Champions of the Wild

A 5th Edition Fantasy Adventure

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Champions of the Wild

A Dungeons & Dragons 5th Edition Adventure

For up to 5 Players

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Introduction

The ancient and dense coastal forest of *Dasokos* exists in two worlds that of the Material Plane and the Wild. For centuries, it has been guarded and cultivated by the unicorn **Paralax**. Recently, a cadre of sallow looking shrouded druids came ashore from the nearby mysterious isle of *Kos*.

These dark druids were able to find and confront Paralax, defeating and then imprisoning the unicorn thanks to the evil magical power of their patron, the medusa **Ethelasa**.

Ethelasa covets the unicorn's magic believing its blood can reverse the curse that turned her into a medusa. She has been plotting for ages and has made agreements with various immoral merchants to sell off the magical parts of the unicorn once she has butchered it.

The kidnapping of Paralax has pulled the attention of the unicorn deity of Healing, Loyalty, and Protection, **Eachthighern**, who has had to maintain the Dasokos forest on its own to prevent the Wild spilling into the Material Plane and the Material Plane from despoiling the Wild.

Eachthighern cannot continue to expend so much effort on one small part of its domain. Thus, it has assembled a group of champions from the forest to rescue Paralax and end the threat Ethelasa poses.

Note to the DM

This adventure is intended as a one shot for both experienced and new players. However, it can certainly be modified to fit into your campaign, and I encourage you to make it your own.

Players are meant to adventure as one of the five characters given in the *Champions* section. For new or inexperienced players, the adventure will move quickly and easily just using the provided stat sheets. The stats, abilities, spells, and weapons given are meant to streamline the adventure, but they are only meant as guidelines.

The world setting has also been left deliberately vague to allow you to insert it into whatever world you prefer to play. Therefore, landscape, creature, and room description have been left for you to flavor as you see fit with only minimal description provided.

Player Decision

After players have picked their character, introduced themselves to each other, and the DM has explained the situation, they must make their first decision.

Eachthighern tells the adventurers of a glade of pegasus and the location of the cove where the dark druids made landfall. To reach Kos, players must first choose whether to attempt to earn the favor of the pegasus herd to fly to the island (Path A) or to head to the cove to sail over to the island (Path B). These are the only two way to entry to the island.

Path A: Flying to the Cliffs of Kos

With a successful Wisdom (Animal Handling) check of a DC 12, the herd of pegasus will take the party to the beach before the high cliffs of Kos. The pegasus will wait for the party but not go any farther onto the island than the beach.

Encounter 1A

The sheer cliffs are just over 300 ft., and can be climbed with ten (10) successful DC 10 Strength (Athletics) checks (a failure gives the player no movement, a critical failure drops the player down at least 30 ft.). Once the players get 200 ft. up the cliff, they will encounter ledges they can stand on where there are caves and nests of Harpies. The Harpies will immediately attack the party. If the party defeats the Harpies, in one of their nests is a **Wand of Web** and in one of the caves is a **Spellguard Shield**.

Encounter 2A

Once up the cliff, they party will find themselves facing a thick forest. They will be able to see a stronghold about 900 ft. away peeking through the forest canopy at the other end of the island. The forest around the stronghold is defended by Dryads that Ethelasa has corrupted through her dark druids. The Dryads will attack and then retreat to make the players progress through the forest as slow and difficult as possible. If the Dryads are defeated, their remains will have a **Rope of Entanglement** for the party to loot.

Encounter 3A

Once through the forest, the stronghold will appear. It is unguarded with what appear to be statues of various humanoids in strange poses all around the entrance. Inside, the grand chamber has several staggered pillars throughout and is dimly light with a single huge stained-glass window at the back of the chamber. Beneath this window, Paralax is caged.

Ethelasa will be roaming the chamber using the pillars as cover. She will not willingly surrender. Freeing Paralax will require Dispel Magic on the cage or the defeat of Ethelasa. If freed, Paralax will be at one-quarter health and unable to use its Legendary actions until fully healed. Paralax will fight alongside the party.

Path B: Sailing to the Docks

At the cove, there will be two small boats the party can sail to the docks at the base of Ethelasa's stronghold on Kos. Each boat can hold the entire party.

Encounter 1B

Players will have to decide who is steering the boat and that player will have to succeed ten (10) DC 12 Dexterity checks to get the boat to the dock across the channel (a failed check simply keeps the boat in place, a critical failure is up the DM).

However, midway to the island, the party will be cut off by a larger ship of merchant pirates. The pirates will first cutoff the party's boat from going any farther and then attempt to board and capture them. If the party defeat the pirates, they can take over the ship. Interrogating the pirates will reveal they are on their way to pick up the magical remains of a unicorn from Ethelasa's dark druids. If players search the boat, they will find three (3) Potions of Healing.

Encounter 2B

When the party arrives, a path leads from the docks to a cleft in the sheer cliffs (300 ft. high) opening into the dungeon of the stronghold. If the party have defeated the pirates, the docks will be empty. If the party decides to impersonate the pirates, there will be dark druids waiting for them. The dark druids will not have any unicorn parts and will tell the party they have to wait. Each party member posing as a pirate will have to make a DC 15 Charisma (Deception) check. If the party fight the dark druids on the docks, they will be able to loot three (3) **Arrows of Slaying** (monstrosity) and discover a map or interrogate a direct path to Ethelasa's grand chamber (skip to Encounter 4B)

Encounter 3B

Exploring through the dungeon of the stronghold, the party will encounter dark druids one they are halfway inside. The stronghold is made up of twisting passages leading to a single ritual chamber where the dark druids will be. Once the dark druids are defeated, the party will be able to loot three (3) **Arrows of Slaying** (monstrosity), if they hadn't fought the dark druids on the dock, and a **Mirror of Life Trapping**. There is a door opposite from where the party entered the ritual chamber opening to a narrow ascending staircase leading to Ethelasa's grand chamber.

Encounter 4B

Ethelasa's the grand chamber has several staggered pillars throughout and is dimly light with a single huge stained-glass window at the back of the chamber. Beneath this window, Paralax is caged. Ethelasa will be roaming the chamber using the pillars as cover. She will not willingly surrender. Freeing Paralax will require Dispel Magic on the cage or the defeat of Ethelasa. If freed, Paralax will be at one-quarter health and unable to use its Legendary actions until fully healed. Paralax will fight alongside the party.

Conclusion

Once Paralax is rescued, the party must get the unicorn back to the Dosokos forest. There are several ways to accomplish this.

First, the party can heal Paralax fully and it can then use a Legendary action to Teleport the party to the forest.

Second, the party can head back to the docks and use the boat there to return. If the party has not cleared all enemies (dark druids and pirates), they will have to face them before safely returning.

Third, whether the party did or did not use the pegasus herd to get to the island, they'll be on the beach on the other side of the island waiting to take them back. However, any creatures the party did not defeat or face will still be in their way.

Once the party have returned Paralax to the Dosokos forest, they will have succeeded. If the party isn't able to rescue Paralax or if Paralax dies as they party is trying to get back to the forest, then the mission has failed.

Magic Items Available to Loot

Rope of Entanglement: 30 feet long, if you hold one end of the rope and use an action to speak its Command Word, the other end darts forward to Entangle a creature you can see within 20 feet of you. The target must succeed on a DC 15 Dexterity saving throw or become Restrained. You can release the creature by using a Bonus Action. A target Restrained by the rope can use an action to make a DC 15 Strength or Dexterity check (target's choice). On a success, the creature is no longer Restrained.

Arrow of Slaying: A magical weapon meant to slay monstrosities. If a creature belonging to the type associated with it takes damage, the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one. Once the arrow deals its extra damage to a creature, it becomes a nonmagical arrow.

Mirror of Life Trapping: When this 4-foot-tall mirror is viewed indirectly, its surface shows faint images of creatures. The mirror weighs 50 pounds, and it has AC 11, 10 Hit Points, and vulnerability to bludgeoning damage. It shatters and is destroyed when reduced to 0 Hit Points. If you are within 5 feet of it, you can use an action to speak its Command Word and activate it. It remains activated until you use an action to speak the Command Word again. Any creature other than you that sees its reflection in the activated mirror while within 30 feet of it must succeed on a DC 15 Charisma saving throw or be trapped, along with anything, it is wearing or carrying, in one of the mirror's twelve extradimensional cells. This saving throw is made with advantage if the creature knows the mirror's Nature. Creatures trapped in the mirror's cells don't age, and they don't need to eat, drink, or sleep. A creature trapped within a cell can escape using magic that permits Planar Travel. Otherwise, the creature is confined to the cell until freed. If the mirror is shattered, all creatures it contains are freed and appear in unoccupied spaces near it.

Wand of Web: This wand has 7 Charges. While holding it, you can use an action to expend 1 of its Charges to cast the spell Web spell (save DC 15). The wand regains 1d6 + 1 expended Charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Spellguard Shield: While holding this Shield (+2 to AC), you have advantage on Saving Throws against Spells and other magical effects, and spell attacks have disadvantage against you.

The Champions (Player Characters)

The champions Eachthighern has assembled are residents of the Dasokos forest living lives both in the Wild and in the Material Plane. Although none of them have ever met Paralax or ever encountered Eachthighern, they know of their presence. Each has noticed the forest of Dasokos has become unstable of late, so when Eachthighern calls on them, they gladly go to save their home.

Sprite

Fierce defenders of good and formidable judges of character, the dragonfly-winged Sprites are warriors even if they are so very tiny (usually no larger than a couple of inches). Harvesting ingredients from forests and easily concocting potent toxins, poisons, and antidotes, Sprites tend to favor sleep poison.

Pixie

Hardly ever more than a foot tall, the butterfly-winged Pixies are bold and curious creatures often making decisions with no sense of fear. However, Pixies have no interest in fighting unlike their Sprite cousins and always look for a non-violent means to solve their problems.

Satyr

With goat-like legs and horns but a humanoid torso and face, Satyrs were creatures of merriment often singing, dancing, and feasting. Satyrs have memorized thousands of stories and songs as well as most deep lore of both the fey and material realms. However, they also eagerly make up their own stories and sometimes forget which are true and which are utter fiction.

Centaur

The reclusive Centaur with the upper body of a humanoid and the lower body of horse are a powerful and proud race. Prizing natural balance above all else, Centaurs room the wild in small herds or alone hunting and gathering. Although they never look for trouble, Centaurs are fearsome warriors.

Cyclops

Originally from the Wild, the one-eyed Cyclopes are the smallest type of giant yet are intimidating and powerful creatures. Although not typically very bright, Cyclopes are terrifying in battle with utterly no qualms about obliterating their enemies. Solitary herders, Cyclopes looked to stay clear of notice and dwell quietly alone.

Sprite

Tiny fey (five inches)
AC: 15 (leather armor)
HP: 3d6
Speed 10 ft., fly 40 ft. may occupy the same space as any other creature of your size or larger

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (0)	14 (+2)	13 (+1)	11 (0)

Skills
Perception +3
Stealth +8

Languages Common, Elvish, Sylvan

Heart Sight touch a creature and magically know the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, you also know the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment you wear or carry is invisible with it

Actions
Longsword. +2 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

Shortbow. +6 to hit, range 40/160 ft., one target. Hit: 1 piercing damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious until it takes damage or another creature takes an action to shake it awake.

Pixie

Tiny (1 ft)
AC: 15
HP: 4d6
Speed 10 ft., fly 30 ft., may occupy the same space as any other creature of your size or larger

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (0)	14 (+2)	15 (+2)

Skills
Perception +4
Stealth +7

Languages Sylvan, Common

Magic Resistance Advantage on saving throws against spells and other magical effects.

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

Spellcasting Spellcasting ability is Charisma (spell save DC 12).
       Cantrip: Druidcraft, Dancing Lights
       1(3): Detect Evil and Good, Entangle, Sleep, Faerie Fire
       2 (3): Detect Thoughts, Phantasmal Force
       3 (2): Dispel Magic, Fly
       4 (1): Confusion, Polymorph

Actions
Yew Wand, melee +5 to hit, reach 5 ft., one target. Hit: 1 bludgeon

Satyr

AC: 14
HP: 7d8
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (0)	12 (+1)	10 (0)	14 (+2)

Skills
Perception +2
Performance +6
Stealth +5

Languages Common, Elvish, Sylvan

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

Trickster's Illusion can cast at will an unlimited amount of times the spell Minor Illusion. Charisma is your spellcasting ability for this spell.

Actions:
Ram. Melee +3 to hit, reach 5 ft., one target. Hit: 2d4+1 bludgeoning damage.

Shortsword, melee +5 to hit, reach 5 ft., one target. Hit: 1d6 + 3 piercing damage.

Shortbow, ranged +5 to hit, range 80/320 ft., one target. Hit: 1d6 + 3 piercing damage.

Gentle Lullaby Panpipes. Creatures fall asleep for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

Centaur

AC: 12
HP: 6d10+12
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	13 (+1)	11 (0)

Skills
Athletics +6
Perception +3
Survival +3

Languages Elvish, Sylvan, Common

Charge if you move at least 30 ft. straight toward a target and then hit it with a pike attack on the same turn, the target takes an extra 3d6 piercing damage.

Actions:
Multiattack: Make two attacks—one with pike and one with hooves or two with longbow.

Pike +6 to hit, reach 10 ft., one target. Hit: 1d10 + 4 piercing damage.

Hooves +6 to hit, reach 5 ft., one target. Hit: 2d6 + 4 bludgeoning damage.

Longbow +4 to hit, range 150/600 ft., one target. Hit: 1d8 + 2 piercing damage.

Cyclops

Large (15 ft)
AC: 14
HP: 12d12+60
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (0)	20 (+5)	8 (-1)	6 (-2)	10 (0)

Languages Giant, Common

Poor Depth Perception disadvantage on any attack roll against a target more than 30 ft. away.

Actions:
Multiattack: Cyclops makes two attacks with its greatclub

Vicious Greatclub +9 to hit, reach 10 ft., one target. Hit: 1d8 + 6 bludgeoning damage. When you roll a 20 with this Magic Weapon, the target takes an extra 2d6 bludgeoning damage.

Rock: Can pick up a rock or stone as a ranged attack—Rock/Stone +9 to hit, range 30/120 ft., one target. Hit: 4d10 + 6 bludgeoning damage.

Characters (NPC)

There is one non-player character (NPCs) in the adventure, the unicorn Paralax. Paralax can join the party if it is freed, the decision is up to the DM. Hit points must be rolled for Paralax and if freed, it begins with ¼ of those hit points and is unable to use its Legendary actions until brought to full health.

Paralax
Unicorn, Large celestial, lawful good
AC: 12
HP: 9d10+18
Speed 50 ft.

STR	DEX		CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	11 (0)	17 (+3)	16 (+3)	

Damage Immunities poison
Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft.

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Charge. If the unicorn moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 2d8 piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast the following spells, requiring no components:
> At will: detect evil and good, druidcraft, pass without trace
> 1/day each: calm emotions, dispel evil and good, entangle

Magic Resistance. The unicorn has advantage on saving throws against spells and other magical effects.
Magic Weapons. The unicorn's weapon attacks are magical.

Actions
Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.
Hooves. Melee Weapon Attack: +7 to hit, reach 5 ft ., one target. Hit: 2d6 + 4 bludgeoning damage.
Horn. Melee Weapon Attack: +7 to hit, reach 5 ft ., one target. Hit: 1d8 + 4 piercing damage.

Healing Touch (3/Day). The unicorn touches another creature with its horn. The target magically regains 2d8 + 2 hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The unicorn magically teleports itself and up to five willing creatures it can see within 5 ft. of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

Legendary Actions
The unicorn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The unicorn regains spent legendary actions at the start of its turn.
Hooves. The unicorn makes one attack with its hooves.
Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 ft. of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.
Heal Self (Costs 3 Actions). The unicorn magically regains 2d8 + 2 hit points

Monsters & Foes

Hit dice for each monster and foe is listed; DMs must roll for HP prior to running the adventure for at least 8 Pirates, Ethelasa, 5 Harpies, 5 Corrupted Dryads, and 6 Dark Druids.

Pirates

AC: 12
HP: 2d8+2
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	12 (+1)	12 (+1)	10 (0)	10 (0)	10 (0)

Languages Common

Actions
Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d6 + 1 slashing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 1d8 + 1 piercing damage.

Ethelasa

Medusa, medium monstrosity
AC: 15
HP: 17d8+51
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Senses darkvision 60 ft.

Languages Common

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 ft. of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save. If the medusa sees itself reflected on a polished surface within 30 ft. of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Actions

Multiattack. The medusa makes either three melee attacks - one with its snake hair and two with its shortsword - or two ranged attacks with its longbow.

Snake Hair. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 1d4 + 2 piercing damage plus 4d6 poison damage.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d6 + 2 piercing damage.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 1d8 + 2 piercing damage plus 2d6 poison damage.

Harpy

AC: 11
HP: 7d8+7
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (0)	13 (+1)

Languages Common

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 ft. of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.
While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 ft. away from the harpy, the must move on its turn toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this harpy's song for the next 24 hours.

Actions
Multiattack. The harpy makes two attacks: one with its claws and one with its club.

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

Club. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 + 1 bludgeoning damage.

Corrupt Dryads

AC: 11 (16 with Barkskin)
HP: 5d8
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	11 (0)	14 (+2)	15 (+2)	18 (+4)

Senses darkvision 60 ft.

Languages Elvish, Sylvan

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

     At will: druidcraft
     3/day each: entangle, goodberry
     1/day each: barkskin, pass without trace, shillelagh

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

Tree Stride. Once on her turn, the dryad can use 10 ft. of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

Actions
Club. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8 + 4 bludgeoning damage

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can. Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours. The dryad can have no more than one humanoid and up to three beasts charmed at a time.

Dark Druids

AC: 11 (16 with Barkskin)
HP: 5d8+5
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (0)

Languages Druidic, Common, Sylvan

Spellcasting. Druids are 4th-level spellcasters. Their spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).
     Cantrips: druidcraft
     1st level (4 slots): entangle, charm person, healing word, thunderwave
     2nd level (3 slots): flameblade, barkskin, hold person

Actions

Quarterstaff. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1d8 + 2 bludgeoning

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