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Scottish
UNIVERSITY OF THE ARCADE

CHOOSE YOUR DESTINY – ADVENTURE 1

FOREST OF SECRETS



by
David N. Ross
Rodney Sloan
and Bob Storrar



Rising Phoenix Games



THE
FIGMENT FACTORY



FOREST OF SECRETS

CHOOSE YOUR DESTINY — ADVENTURE 1

To play this adventure, you will need a copy of the Dungeons & Dragons System Reference Document 5 or later.

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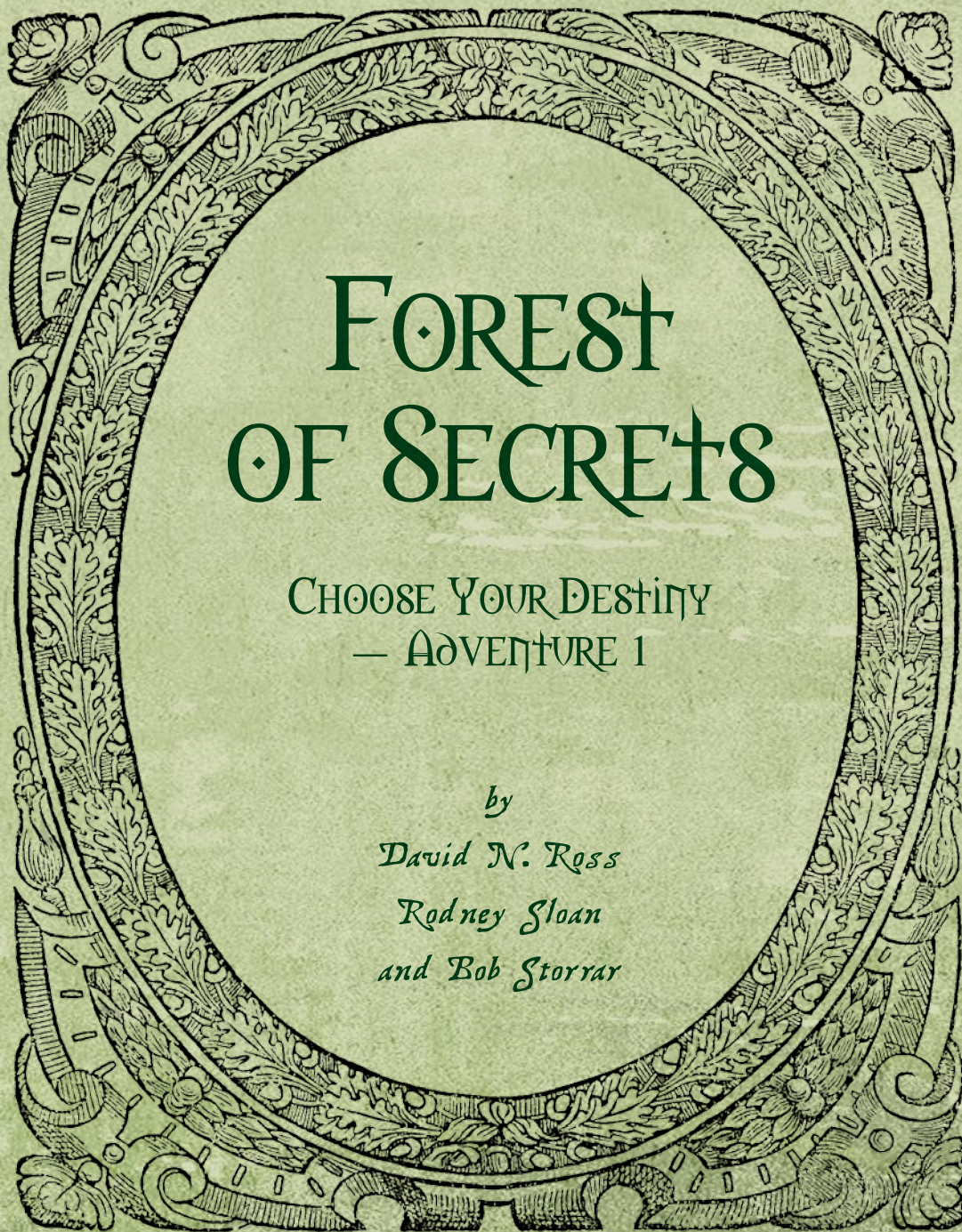
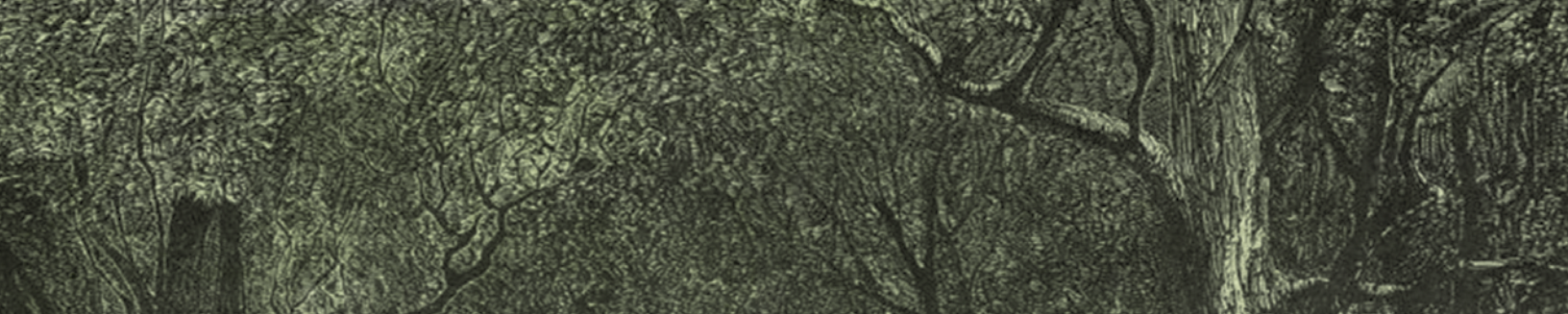
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CHOOSE YOUR DESTINY
— ADVENTURE 1

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How to play

A solo and 1-on-1 adventure for a 2nd-level cleric, fighter, or character of a similar class.



You are about to embark on an epic adventure, guided by the choices you make. With determination and a little bit of luck, you may win through – but be assured – failure, even death, is never far off.

Begin reading as you would any other book, but when you reach a sentence like the one below, turn to the section number given in **bold**, such as in this example: **go to 0**.

Sometimes you will have a few options to choose from. Make your choice, head to that section, and continue reading. But be prepared to live by the consequences, for there is no turning back.

Sometimes you'll be asked to make a skill check, in which case roll a d20 as you would in a normal DUNGEONS & DRAGONS fifth edition game, then follow the instructions for success or failure.

Often you'll have to fight. Each monster has a set of tactics which tells you how they act in combat. Roll a Dexterity check for each creature to determine the initiative order, then play out the combat using the listed tactics and the DUNGEONS & DRAGONS rules. If you win, follow the instructions given in the section. If you die, well, death is an ever present risk. Perhaps you'll have better luck next time.

After combat, or before making a choice in a section with no combat or traps, you may use healing magic or

drink potions to regain lost hit points. When you do so, you gain the maximum number of hit points that spell or potion allows.

This adventure can also be played as a 1-on-1 game, with the game master (GM) paraphrasing the read-aloud text and running the monsters and NPCs. If you are a GM, feel free to embellish the adventure with extra details, puzzles, and encounters.

Print out the Secret Forest tiles, preferably on cardstock or laminate them to resist wear and tear. Cut out the tiles, setting aside the two Y-tiles—these are the entrance and exit spaces. Set aside the tokens for the hero (that's you), the soldiers, and monsters. You'll need them soon. Now jumble up the rest of the tiles and put them in a pile face-down. Lay the start and end Y-tiles in opposite corners of a 5-by-5 square grid. Randomly place the other tiles face-down in the rest of the grid. Place your hero token on the start (tile 8) and the soldier token adjacent to you just outside the grid.

Once you have cleared a tile of the forest of monsters and performed any healing you want to, you can travel to an adjacent tile. Liselle always has a result of 12 on ability checks and saving throws to deal with hazards and traps. Traveling takes 1 minute and causes any enemy tokens to move. The soldier token moves one square along the outside of the grid. Any other enemy token moves as directly as possible toward you, taking 2 minutes to cross any natural barriers marked on the tiles (place the token on the tile edge to indicate that it is partway through). Double barriers are redundant and do not slow enemies further.

When you move, reveal the tile you move to (if it isn't already) and all adjacent tiles to the new tile. It is not necessary for the tiles to connect up and form complete paths. When there is a path on one tile connecting to a



boundary on the other tile, that represents a sheer cliff, a sinkhole, a cluster of fallen trees, or another natural barrier that aligns with patches bare of undergrowth. Then, roll 1d8 and 1d4 for each revealed tile. If you get a 1 on the d8 roll, place a monster token on the new tile and go to the section matching the d4 result.

In combat, you also control Liselle's action and follow the tactics listed for the monsters. If you fall unconscious, she carries you back to the previous tile and revives you with a healing potion or a spell, if you or she has any to spare. Her stats are below.

Liselle

Medium humanoid (human), chaotic good

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Bardic Inspiration (2/Day). As a bonus action, Liselle grants you a d6 if you are within 60 feet and can hear her. After rolling any ability check, attack roll, or saving throw, you can choose to lose the d6 to roll it and add it to your result. You can have only one such die at a time.

Jack of All Trades. Liselle adds 1 (half her proficiency bonus) to all ability checks.

Spellcasting. Liselle is a 2nd-level spellcaster. Her spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). She has the following

bard spells prepared:

Cantrips (at will): *light, vicious mockery*

1st level (3 slots): *cure wounds, faerie fire, heroism, thunderwave, unseen servant*

Actions

Saving Throws Dex +3, Cha +4

Senses passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 +1) piercing damage.

The Forest of Secrets

Blocks like the one below are for narration. Read them aloud or paraphrase them if you're the GM.

As a Rector agent of the University of Scarthey, you were returning along the road through the barony of Astenforth with important documents for the Archchancellor Gwydion Ambrosius. The government here, under the young Baron Lyham Astenforth, is notoriously oppressive. His soldiers are always on the lookout for excuses to shake down foreigners, so you remained especially on your guard as you traveled along the edges of the supposedly cursed Ringwood Forest.

When you spotted a gang of the baron's troops hustling down the road toward you on horseback, you barely had time to hop off the road into the dense forest undergrowth to avoid being trampled. As they disappeared around the bend, you heard a rustling deeper in the brush. A stranger, holding her leg in pain, was hiding just out of sight of the road. An arrow shaft had pierced the leather armor covering her leg. Before you could react, she spoke.

"Well? Are you going to just stand there or give me that potion?" She asks, speaking rapidly as she points to a gleaming glass vial under a bush at your feet. She continues without giving you time to speak, "And before you ask, yes, I was hiding from the baron's lackeys. I know a secret that could get the baron dethroned—if I can reach a vital piece of evidence on the far side of the forest before they do. Name's Liselle, by the way."

Remember, death lurks behind every corner. If it should find you, head back to the start and try again. Whatever you do, don't give in. Survival brings great reward, and more adventures await. The world is counting on YOU!

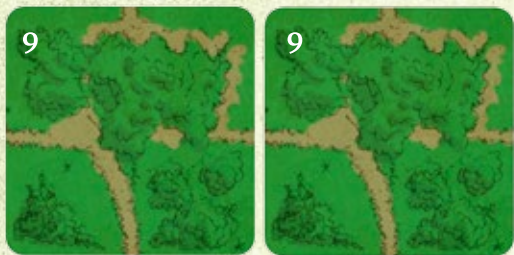
To begin your adventure, go to **0**.



Artist: Gustave Dore 1800s



Print out the map on card stock, then cut out each tile and counter. Lay out the map at random, with the start and end sections at opposite corners of the map. No continuous paths are needed. The tiles are your map of the action, hide them from the players view. Use the counters to represent monsters and NPCs on the map. Any tile that opens onto the edge of the map is considered closed.



Spare tiles to replace Y sections when using multiple sets.

Party and Encounter Tokens

Start



End

0

Liselle points to a narrow game trail leading deeper into the Ringwood Forest. “If we cut through and I’m back on my feet, we can get to the other side before those troops going the long way around on the road.”

You have seen Liselle’s face on “Wanted” posters with trumped-up and nonsensical charges such as “Theft of the Crown Jewels” (which Astenforth has never had) and “Conspiring with Enemy Spies” (Astenforth also lacks enemy nations). She’s likely a known threat to the baron. On the other hand, cutting through the forest would save you some time, allowing you to return the documents to the Archchancellor and complete your mission ahead of schedule.

If you agree to help because you are a friend to rebels against the baron’s tyrannical rule, **go to 6**.

If you agree to help on the condition that she use the secret to get you a lucrative reward, **go to 7**.

1

A couple of highwaymen you recognize from wanted posters in neighboring lands slink through the underbrush.

If you are sneaking, the bandits make a single collective Wisdom (Perception) check with advantage to contest your Dexterity (Stealth)

check. If they succeed, they notice you at a distance equal to 10 feet per point by which their result exceeded yours.

Bandits (2)

Medium humanoids (human), chaotic evil

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Tactics. The bandits take cover behind trees and focus fire on you first. It ignores Liselle.

Morale. Each bandit flees when reduced to 3 or fewer hit points.

If you are defeated with healing items or spells remaining, **go to 15**.

8



If you are defeated with no healing items or spells remaining, **go to 10**.

After avoiding or resolving combat, **continue traveling**.

2

Four dog-like animals creep between the trees, drooling and watching intently for any sign of movement.

If you are sneaking, the **jackals** make a single collective Wisdom (Perception) check with advantage to contest your Dexterity (Stealth) check. If they succeed, they notice you at a distance equal to 10 feet per point by which their result exceeded yours.

Jackals (4)

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Hearing and Smell. The jackal has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

Tactics. The jackals move to flank you to cut off any escape, eager for opportunity attacks. They ignore Liselle.

Morale. Each jackal flees when reduced to 1 hit point. A jackal left alone flees.

If you are defeated with healing items or spells remaining, **go to 15**.

If you are defeated with no healing items or spells remaining, **go to 10**.

After avoiding or resolving combat, **continue traveling**.

3

A wolf with glowing red eyes stalks between the trees. It snuffles loudly with apparent surprise. When it sees you have noticed it, it growls. It barks in Common, “Not another rival in these woods!”

The creature notices Liselle no matter how stealthy you are.

Worg

Large beast, neutral evil

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	13(+1)	13(+1)	7(-2)	11(+0)	8(-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

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

damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Tactics. The worg attacks aggressively. It growls threats at Liselle and tells her it will finish her after slaying you, her “pet,” as it calls you.

Morale. If reduced to 6 or fewer hit points, the worg flees.

If you are defeated with healing items or spells remaining, **go to 15.**

If you are defeated with no healing items or spells remaining, **go to 10.**

After resolving combat, **continue traveling.**

4

Rustling in the underbrush grows louder, culminating in breaking branches and flying leaves. A boar with bloody tusks and wild eyes thrashes about, looking for those who would dare intrude into its territory.

If you are sneaking, the **boar** makes a Wisdom (Perception) check to contest your Dexterity (Stealth) check. If it succeeds, it notices you at a distance equal to 10 feet per point by which its result exceeded yours.



Boar

Medium beast, unaligned

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If a boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Tactics. As soon as it notices you, it charges. It ignores Liselle.

Morale. Any damage it takes just makes it more angry, and so the boar fights to the death.

If you are defeated with healing items or spells remaining, **go to 15.**

If you are defeated with no healing items or spells

remaining, **go to 10.**

After avoiding or resolving combat, **continue traveling.**

5

The trees part to reveal a steep hill crowned with a ring of pale toadstools. A goat-legged man with curved horns appears suddenly amidst a cluster of short trees to your left.

“I am Philomia, guardian of this sacred place, and you have trespassed,” he says. “I demand an offering to atone for your misdeed.”

Philomia is a satyr. His communion with the forest in this tile allows him to notice you automatically.

Philomia (Satyr)

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 31 (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

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

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

Actions

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

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Tactics. He attacks with his shortbow from afar, while ranting about your disrespect, ignoring Liselle. If in melee range, he first uses his ram action, then continues his attack with his shortsword in subsequent rounds.

Morale. If reduced to 5 or fewer hit points, Philomia flees.

If you refuse to pay or offer a mundane item, **go to 17.**

If you offer a magic item, **go to 20.**

If you fight and are defeated, **go to 23.**

If you fight and defeat Philomia, **continue traveling.**

6

“My b... baron has done a fine job of making enemies for himself, then,” Liselle says as you hand her the potion. She drinks it, pulls the arrow out of her leg, and climbs to her feet after the wound closes.

Go to 8.

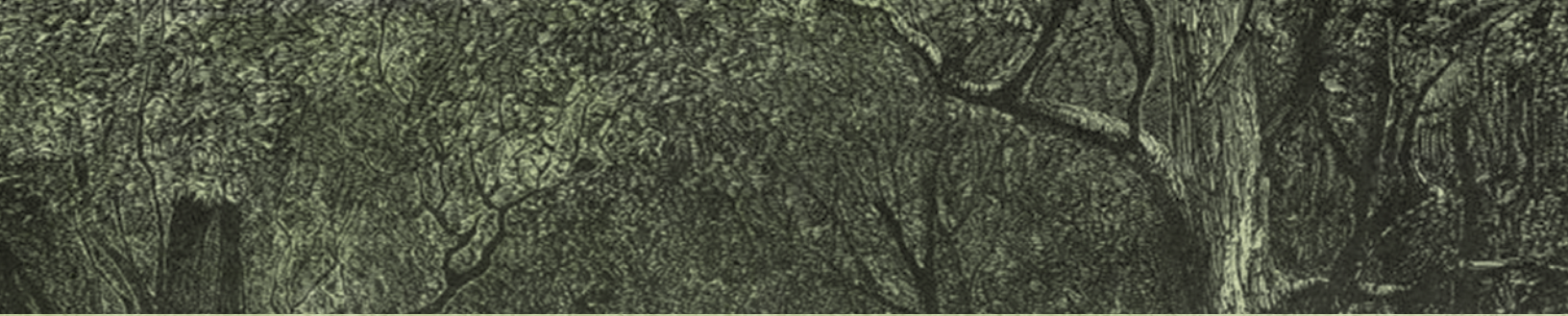
7

“Hrmph. I can hardly refuse a worthy reward to someone helping me amidst true danger. Help me, and I can promise you riches,” Liselle says. When you hand her the potion, she drinks it and pulls the arrow out of her leg. She climbs to her feet as the wound closes.

Go to 8.

8

Liselle leads you along hidden trails deeper into the forest, moving with irregular speed over uneven ground, fallen branches, and other obstacles. The trees block out much of the sky, but let some sunlight through. All around you, brush and bushes prevent you from running headlong through the forest. As you hurry along, Liselle explains, “I know where we



Artist: Gustave Dore 1862



need to get to on the far side, but I've never cut straight through like this. We'll have to find our own way as we go."

Liselle has joined your party. Her stats are on page 5. You control her actions in combat. If you are knocked out, she carries you away rather than staying to fight and heals you using any healing potion you might have when she finds a safe spot to hide.

The trail splits here. **Continue traveling using the map tiles.**

9

The forest grows dark and silent, but you hurry along the path.

Continue travelling.

10

You fall to the ground as the world goes dark around you.

You come to your senses at an inn near the forest's edge the next day. The innkeeper explains that his companion found you unconscious at the forest's edge near their well when he went for water last evening. You find a note in your pocket that says "Thanks for trying. -G."

Your adventure is over.

11

The ground rises into a promontory here, surrounded on two sides by steep cliffs.

You could climb down, but it would not be an easy task. If you do, make a Strength (Athletics) check against DC 12. If you fail, you fall, although a tree below breaks your fall and you suffer only 3 (1d6) falling damage.

Continue traveling.

12

The ground before you drops away into a steep-sided ravine that continues for hundreds of feet in each direction.

You can pick your way along the ravine's edge to exit into any adjacent tile with a Strength (Athletics) or Dexterity (Acrobatics) check. Neither is very challenging. If you fail against a DC of 8, you fall deep into the ravine and require 2 minutes of travel to cross the ravine.

Continue traveling.

14



13

A spring feeds a small but rough river that divides the area for hundreds of feet before disappearing underground.

Moving parallel to the river is easy, but crossing the river is a small challenge. You can skip across rocks jutting out from the river with a successful Dexterity (Acrobatics) check or swim it with a successful Strength (Athletics) check. Neither is very challenging. If you fail against a DC of 8, you flounder in the water until Liselle helps you out on the far side after losing 1 minute. Roll 1d4 again for an encounter in this tile when you cross the river.

Continue traveling.

14

The forest canopy thins out here. Several huge trees have fallen, and dense thickets have sprung up around them. The trees overhead look unwell and the plants growing between their trunks are a smattering of different colors, shapes, and sizes. Many vines hang down.

The thickets make two directions difficult terrain that slow your travel at half speed. If you move in any direction through this tile, you must make an Intelligence (Nature) or Wisdom (Survival) check (your choice). If you fail against DC 8, you stumble through poisonous plants that sting you and you must make a Constitution saving throw. If you fail, you are poisoned for 1d4 + 1 minutes and take

2 (1d4) poison damage. If you succeed, you are instead poisoned for 1 minute and take no damage.

Continue traveling.

15

“That was a close call, eh?” Liselle says in a hushed tone as you groggily awaken, squinting with strained eyes. You open your eyes fully to see her looking down on you. Her worried expression breaks as she grins to see you’ve recovered. “I pulled you out of there, but let’s try not to do that again.”

Liselle carried you to the previous tile and then used up one healing item or spell to revive you. You receive the maximum benefit.

Continue traveling.

16

The narrow game path you’re following gives way, revealing a deep pit trap under a disguised tarp beneath your feet!

You can avoid falling in with a successful Dexterity saving throw against DC 12. If you fail, you fall 20 feet to the bottom and suffer 7 (2d6) falling damage. You can climb out quickly with a successful Strength (Athletics) check against DC 12. If you fail, Liselle helps pull you out with a vine and you lose 1 minute. Move all enemies.

Continue traveling.

15



17

Philomia scowls. "If you cannot be bothered to make a proper offering, you are beneath my notice. Be gone, if you even can!" He melds into a tree and vanishes.

The paths around you seem to twist in impossible ways. Make a Wisdom (Survival) check against DC 10. If you succeed, **continue traveling**. If you fail, you are lost and remain in place for 1 minute while all monsters move. If an enemy reaches this tile, the spell is broken once you've defeated it. You may then **continue traveling**.

18

A clearing overgrown with wildflowers appears through the trees, edged by dense brush and criss-crossed by game trails.

Continue traveling.

19

Small trees grow dense here where several massive trees have fallen and created a gap in the branches overhead.

The fallen trees and dense new growth are difficult terrain and slow travel in one direction, making travel cost 2 minutes.

Continue traveling.

20

"A fine restitution!" Philomia cries as he examines the item. He says, "You may pass along the fairy path."

You may **continue traveling**, or, if you accept Philomia's offer, he guides you to the top of the hill and links hands with you to lead you in an intricate dance around the tree at the top of the hill. Three times around the tree, and the surrounding forest seems strange and different. For your next tile exploration, you can ignore one tile, effectively teleporting to any tile within 2 tiles or your current tile.



16



21

The canopy of branches grows especially thick overhead and the trees thin out, leaving passable game trails in all directions.

Make a Wisdom (Perception) check.

If your result is 11 or lower, **go to 16.**

If your result is 12 or greater, **go to 22.**

22

You spot a slightly sagging tarp partially hidden under dirt and leaves – just in time to move around it!

Continue traveling.

23

You and Liselle awaken on a bed of flowers, unhurt, each with crowns of flowers. Each of you has turned a different shocking shade of purple. Liselle giggles at you until she realizes the same has happened to her. “I’ve been robbed!” Liselle shouts after inspecting her possessions more closely. “How long were we out?”

Each of you is missing a potion or other random minor item, but you are both unharmed. Although

you receive the benefit of a short rest, only 1 minute has passed. It is as if time has stood still while you were unconscious, the result of fey magic.

Continue traveling.

24

The ground rises sharply here, leading up to a steep cliff.

The steep cliff covers one edge of the tile. You could climb down, but it would not be an easy task. If you do, make a Strength (Athletics) check against DC 12. If you fail, you fall, although a tree below breaks your fall and you suffer only 3 (1d6) falling damage.

Continue traveling.

The Cave

25

“We’ve made it!” Liselle cries. She indicates a small cave just within sight of the far forest edge. Shadows that might be travelers loom against the dimming daylight beyond the forest.

If the soldiers are already here, **go to 26**.

If you’ve beaten the soldiers to the cave, **go to 28**.

26

“We’re too late!” Liselle hisses, as she recoils from the sight of soldiers standing guard outside the cave. Hiding from them behind a tree, she whispers, “We’ve got to stop them before they find what they’re looking for. It’s a gold ring.” She hesitates for a moment before adding, “I have a... condition. If they hurt me, I might do something I’ll regret. Please take these.”

Liselle produces a length of silk rope and a glittering silver solution in a fine vial. She says, “Put the silver stuff on your weapons,” and applies some to her crossbow. Then she says, “If I get out of control, tie me up and I’ll explain everything in the morning.”

Liselle’s silver solution causes any weapon to count as silvered for 1 hour.

Two guards stand ready with spears, but they are watching the road and not the woods. You have the element of surprise. If you make ranged attacks, you can fire with half cover from behind thick trees. You can also attempt to sneak past them, requiring a successful DC 12 Dexterity (Stealth) check

Guards (2)

Medium human, lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Tactics. The guards move to engage in melee, one attacking Liselle to knock her out while the other attacks you.

Morale. If a guard is reduced to 2 or fewer hit points or sees the other reduced to 0 hit points, that guard flees.

If you are defeated, **go to 27**.

If you defeat the guards or slip past them, **go to 28**.



27

Darkness falls around you. You have been slain, and all hope of dethroning Astenforth's corrupt Baron die with you.

Your adventure is over.

28

"We've got to move quickly!" Liselle says, as she leads the way into the cave as quietly as possible. She creates a magical light as she moves. She says, "We're looking for a gold ring, but keep an eye out for monsters."

Inside the cave, the floor is littered with gnawed bits of bone and leather. Near the back, some dead bodies look recently dead but badly mangled inside their twisted and bent armor. They hold standard-issue soldier's spears with bent tips.

Suddenly, Liselle stops, pointing to a snarling creature skulking in the back of the cave.

The creature is a **wererat**, and on its finger it wears the golden ring.

Wererat (Hybrid Form)

Medium humanoid (human, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Actions

Multiattack. The wererat makes two attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Tactics. The wererat tries to close the distance and attack each round. It attacks you or Liselle, whoever is nearer.

Morale. The wererat fights to the death.



If Liselle is damaged, she must make a Constitution saving throw against DC 10. If she falls unconscious, she automatically fails this saving throw. Should you wish to tie her up at any point, doing so takes 2 rounds and, if she has failed her Constitution saving throw, requires a DC 10 Strength check.

If Liselle fails the Constitution saving throw, immediately **go to 29**.

If you are defeated, **go to 27**.

If you are victorious, **go to 30**.



29

Liselle shrieks, the sound becoming inhumanly high-pitched as she clutches at her face. Her flesh shrivels and grows wiry, dark gray fur, replacing her crinkly black hair. Her loose clothes bulge strangely and her clawed hands come down to reveal her face has become that of a hissing rat. She falls on all fours and crawls forward with an unnatural fluidity and speed.

Liselle transforms into a wererat in giant rat form, dropping anything held in hand but carrying the rest of her gear with her. Wererats can damage each other as if their bites were silvered weapons. Any other enemy focuses on Liselle instead of you.

If you restrain Liselle in the cave and defeat all other enemies, **go to 31**.

If Liselle is slain, **go to 32**.

If you are defeated, **go to 27**.

30

“I’ve got it!” Liselle cries. She holds a gleaming golden ring over her head. It has a complex relief in place of a stone: a signet.

Go to 33 – Conclusion.

Liselle (Rat Form)

Medium humanoid (human, shapeshanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Tactics. Liselle’s wererat form is hostile toward all creatures including you, attacking whichever damaged her most recently or whichever is nearest to her. She does not assume hybrid form.

Morale. Liselle fights to the death.

21



31

You find a golden signet ring on the finger of the wererat inhabiting the cave. You are able to drag the wererat that was Liselle outside and find a safe place to hide until the rainy morning comes.

In the silvery light of morning, the thrashing giant rat before you sheds its fur and its transformation reverses, becoming curly-haired Liselle again. She looks bewildered, then sees you and sighs in relief. "I'm glad to see you in one piece. Thank you for keeping me from roaming free like that. That cursed beast is a monster I would not set on my worst enemy."

When you let Liselle go and show her the ring, she is exuberant.

Go to 33 – Conclusion.

32

You survive, but at a terrible price. The hope Liselle offered to the people of Astenforth is dashed.

Your adventure is over.

33 – CONCLUSION

"This signet ring is the last piece I need to prove my claim as Astenforth's rightful baroness," Liselle explains. "The pretender who rules now is my younger brother. I was hidden away in my adolescence by my mother to conceal my terrible curse, inflicted by the very monster you overcame in that cave." At that point she pauses, and bites her lip. "I'm sorry I didn't trust you with more details about that before. I wasn't sure how much I could trust you." She regains her composure and continues. "When my mother died, my brother took the baronial seat – the seat that should have been mine. He spread word I had died of plague while hidden away and then tried to have me killed to ensure I couldn't dispute his claim. I didn't have the proof I needed to oppose him... but now I do, thanks to you!"

If you were exposed to wererat lycanthropy, Liselle finds a herb for you in the forest that exhausts you terribly for a week but flushes the curse out of your system before it has time to take hold. You have dealt a serious blow to the tyrant and given Liselle the proof she needs to reclaim treasures that are her inheritance left for her by her wealthy mother. Within a few days, she quietly arranges for you to receive a sum of gold worth 300 gp, a *potion of healing*, a *potion of poison resistance*, and 5 arrows +1.



Rector Boon

For completing this adventure, you may add the following boon to your character sheet. Rector Boons are limited to one use per adventure, and may be lost under certain conditions.

LYCANTHROPE HUNTER

You have studied lycanthropes, and learned how best to avoid their dangerous bite. Once per adventure, when a lycanthrope successfully hits you or an adjacent ally with a bite attack, you may immediately make an attack of opportunity against that lycanthrope. If your attack hits, its bite does half damage and does not cause lycanthropy.

Rector Feats

The Rectors are a University of Scarthey sanctioned society of field agents, tome collectors, and peacekeepers. Filled not only with current and former students of Scarthey, the Rectors also recruit members from outside the university – individuals selected for their unique skills and expertise.

Detailed below are a number of feats to help you build one of three common types of Rector agents. This list is by no means exhaustive, as Rector agents are a diverse lot. For additional Rector Feats see *Death Queen of the Life Stone*.



CREATURE CHRONICLER

Ahurnius Arthfael, Dean of the High Arcane Lore of Creatures, and his faculty, publish the popular Field Guides series. Each book details fantastic beasts within an illustrated collection of field notes. Many Rectors have found these notes invaluable in their adventures, and have contributed their own notes to newer editions. Some Rectors specialize in chronicling creatures, and as such are knowledgeable hunters and trackers.

Prerequisite: Wisdom 13 or higher

Your studies of mundane and magical beasts have made you a consummate hunter, gaining you the following benefits.

You have advantage on Wisdom (Survival) checks for the purposes of tracking beasts and monstrosities.

You have advantage on Intelligence (Nature) checks for the purposes of recalling information about beasts or monstrosities. Once per day, if you roll a natural 20 on such a check, you and one other character you designate gain a +2 bonus on attacks against such creatures until the following day.

Once per day you deal additional damage on ranged attacks against a beast or monstrosity that has not detected you. This damage is equal to half your level (minimum 1). This damage is tripled on a critical hit.

DEFENDER OF THE KEY

To some Rectors, the defence of the University, its students, and its grounds, is of paramount importance. While a defender of the key might travel far and wide to fulfil their duty to protect the University, they are most dangerous when within the halls of Scarthey, doing battle with shield in hand against those who would seek to invade this shining bastion of arcane knowledge.

Prerequisite: Proficiency with shields

Having developed combat maneuvers that utilize your shield and surroundings to maximise your defenses, you gain the following benefits:

When you are adjacent to a wall and holding a shield, you gain a +4 bonus to AC, instead of the usual +2 shield bonus.

When you are on the grounds of the University of Scarthey, you gain a +2 bonus on attacks.

When an adjacent opponent is in difficult terrain and you take an Attack action on your turn, you can use a bonus action to try to shove that creature prone.



EXORCIST

Some Rectors specialize in expelling the dead and creatures from planes beyond our own. Such individuals must have nerves of steel, because the horrors they will face are truly beyond anything the sane mind can conceive.

Prerequisite: Channel Divinity: Turn Undead class feature

You have learned to defend against creatures that do not belong in your own world, and because of your training you gain the following benefits.

Your Channel Divinity: Turn Undead ability functions against celestials and fiends, as well as undead. If a celestial or fiend fails its Wisdom saving throw by 5 or more, and is native to a different plane of existence than the one you are on, it is banished to its home plane instead.

You may cast *protection from evil and good*, without expending a spell slot. You can use this feature a number of times equal to 1 + your Wisdom modifier. When you finish a Long Rest, you regain all expended uses.

You have advantage on Intelligence (Arcana) and Intelligence (Religion) checks for the purposes of identifying or recalling information about celestials, fiends, and undead.



Artist: Gustave Dore 1800s

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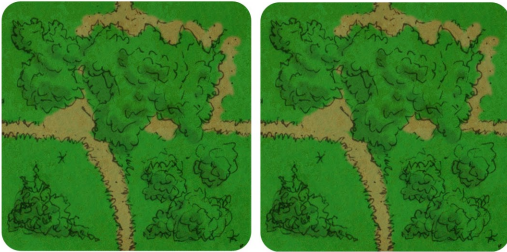
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Secret Forest

Version 1.0, based on the Lunatic Labyrinth, version 1.2

Print out the map on card stock, then cut out each tile and counter. Lay out the map at random, with the start and end sections at opposite corners of the map. No continuous paths are needed. The tiles are your map of the action, hide them from the players view.

Use the counters to represent monsters and NPCs on the map. Any tile that opens onto the edge of the map is considered closed.



Spare tiles to replace Y sections when using multiple sets.



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