting +5 (DC13)		
3/Day each: Disguise Self(including medium humanoid), Fog cloud		

GREEN HAG Medium Fae

HP 82	AC 17	Move: 30'
Per: 14	Init: 11	Darkvision 60ft
Attacks: Claws+6 (2d8+4 sl)		
Skills Arcana+3, Deception+4, Stealth+3		
Mimicry, Amphibious, Illusory Appearance, Invisible Passage		
Innate Spellcasting (DC12)		
At will: dancing lights, minor Illusion, vicious mockery		

SCALING

The listings for the creatures involved in the encounter are: Sea Hag(Coven CR4)(MM179) Green Hag (covenCR5) (MM177) Night Hag (coven CR7) (MM178) Annis Hag CR6 (VGM159)

Version 1- 1 Green Hag(coven) 2 Sea Hag(coven) 1 Annis Hag 12600xp encounter 6300xp award

Version 2- 2 Green Hag(coven) 1 night Hag(coven) 1 Annis Hag 17600xp encounter 8800xp award

Version 3- 2 Green Hag(coven) 1 night Hag(coven) 1green hag 1 Annis Hag 21200xp encounter 10600xp award

encounter	Lvl 12	Lvl 13	Lvl 14	Lvl 15
Version 1	Hard	Med	Med	Med
Version 2	Hard	Hard	Hard	Hard
Version 3	Deadly	Deadly	Hard	Hard

MOUNTAIN ENCOUNTER: A GIANT SQUABBLE

ABOUT THE ENCOUNTER

Two giants who aren't being very good neighbors pose a risk to anyone traveling nearby

For 4 level 16 characters

Setting: Hills or Mountains

Play time estimate: 90 mins

BACKGROUND

VORVAG AND OVBOG have been neighbors for decades, but now the otherwise pleasant and peaceful giants have gotten into a dispute over their herds and the feud has devolved to the 'throwing giant boulders at the other guy at all hours' stage, which can be hazardous to the local population (not to mention the landscaping.)

It's an old story really, one neighbor has a **HERD OF RAMS** and the other has a **HERD OF BOAR**. Given that stone giants have a fairly communal view of personal property and freedom, the animals have never been penned and the specific details of who owns what have been muddy for decades.

Two weeks ago, one of the rams went missing, prompting Ovbog assume that his neighbor had butchered it and greedily kept all of the meal for himself. In turn, he took one of Vorvag's boars and roasted it up for his own dinner, making sure that the scent of the meal drifted all across the valley.

Since then both of the giants have been passive-aggressively escalating the sudden feud, until today when the simmering tensions exploded into shouting and boulder-hurling.

GETTING THE PC'S INVOLVED

- **GOOD PCS-** A giant goat is eating a local farmer's crops, it wears a collar with "Goat of Ovbog" scratched crudely on it.

- **TRAVELLING-** suddenly a giant boulder crashes to the ground near the PCs. It seems to have come from up that hillside...

- **LOOKING FOR WORK-** A nearby town has ordered several sculptures for the town square, and send the PCs to pick them up from the giants that are carving them.

THE ENCOUNTER

THE TROUBLE WITH VORVAG AND OVBOG

Although a pair of raving, boulder throwing giants is an obvious target for 'let's go smite that' you should at least hint to the PC's that stone giants are generally peaceful and rarely known to be of the evil persuasion. The party is walking into a simple neighborly squabble, albeit on a dangerously grand scale, and the pair of giants are willing and almost eager for a peaceful solution. This can be hinted at by what the squabbling neighbors are shouting about.

The two giants live in caves on opposite sides of a small valley that formed just above the treeline high up in the mountains. The path leading there is cleared and leveled enough that it can easily be walked up, even hauling carts. The valley itself is a grassy field several hundred feet across, strewn with large rocks and gently sloping up towards the north where it narrows and meets the mountains.

(1) **THE FIELDS** Ovbog maintains several large vegetable patches (large patches, the vegetables aren't particularly giant.) and there are crates filled with produce with a normal-sized plow stacked against it. The fields themselves have large rut holes in them, which a boar is climbing out of when the PC's approach.

(2) **THE RAM GROVE** The Giants' herd of rams lives primarily around a small copse of trees. Someone has begun building a stone wall on one side of the trees, but it only runs several feet and then trails off into a pile of unfinished stone. The rams wear cowbells, but they are wandering all around the valley grazing. Several trees have been cut and stacked nearby as lumber and firewood.

(3) **THE BOAR RUN** The herd of boars live in the rocky north end of the valley, which given the large boulders and temperamental pigs can be a dangerous

place to walk if you are not a giant. When any PC enters, roll 1d6, and on a 1 one of the boars decides to charge them, attempting to knock them down then wandering off as if nothing happened.

The boars all have rope collars, one of which has a dented cowbell hanging from it. More damaged metal bells can be found scattered on the ground.

(4) OVBOG'S CAVE

In the eastern wall of the valley is a cave one giant cared out long ago and furnished into a comfortable dwelling. Quarried stone blocks and half carved statues are organized outside of the cave entrance, along with a pile of huge pig bones.

The main cave is dominated by a table and two massive wooden chairs, one of which leans from a broken leg. The walls have alcove shelving built into them holding a variety of stoneworking tools, and strangely enough a crate of cowbells. A leather mason's apron hangs from a hook by the entrance, giant sized but so tattered it is held together with woolen rope.

(5) VORVAG'S CAVE

In the west valley wall is another cave, interior of the cave holds a massive firepit with a great bubbling cauldron which seems to have an incredibly bland broth in it. The room boar skulls decorating the walls, and has several 10ft wide tanning frames with pig leather stretching on them. Giant woodworking

tools are out where the giant has been at work building another tanning frame

The rear of the cave holds a massive bed as well as a giant, empty loom and a stone spinning wheel, but the wheel itself is cracked and piles of unspun wool are everywhere. A huge wool dog collar with "Wilpur" embroidered on it lays on the bed.

NEGOTIATIONS

Each giant wants several things from his neighbor, and has clues to this in/about their caves, and they will settle down if offered two. Assuming the players decide to intervene in the squabble, there are clues to what the giants want scattered around the valley and in their caves. The players can spend as much time as they like exploring, talking with the giants, and running back and forth to propose a compromise while the two yell back and forth.

VORVAG WANTS:

- Two barrels of vegetables to cook
- A new stone wheel for spinning
- Cowbells for the boar herd
- An apology for butchering a boar ("Wilpur")

OVBOG WANTS:

- A new leather sculptor's apron
- A new or repaired wooden chair
- A fence to pen in the rams
- The boars to stay out of the fields (which cowbells will help)

The players can choose to leave at any time of course, but they will miss out on any reward, and leave angry giants threatening the countryside.

The giants will continue to hurl insults across the valley (and occasionally a boulder, intentionally not aiming at anyone.) If the players approach them each will calm down almost instantly, greet the visitors, and begin to gripe about their life and their neighbor. The giants can be magically calmed or persuaded, but they will obviously keep their grudges unless their needs are met.





VORVAG TALKS ABOUT:

- how greedy Ovbog is, having gobbled up his favorite piggie
- his work keeps backing up
- the boars keep wandering into the mountains
- he can't even cook a meal other than pig

OVBOG TALKS ABOUT:

- Vorvag being a lazy neighbor who can't even finish a wall he started.
- he can't entertain guests lately
- animals running all around the valley ruining things
- no one make giant clothes in these parts

Neither giant will come out and say what they want, insisting "a good neighbor should offer a gift as an apology." If a player suggests a good gift for the other, or some way that giant should "mend fences" they will readily agree to do so, as long as it is reciprocated.

Once they are promised two gifts they are looking for, they will announce, "It is enough! Go tell that other windbag." Once both are satisfied the giants will reconcile, Vorvag will cook a big pot of stew, and they will invite the players to dine with them at Ovbog's and act as if nothing has happened.

If the players decide to attack the rowdy giants from the start, if they attack the charging boars, or generally start a fight, all the denizens of the valley will turn on them. It will doubtless turn into a needless slaughter of peaceful giants and hyper-aggressive livestock as the players murder-hobo their way through life.

THE REWARD

The PC's should be awarded a full 9100xp award if they find a peaceful resolution of the giant's squabble, and possibly a 2000xp bonus for a creative role-playing solution.

If the giants are killed, in Vorvag's cave is 30 gp, 2x 50gp Onyx gems, in Ovbog's is 140 sp, 20 gp, 1x 50gp bloodstone.

SCALING

To scale down, the herds are smaller. To scale up the encounter, there is a 3rd giant trying to mediate the dispute.

GIANT GOAT

Large Beast

HP 19	AC 11	Move: 40'
Per: 11	Init: 10	
Attacks: Ram+5 (2d4+3 bl)		
Charge If goat moves at least 20 feet straight toward a target, it deals extra 2d4 bl & str DC13 vs prone		
Sure Footed Adv. on Str and Dex vs Prone		

GIANT BOAR

Large Beast

HP 42	AC 12	Move: 40'
Per: 8	Init: 10	
Attacks: Tusk+5 (2d6+3 sl)		
Charge If boar moves at least 20 feet straight toward a target, it deals extra 2d6 sl & str DC13 vs prone		
Relentless: 1/short rest, if boar takes 10 or less damage that reduces it to 0hp, it drops to 1hp instead.		

STONE GIANT

Huge Giant

HP 126	AC 17	Move: 40'
Per: 14	Init: 12	Darkvision 60'
Attacks: Multiattack(2), Greatclub+9 15ft (3d8+6 blunt) Rock+9 60/240ft (4d10+6 bl) & str DC17 vs prone		
Saves: Dex+5, Con+8, Wis+4		
Skills Athletics+12, Perception+4		
Stone Camouflage, Rock Catching Dex DC10 to catch object thrown at giant		

The listings for the creatures involved in the encounter are: Stone Giant CR7 (MM156) Giant Boar CR2 (MM323) Giant Goat CR1/2 (mm326)

Version 1: 2 Stone Giants, 3 Giant Boars, 5 Giant Goats: 19125xp encounter 7650xp award

Version 2: 2 Stone Giants, 6 Giant Boars, 6 Giant Goats: 27300xp encounter 9100xp award

Version 3: 3 Stone Giants, 6 Giant Boars, 6 Giant Goats: 36,000xp encounter 12000xp award

encounter	Lvl 15	Lvl 16	Lvl 17	Lvl 18
Version 1	Hard	Med	Med	Easy
Version 2	Deadly	Hard	Hard	Hard
Version 3	Deadly	Deadly	Hard	Hard

WILDERNESS ENCOUNTER: THE CARRION FIELD

ABOUT THE ENCOUNTER

In the wake of a recent battle some incredibly dangerous scavengers have moved in to clean up

For 4 characters at level 17

Setting: Any wilderness

Play time estimate: 60 minutes

BACKGROUND

Several months ago a legion of hobgoblins came over Peymen's Gap and into the foothills east of the Zenealian Baronies. The horde gathered strength from the giantkin and goblinoids that live hidden in the borderlands, and a call rang out through the baronies to all true Knights of Zeneal to take up arms protect the land.

The rest was as predictable as the steps of a dance - one that has been going on for centuries - and after weeks of stalling and maneuvering the two armies finally came together when the demihuman host occupied a hill 40 miles east of Larcobost. The battle lasted most of two days, and was a mutual massacre. The knight-barons of Zeneal hadn't seen a real battle in two generations, and their untested leadership splintered against the iron fist of the hobgoblin warlord Movlod's forces. As the hope of humanity routed leaving half of their number dead on the hillside, the Grand Master of the Eagle Knights and his elite guard punched straight up the hill and decimated the hobgoblin command taking the head off both Movlod and his entire army. The routed human forces fled to their home territory in panic. The leaderless giants and goblinkin immediately began squabbling and drifted back towards the mountains.

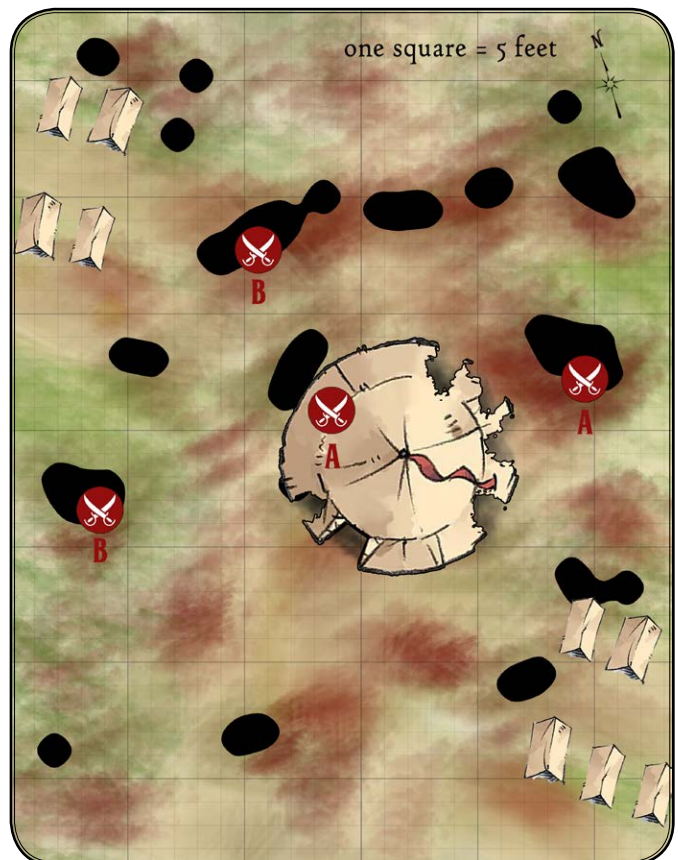
And the battlefield was abandoned by both sides, leaving thousands of dead from both sides untended

and unburied.

The crows feasted. The beetles and worms feasted. And then the plants began to feast - the sheer volume of the putrefaction and death attracting the attention of some of the nastiest scavengers possible - Corpse Flowers and Shambling Mounds.

GETTING THE PCs INVOLVED

- GOOD PCs-** A noble's widow wants someone to recover the family signet from her husband who fell in the great battle
- TRAVELING-** the PC's see a massive flock of carrion birds is circling over a nearby hill.
- WEALTH SEEKING-** A local merchant is paying scavengers to bring arms and scrap metal from the nearby battlefield, although he will admit that not everyone he sends actually comes back.
- CLERIC PC-** A message from their patron deity insists that the abandoned dead of the battlefield be put to rest properly, and the field be consecrated.



THE ENCOUNTER

THE BATTLEFIELD

Whether the players ask locals about the location of the battlefield or they stumble across it while traveling, the site of the recent battle is impossible to miss. Huge numbers of carrion birds and the overwhelming stench of decay make the location obvious once the party gets within a few miles of the site.



“As you top a shallow rise a hellish scene lays ahead of you. The dead of two great armies lay all around, food for thousands of vultures and crows which are the only living things you see. The dead have been rotting here for weeks, and the stench of decay is overwhelming. The scavengers cry and take to wing in reaction to other living things interrupting their feast.

As you go deeper into this charnel field, scattered bodies of humans and goblinoids turn into veritable piles where the battle lines met on the shallow slopes of a low hill. The remains of wooden pickets outline a rough military camp on the hill, with tents and supplies of one army lay suddenly abandoned on the field. A massive command tent rises skeletally from the crown of the hill, as most of it’s canvas has been ripped to tatters by the battle and the elements.”

On the field itself corpses litter the landscape over a full square mile surrounding a 30ft tall hill where the hobgoblin army centered their line, and where the command tent still stands. Though many animal scavengers and a few intelligent ones have had their run of the field for weeks, no organized effort to deal with the dead has been made and most bodies still lay where they fell.

The players can wander freely around and search the battlefield undisturbed by anything other than angry crows, finding mostly deteriorated equipment and rotting bodies. Even though it is a large area to explore, be careful to establish the positions and actions of your players because when anyone approached the command tent, they will trigger an ambush.

WHEN PLANTS ATTACK!

The camp remnants and **PILES OF BODIES** all around the field make spotting irregularities especially difficult, especially when they seem to be inanimate objects. Hence the **CORPSE FLOWERS (A)** and **SHAMBLING MOUNDS (B)** are biding their time concealed by the dead (DC22 Wis perception to spot.) All of the monstrous plants are ambush predators with blindsight, and so are aware of exactly where the living are unless they are magically concealed. Until they reveal themselves they will attempt to take ready actions to ambush PCs that pass near them or who engage with another target.

The exception to this is the corpse flower in the command tent which will remain motionless, lying in wait for a living humanoid to approach. As soon as a player ends their turn within its range of 30ft (20ft move plus 10ft reach) the creature will spring into action with a surprise attack.

Unless they have somehow spotted the well-hidden plants or have magical protection such as a *weapon of warning*, the players should lose a round to surprise (review surprise rules on phb189) and once the trap is sprung by ANY predator, they will all jump into the fray.

Other than their ambush tactics, the scavengers on the battlefield are largely uncoordinated and will act independantly to overwhelm individual PCs through their own tactics. In addition to attacking, the corpse flowers will begin pumping out distracting zombies, and the shambling mounds will try to engulf weaker targets.

Do keep in mind that, since there are bodies as far as the eye can see, the corpse flowers can (and will) *Harvest the Dead* every turn (using 1 of their 3 attacks) and then either resurrect a zombie or heal themselves as a bonus action, which means the battlefield can very quickly become overrun by undead.

Your PCs should be high enough level that this will be a quick and dirty fight. The killer plants will either surprise and overwhelm targets from the beginning, or they will be overmatched in a few rounds, even with engulf and zombies keeping players occupied and outnumbered.



SHAMBLING MOUND

Large Plant

HP 136	AC 15	Move: 20' Swim 20'
Per: 10	Init: 9	Blindsight 60'
Attacks: Multiattack(2) Slam+7 (2d8+4) & DC14 grapple if medium or smaller		
Engulf when grappling, the target is engulfed. Target is blind, restrained, and unable to breathe. At the start of Mound's turn target must save Con DC14 vs 2d8+4 bl. Can only engulf one creature, if the mound moves the creature moves with it.		
Resist cold, fire		
Immune lightning, blind, deaf, exhausted		
Lightning Absorption healed by lightning dmg		

CORPSE FLOWER

Large Plant

HP 127	AC 12	Move: 20' Climb 20'
Per: 2	Init: 12	Blindsight 60'
Attacks: Multiattack(3) Tentacle+5 10ft (2d6+2 bl) & Con DC14 vs (2d6 poison)		
Harvest the Dead corpse flower grabs a dead humanoid within 10 feet and stuffs it into itself to be used with the corpses trait.		
Corpses contains 1d6+3 corpses (up to 9) Corpse flower can use a bonus to either 1) digest a body and gain 2d10HP or 2) animate a body into a zombie (mm316) which appears within 5ft and is an ally.		
Stench of Death Each Creature starting a turn within 10ft save Con DC14 vs incapacitated until end of turn by poison. On a success creature is immune for 24 hours.		

ZOMBIE

Medium Undead

HP 22	AC 8	Move: 20'
Per: 8	Init: 8	Darkvision 60'
Attacks: Slam+3 (1d6+1 blunt)		
Undead Fortitude if reduced to 0 hp, takes a con save DC5+dmg to drop to 1hp instead. Radiant damage or critical hits cancel this save.		

THE REWARD

Aside from any story or roleplaying xp award for accomplishing specific tasks, the combat award of 13200xp should be the only way to gain experience. Note that any zombies that are resurrected in the course of the fight should yield additional xp.

It would take a week to search and sort through the thousands of dead, and though exposure to the elements are quickly decaying most of the combatants' arms and armor, They should be able to find any sort of standard gear somewhere on the field. With time and mules or wagons, PC's could collect scrap metal and low quality arms and sell them for 1gp per 5 lbs of hauling weight (up to 2000lbs, or whatever is appropriate for your game)

A discerning search (investigation check DC14) should take about an hour to reveal the most valuable caches of coins and valuables - including

590 sp, 340 gp, 55 pp, weapon +1, Elemental gem, Bag of holding, 1 Citrine(50gp), 2 jewelry items (50 Gp), 2 rings (150gp)

SCALING

The listings for the creatures involved in the encounter are: Shambling Mound CR5 (mm270) Corpse Flower CR8 (mtf127) Zombie CR1/4(mm316)

Version 1: 1 Shambling Mounds, 2 Corpse Flowers 19200xp encounter 9600xp award

Version 2: 3 Shambling Mounds, 2 Corpse Flowers 26400xp encounter 13200xp award

Version 3: 2 Shambling Mounds, 3 Corpse Flowers 30600xp encounter 15300xp award

encounter	Lvl 16	Lvl 17	Lvl 18	Lvl 19
Version 1	Hard	Med	Med	Easy
Version 2	Hard	Hard	Hard	Med
Version 3	Deadly	Hard	Hard	Hard

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MAY 2019: DM TOOLS - WILD ONE-SHOTS

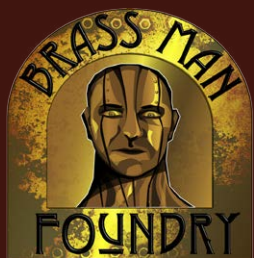
WHAT'S IN THE BOOK?!

Maybe your players just wandered down a side road you didn't expect. Maybe you're looking for content for a quick 2 hour adventure. Maybe you just want to find some plot hooks for the campaign you're writing.

Well, you've come to the right place! We've created this DM Tools book so any busy Dungeon Master can pull it off the shelf and jump straight into adventuring without all the research and prep time. We know how long it takes to create good stories, so we have done all the hard work for you.

Inside *Wild One-Shots* you will find 10 encounters designed for parties of all levels to have instantly playable adventures for D&D 5e Games. Each write-up has a thorough backstory, and we've included a mix of roleplay and problem solving scenarios alongside with the more traditional fights.

These encounters are all written for a wilderness or rural setting, because even though we all meet up in the local tavern the real adventure happens on the road!



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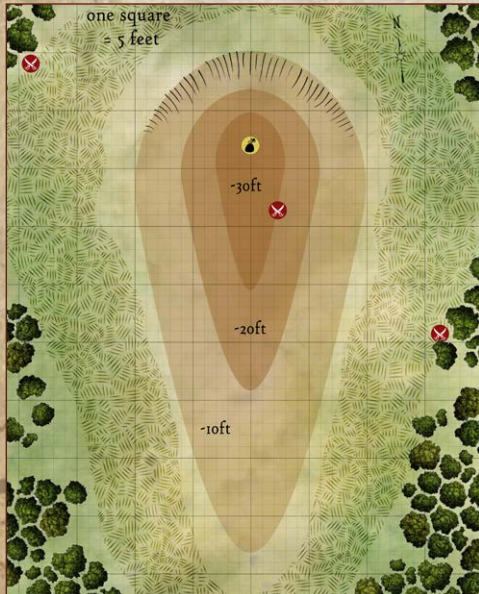


ENCOUNTER: THE SKY STONE

! for 4 level 2 characters
Hard - awards 300XP

Notes: Wilderness, Humans
 Details: *Wild One-Shots* (pg 4)

A band of warriors from a remote tribe have wandered far from home in search of a sacred relic, and they won't let anyone interfere.



MAP NOTES

The crater descends fairly smoothly to 30ft at the deepest.

In an 30' area around the crater the ground has been torn up to create difficult terrain (half movement.)

The trees and underbrush provide light obscurement and 1/2 Cover (+2 AC.)

The Tribal warriors fan out in the crater, the scouts are concealed as indicated in the treeline.

! A meteorite lies in the center of the crater.

ENEMIES

4x TRIBAL WARRIORS CR 1/8 (25 XP)

HP 11	AC 12	Mv: 30'
Spear+3 (4 pi)		
Pack Tactics		
HP:	<input type="text"/>	<input type="text"/>

2x SCOUTS CR 1/2 (100 XP)

HP 16	AC 13	Mv: 30'
Multiattack(2), Shortsword+4 (5 pi), Longbow+4 (6 pi)		
HP:	<input type="text"/>	<input type="text"/>

ENCOUNTER: THE MAGICAL SPRING OF HAUTTFER

! for 4 level 4 characters
Hard - awards 600XP

Notes: Forest, Undead
 Details: *Wild One-Shots* (pg 7)

A 'magical spring' in the wilderness draws in fortune seekers and travelers only to offer them the curse of undeath.



MAP NOTES

There are several corpses around, and so the ones that have become undead are not readily apparent, until a character gets close enough to draw their attention, possibly leading to a surprise round.

! A cursed emerald is the source of the undead, contaminating the water of the spring where it is easily noticeable.

ENEMIES

4x SKELETONS CR 1/4 (50 XP)

HP 13	AC 13	Mv: 30'
Sword+4 (5 pi), Bow+4 (5 pi)		
HP:	<input type="text"/>	<input type="text"/>

3x WARHORSE SKELETONS CR 1/2 (100XP)

HP 22	AC 13	Mv: 60'
Hooves+6 (11 bl)		
HP:	<input type="text"/>	<input type="text"/>

2x ZOMBIES CR 1/4 (50 XP)

HP 22	AC 8	Mv: 20'
Slam+3 (4 bl)		
Undead Fortitude		
HP:	<input type="text"/>	<input type="text"/>

ENCOUNTER: THROUGH THE NIGHT GATE

! for 4 level 5 characters
Hard - awards 1700XP

Notes: Wilderness, Fae, Planar Gate
 Details: *Wild One-Shots* (pg 11)

Minions of a Faerie Lord guard a gate to the depths of the feywild, and are determined to challenge anyone seeking it.



MAP NOTES

The darklings and one displacer beast hide in nearby trees (DC19 to spot) and will wait to join and back up the obvious beast if a fight breaks out.

The trees and underbrush provide light obscurement and 1/2 Cover (+2 AC.)

! A gate to the feywild lies open behind a stone glyph, and anyone walking clockwise around it will pass through.

ENEMIES

2x **DARKLINGS** CR^{1/2} (100 XP)

HP 13	AC 14	Mv: 40'
Dagger+5 thrown 20/60ft (5 pi) if at advantage add (7 pi)		
Death Flash		

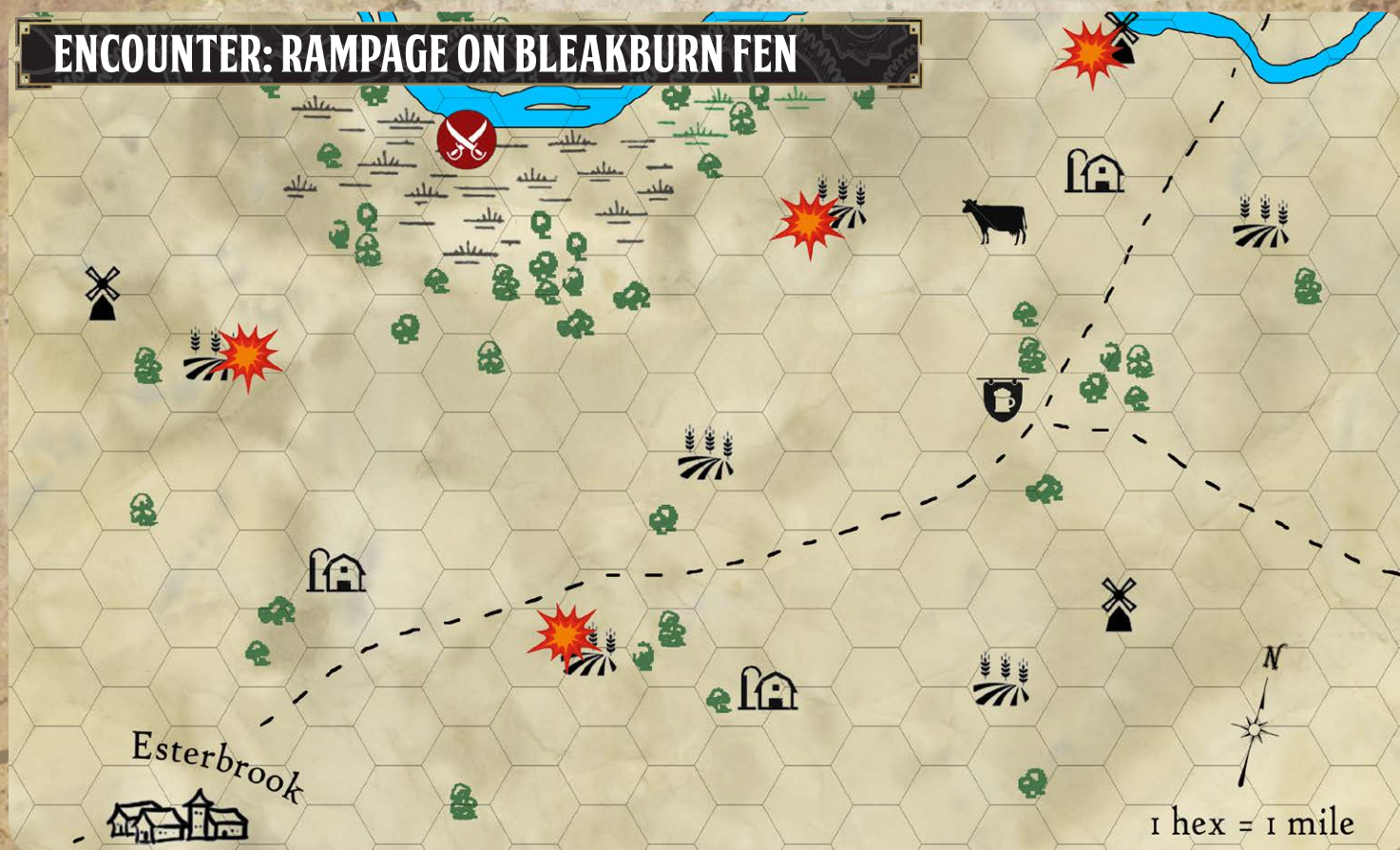
HP:

2x **DISPLACER BEASTS** CR3 (700 XP)

HP 85	AC 13	Mv: 30'
Multiattack(2), Tentacle+6 (7 bl) plus (3 pi)		

HP:

ENCOUNTER: RAMPAGE ON BLEAKBURN FEN



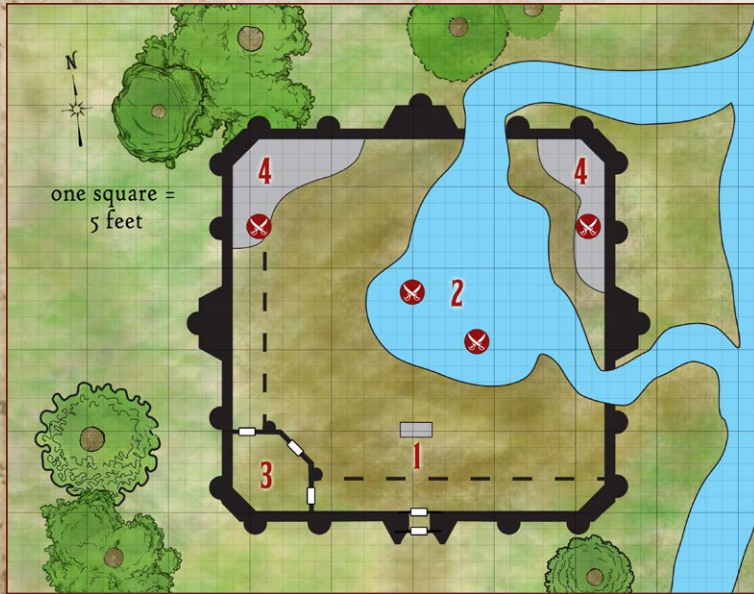
ENCOUNTER: THE TOAD TEMPLE

! for 4 level 9 characters
Hard - awards 2400XP

Notes: River, Beasts, Toads

Details: *Wild One-Shots* (pg 17)

A mysterious temple stands by the river, dedicated to some forgotten batrachian god, and the giant toads inside don't like company.



MAP NOTES

Toads hide in the pool (2) and in mud burrows (4) so that the temple seems mostly empty when first entered. They will be attracted to any noises or disturbances in the temple.

The mud and slime all around the pool makes 10ft around the water difficult terrain.

Stone doors without locking mechanisms protect an inner shrine (3) where decorations and other valuables are stored.

ENEMIES

12x GIANT TOADS CR1 (200 XP)

HP 39 AC 11 Mv: 20' swim 40'

Bite+4 (7 pi) and (5 poison) plus grapple DC13, Swallow

HP:	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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ENCOUNTER: THE NEW SISTER

! for 4 level 13 characters
Hard - awards 8800XP

Notes: Mountain, Hags

Details: *Wild One-Shots* (pg 25)

Three hags form a coven and stand at the cauldron, the fourth (Annis Hag) is disguised and remains on the path down the mountain, waiting to turn the tables.

! Two young children are captive in a pen near the mountain face.

MAP NOTES

It is possible to climb up the cliff face from the east, but there is a 200' climb to reach this plateau (or fall back down it)



While in a coven, 3 hags share:

spells+7 DC15

Lvl 1(x4) *identify, ray of sickness*

Lvl 2(x3) *hold person, locate object*

Lvl 3(x3) *bestow curse, counterspell, lightning bolt*

Lvl 4(x3) *phantasmal killer, polymorph*

Lvl 5(x2) *contact other plane, scrying*

Lvl 6(x1) *eyebite*

2x GREEN HAG CR5 (1800 XP)

HP 82 AC 17 Mv: 30'

Claws+6 (13 sl)

Spellcasting (DC12)

At will: *dancing lights, minor Illusion, vicious mockery*

HP:

1x NIGHT HAG CR7 (2900XP)

HP 112 AC 17 Mv: 30'

Claws+6 (13 sl)

Magic Resistance, Spells+5 DC13

At Will: *Detect Magic, Magic Missile*
2/Day ea: *Plane Shift, Ray of Enfeeblement, Sleep*

HP:

1x ANNIS HAG CR6 (2300 XP)

HP 75 AC 17 Mv: 40'

Multiattack(3), Bite+8 (15 pi), Claw+8 (15 sl), Crushing Hug+8 (36 bl) and grapple DC15

Spells+5 DC13

3/Day each: *Disguise Self, Fog cloud*

HP:

ENCOUNTER: A GIANT SQUABBLE

! for 4 level 16 characters
Hard - awards 9100XP

Notes: Giants, Beasts, Mountains
 Details: *Wild One-Shots* (pg 28)

There are boulders readily available everywhere for giants to throw.

Any hostile action will draw the boars from their runs (3) and the

Two giants are having an argument in the valley where they live along with their livestock. Their shouting and rock hurling is a hazard to all travelers.

goats from their field (2) along with the giants themselves, who will band together to drive off threats.



ENEMIES

6x GIANT GOATS CR½ (100 XP)

HP 19	AC 11	Mv: 40'
Ram+5 (8 bl), Charge - add (5 bl) and str DC13 vs knockdown		
HP:	<input type="checkbox"/>	<input type="checkbox"/>

6x GIANT BOARS CR2 (450XP)

HP 42	AC 12	Mv: 40'
Tusk+5 (10 sl), Charge - add (7 sl) and str DC13 vs knockdown		
HP:	<input type="checkbox"/>	<input type="checkbox"/>

2x STONE GIANTS CR7 (2900 XP)

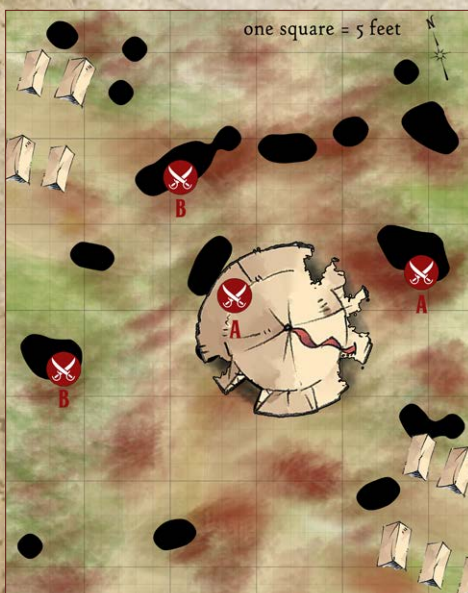
HP 126	AC 17	Mv: 40'
Multiattack(2), Greatclub+9 (19 bl), Rock Throw+9 (28 bl) and Str DC17 vs prone		
HP:	<input type="checkbox"/>	<input type="checkbox"/>

ENCOUNTER: THE CARRION FIELD

! for 4 level 17 characters
Hard - awards 13200XP

Notes: Battlefield, Ambush, Plants
 Details: *Wild One-Shots* (pg 31)

On the site of a recent battle, deadly scavengers have set up to prey on anyone who comes to investigate or loot the dead.



MAP NOTES

The battlefield is dominated by piles of bodies, which provide cover and camouflage for the monster plants that are scavenging the field.

A corpse flower (A) will attack anyone who enters the tattered command tent. The other corpse flower and shambling mounds (B) will follow up during the surprise round.

ENEMIES

2x SHAMBLING MOUND CR5(1800 XP)

HP 136	AC 15	Mv: 20'
Multiattack(2), Slam+7 (13 bl), if both hit the target is grappled (DC14) and engulfed(each turn/con DC14 vs13 bl)		
HP:	<input type="checkbox"/>	<input type="checkbox"/>

2x CORPSE FLOWER CR8 (3900 XP)

HP 127	AC 12	Mv: 20' climb 20'
Multiattack(3), Tentacle+5 (9 bl) and con DC14 vs (14 poison)		
Harvest the Dead		
Stench of Death - creatures starting within 10' save con DC14 vs incap until end of turn		
Corpses - bonus action, animate zombie or heal 11hp		
HP:	<input type="checkbox"/>	<input type="checkbox"/>

ZOMBIES CR¼ (50 XP)

HP 22	AC 8	Mv: 20'
Slam+3 (4 bl)		
Undead Fortitude		