



Beneath the Bleeding Tree

A Greasy Snitches Adventure



Neighboring the village of Elventree, the once-peaceful settlement of Lighthouse is haunted by a series of disappearances. Rumors have spread that foul horrors from the Cormanthor forest abduct the unsuspecting settlers in the dead of night. Heroes are needed to uncover the fate of the citizens and to identify these creatures of the dark.

A Two-Hour Adventure for Tier 1 Characters. Optimized for APL 3.

CREDITS

Lead Designer: Kristoff Alejo

Editing: Daniel Overa, Paul Gabat, Roberto Estrella, Sylvester Mejias

Maps: Sylvester Mejias

D&D Adventurers League Guildmaster: Chris Lindsay

Art Director & Graphic Design: Rich Lescouflair

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Bill Benham, Alan Patrick, Travis Woodall, Lysa Chen, Claire Hoffman, Greg Marks

Playtesters: Angel Cruz, Bee Sarmiento, Daniel Overa, Darryl Alipio, Franzie Martin, Jared Cocjin, Marco Sy, Mikel Barrenechea, Vince Tuibeo

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Not for resale. Permission granted to print or photocopy this document for personal use only.
CCC-GSP-FEAR01-01 Beneath the Bleeding Tree (v.1)

ADVENTURE PRIMER

"Fear is our deepest and strongest emotion, and the one which best lends itself to the creation of nature-defying illusions."— H. P. Lovecraft

BACKGROUND

When the previous First Lord of Hillsfar, Torin Nomerthal enacted the Great Law of Humanity, nonhumans were banished from the city walls. Under the leadership of a halfling named **FALWAN UNDERBOUGH**, some of the exiled nonhumans established the settlement of **LIGHTHOUSE**, north of Elventree and the **CORMANTHOR** forest.

However, the refugees were unaware that they lived near **THE BLEEDING TREE**. This corrupted tree lies deep in the forest next to Lighthouse and was once the lair of a coven of hags. The coven lurked in the caverns beneath the tree, but have mysteriously abandoned it.

The hags opened a **FEY CROSSING**, a portal to the feywild, deep within their lair and left it open. From the fey crossing, **MEENLOCKS** found their way into the vacant lair of the Bleeding Tree. These dark fey established the tree as their new lair.

After creating a foothold in the material plane, the meenlocks encountered the village of Lighthouse and began to expand their numbers by abducting the villagers under the cover of night.

EPISODES

The adventure's story is spread over **three episodes** and takes approximately **two hours** to play. The adventure begins with a Call to Action scene.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Episode 1: Ghost Town.** Falwan Underbough tasks the adventurers to investigate the disappearances of the missing settlers, including his son Jory. The adventurers meet **GRUKKY THE BOGGLE**, who leads them to the Bleeding Tree. This is the **Call to Action**.
- **Episode 2: Into the Heart of Fear.** The characters enter the cavern beneath the tree, where they attempt to rescue the victims of the meenlocks. This is **Main Objective A**.
- **Episode 3: The Metamorphosis Chamber.** The adventurers must defeat the dark fey in their den, the place where the captives are transformed into meenlocks. This is **Main Objective B**.

BONUS OBJECTIVES

However, this adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: The Dark Woods** On the way to the Bleeding Tree, the adventurers happen upon an elf pursued by a pack of hungry wolves. They discover the fate of the previous search party. This bonus objective is found in **Appendix 4**.
- **Bonus Objective B: Madman's Medicine.** The characters search the fungal garden for a remedy to return the tortured captives back to sanity. This bonus objective is found in **Appendix 5**.

EPISODE SEQUENCE

Depending on your time constraints, play style and environment, this adventure will take approximately two-to-four hours to play.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **2 hours**. However, if you wish, you can provide a longer experience for your players by pursuing the **bonus objectives**.

Main Objective Only. To complete both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

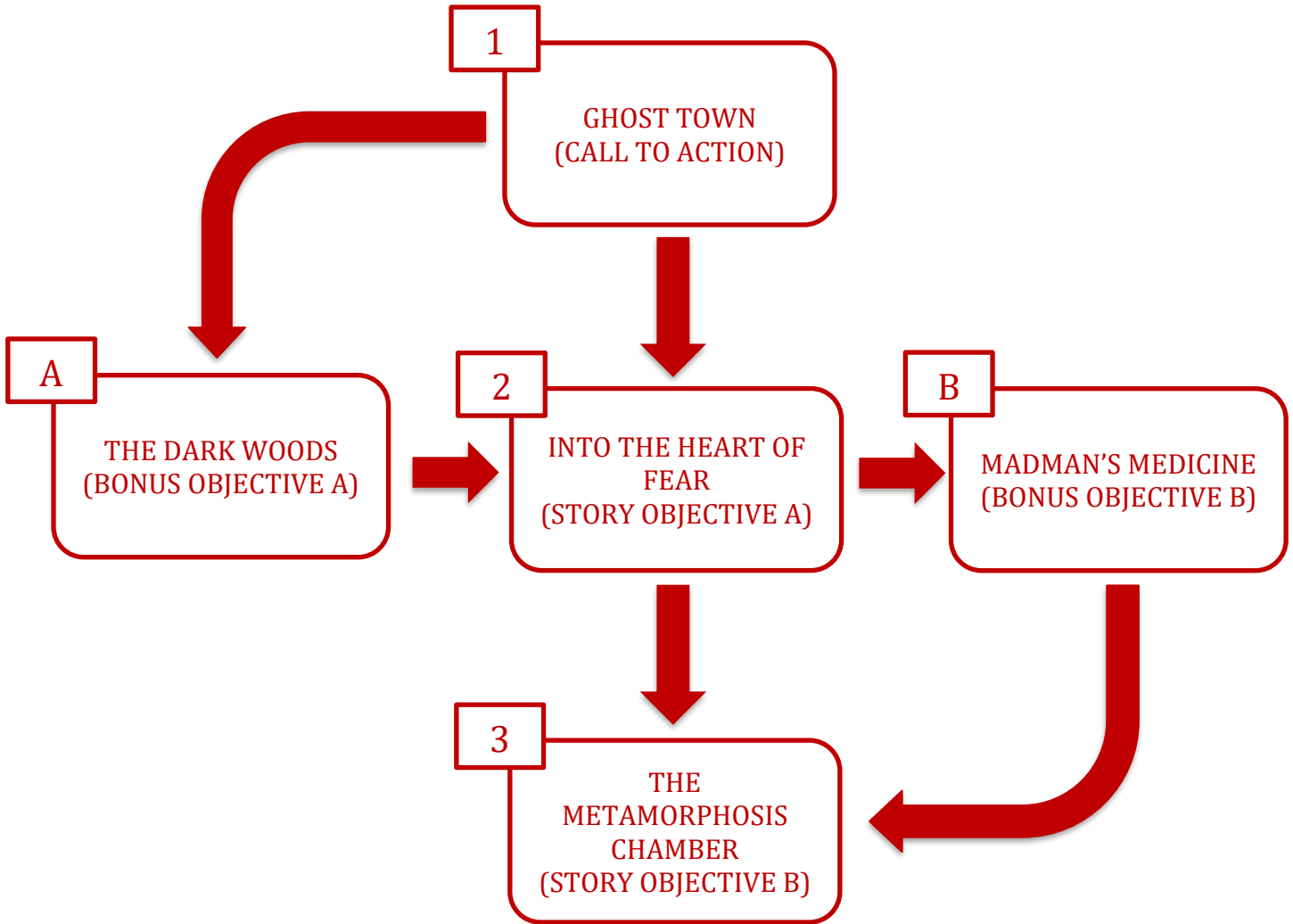
Main and Bonus Objectives. You can extend this adventure by one or two hours by utilizing the bonus objectives provided in the appendices. These objectives branch off before and after Episode 2, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.

A Tale of Horror

The meenlocks' presence sets a tone of horror and suspense for the adventure. Build an atmosphere of tension when the characters delve in the Bleeding Tree's caverns and when the meenlocks attack. Take the time to give eerie details of their environment, and describe the monsters vaguely but with intense descriptions. "Less is more" in horror, and leaves the players' imagination to fill in the blanks. Instead of outright naming the creatures, describe its monstrous features and behavior. Reveal only small pieces of information about the meenlocks to heighten the players' fear of the unknown creature attacking them.

EPISODE FLOWCHART

This section provides a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.



EPISODE 1: GHOST TOWN (CALL TO ACTION)

Estimated Duration: 15 minutes

LIGHTHOUSE

The adventurers head to Lighthouse on behalf of either First Lord Vhum Yestral of Hillsfar or Elanil Elassidil of Elventree; the First Lord wants to make amends with the refugees to bring them back to Hillsfar while Elanil has heard rumors of the residents vanishing and she sends the adventurers to investigate. Alternatively, perhaps some of the characters are here to visit a relative (who may have gone missing).

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The village of Lighthouse is a small hamlet in the shadow of Elua's Lighthouse. The road is full of gravel, and the edge of Cormanthor forest looms to the south.

Lighting. The high noon sun is concealed by grey skies, providing bright light but with a gloomy ambience. Elua's Lighthouse is lit and is seen from miles away.

Smell and Sounds. The trace of brine in the air is brought by the ocean's gentle breeze. The crashing of waves echoes from afar, yet the town is eerily silent.

Buildings. Elua's Lighthouse is aged. Surrounding it are several small residences. Only a handful of the already small number of houses are occupied, and the residents try to avoid interacting with the characters. The only barn is void of livestock, and gardens are neglected.

SCENE A: UNDERBOUGH HOME

Falwan welcomes the characters to his home to discuss the disappearances of Lighthouse.

AREA INFORMATION

Dimensions & Terrain The halfling cottage barely has any living space and medium-sized characters find it difficult to stand upright. There are only three rooms, the living room has a dining table and an oven for baking. The other two rooms are Falwan's and Jory's bedrooms.

Smell. The aroma of freshly baked half-cakes fills the air.

CREATURES/NPCS

Falwan Underbough is a male halfling. He was a renowned baker and former citizen of Hillsfar but fled when the Great Law of Humanity was implemented. He,

along with his son **Jory** and other refugees, went to Elua's Lighthouse to build a sanctuary for non-humans. Falwan is the community leader of the town. Despite being cautious of humans, he remains friendly to them.

Objectives/Goals. Falwan is melancholic and desperate to know what happened to his son and the missing residents. He begs the characters to find them.

What Do They Know? Falwan freely informs the characters of the following:

- Three tendays ago, livestock from the barn were found slaughtered in a grisly fashion. Residents began to disappear four days after; nine villagers have vanished since then.
- The houses of the victims show obvious signs of an invasion. Witnesses have reported seeing the disturbing silhouettes of creatures from Cormanthor forest at night.
- A search party was sent into the forest five days ago, but they have not yet returned.
- The latest victim was Falwan's son, Jory. He disappeared just last night. Falwan heard his son scream but arrived to find him missing and his room wrecked. His room has been left untouched.

SCENE B: JORY'S ROOM

After the characters accept to search for the missing villagers, Falwan brings the characters Jory's room to investigate for leads. He leaves and stays outside his home to avoid any reminders of his son's possible demise.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain Jory's room is a scene of chaos, contents of a nearby shelf are on the floor, the window is shattered and the bed is overturned.

Clues. Characters who succeed a **DC 13 Intelligence (Investigation)** check finds claw marks around the window and on the floor where the bed is supposed to be. There are no signs of forced entry, but glass on the ground outside indicates that the window was used as an exit. A trail leads out of the window and follows into the forest. Characters making a **DC 13 Wisdom (Perception)** check notices a small puddle of oil behind a shelf.

CREATURES/NPCS

Before the characters can leave the room, **Grukky** (a **Boggle**) appears using his dimensional rift and meekly asks the characters if they are looking for his friend Jory. He is fearful of the characters and begs them not to hurt him. Grukky offers to help the characters by providing them with information to save Jory. A character can make a **DC 12 Intelligence (Nature)** check to identify Grukky as a boggle, a harmless fey fond of pranks yet friendly to lonely children.

Grukky was a former pet of the hags of the Bleeding Tree. He managed to escape when the hags abandoned their lair and stumbled upon Lighthouse. Sensing Jory's loneliness in the town, Grukky befriended him and acts as his "imaginary friend," and house spirit. He constantly pranks the other settlers of Lighthouse. The villagers of Lighthouse are unaware of Grukky's existence, and Grukky prefers to keep it that way.

Objectives/Goals. Grukky has grown attached to Jory and wants to rescue him, but is too afraid of the forest to go alone.

What Do They Know? Grukky reveals the following to aid the characters in rescuing his friend:

- In the middle of the night, Jory was grabbed by two, monstrous pincers from underneath the bed. The commotion caused Grukky to wake up but hide in cowardice. When things were silent, he peeked out to find Jory missing, and Grukky caught a silhouette of a creature dragging Jory into the Cormanthor forest towards the direction of the Bleeding Tree.
- The Bleeding Tree is in the Midwood of the forest, and Grukky is willing to lead the characters to it to rescue his friend.
- Grukky does not divulge more information but a **DC 12 Wisdom (Insight)** check indicates that Grukky is hiding something.
- A **DC 12 Charisma (Persuasion or Intimidation)** forces Grukky to reveal that the caverns below the tree once belonged to a coven of hags who have mysteriously left. Grukky also admits his past involvement with them. Intimidation checks are made with advantage to the frightful boggle. However, Grukky does not possess knowledge of the hag's traps nor the complete layout of the caves.

CALL TO ACTION

Falwan wants the characters to investigate the cause of the disappearances, put a stop to it, and hopefully bring his son and the other missing people back home alive and safe. The halfling assures the adventurers that they will always be welcomed in Lighthouse if they bring back news of his missing neighbors.

Grukky is worried for his friend, he will lead the characters to the Bleeding Tree to save Jory. He hides in the pack of one of the adventurers.

The cowardly boggle is prone to screaming and crying if he encounters anything that frightens him. Grukky will be too afraid to aid in combat. However, if the Dungeon Master decides that the characters need help in combat, the characters can make a **DC 14 Charisma (Persuasion or Intimidation)** to coax the boggle to help. He only uses his *Oil Puddle* ability against enemies.

If the characters attack Grukky, he will attempt to escape, using his dimensional rift to elude them. The characters can alternatively follow the tracks outside, making a **DC 16 group Wisdom (Survival)** check. If they fail, the characters spend an entire day searching and following the tracks and gain one level of exhaustion.

BONUS OBJECTIVE A

If using this bonus objective, the characters meet one of the members of the missing search party as they travel in the forest.

EPISODE 2: INTO THE HEART OF FEAR (STORY OBJECTIVE A)

Estimated Duration: 90 minutes

SETTING: THE BLEEDING TREE

The lair is not the Bleeding Tree above ground, but rather the system of tunnels underneath it, and the meenlocks haunt the caverns below as their hideout.

The coven sustained the tree by mulching their victims' corpses, corrupting the dead tree. Not long after, the tree began displaying flesh-like features.

PREREQUISITES

The characters must complete the **Call to Action** before starting this episode.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The tunnels stretch deep underground, spiraling down towards the central chamber.

Lighting. The open area where the tree stands is brightly lit. Most of the tunnels are completely dark, except for some areas dimly lit by glowing fungi. Any light brought by the characters into the tunnel turns dim with the magic of nearby fey crossing.

Black Moss. The surfaces of the meenlock lair is covered with black moss. The moss covers the floor, walls, and ceiling of the tunnels and gives advantage to **Dexterity (Stealth)** checks. A **DC 16 Intelligence (Nature)** check reveals that the moss is not natural.

Meenlock Burrows. The meenlocks of the Bleeding Tree have cleverly burrowed tunnels around the narrow main path. There are burrow exits hidden and are impossible to spot behind the moss-covered walls and ceilings of the passages.

STORY OBJECTIVE A

After five hours of trekking and following Grukky's directions, the characters arrive at the glade of the Bleeding Tree. Grukky suspects that the missing villagers are being abducted by creatures and brought here.

The characters must now delve into the den of the monsters and discover what happened to the missing villagers of Lighthouse. **Rescuing the missing people** is **Story Objective A**. The adventurers will explore the meenlocks' lair, all while the dark fey will take every opportunity to capture the characters.

Meenlocks, Fear Incarnate

Meenlocks are the Feywild's personification of fear. These horrifying creatures instill terror in their prey, teleporting to and from the shadows, and projecting disturbing hallucinations through their telepathy or their fear aura. Meenlocks typically capture humanoids instead of killing them. They then bring their captive into their den to torment the prisoner with his/her darkest fears. A humanoid that succumbs to this telepathic torment transforms into a fully-grown meenlock. (More information can be found on Meenlocks in *Volo's Guide to Monsters*, page 170).

Meenlocks despise bright light, and favor targeting characters in the dark or in dim light, preferably those that are alone. Adventurers who dare to split from their party and find themselves alone may be assaulted by the meenlocks.

As the Dungeon Master, use the meenlocks to invoke tension and fright in your players; some suggestions would be to use their telepathy to mimic the voices of children or a captured character, pick off solitary adventurers, and ambush them as the characters are occupied by an encounter or obstacle. Ask your players about their character's greatest fear. Characters who are captured or fail the save for the meenlocks' fear aura begin to hallucinate their darkest nightmares.

SCENE A: NIGHTSHADE FIELD

The Bleeding Tree is located in a clearing of the forest atop a mound in the center of a flower field.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The clearing is 85 feet in diameter, with the mound of the tree in the center. A field of dark flowers surround the tree. Wooden, medium-sized effigies lie scattered across the field, hidden by the flower bushes.

Weather and Lighting. The glade is considered brightly lit despite the sun hidden completely by grey clouds. Wind blows in the area, indicating a coming storm.

Smell and Sounds. The noise of the forest is heard beyond the trees encircling the clearing, and the howling wind vaguely sounds of voices and cries of people. A bitter smell emanates from the flowers, masking the smell of rotting flesh from the wooden effigies hidden in the field.

Plants. The plants of the glade are dark and bland in color. Characters proficient in **Intelligence (Nature)** can identify the flowers in the field as deadly nightshade.

The Bleeding Tree. This withered beech tree towers over eighty feet and stands atop a mound where the lair's entrance is hidden by the tree's roots. The tree has human-like features. From afar, the dead branches resemble clawing hands. Its exposed roots could be mistaken as a mound of legs. The trunk's bark is pallid gray, and its texture faintly resembles screaming faces; it is warm to the touch, and soft as if made of flesh. Any damage to the tree causes it to bleed red sap.

The first character who touches the tree, by hand or an object, receives a vision of one of their party mates dying. They receive cryptic hints of their death resembling the dangers lurking in the tunnels (Gas, pincer-like claws, insects, etc.).

Hole. There is a 3-foot diameter hole plummeting down a 20-foot shaft into the tunnels below. From afar, it is hidden from view by the roots of the tree. A character who approaches the mound will be able to see it due to the mass of black moss growing from the tunnel to the lip of the entrance. A single root blocks the path for medium-sized characters, but it can easily be severed, spraying blood-like sap at the character who cuts it.

CREATURES/NPCS

Years ago, the hags placed humanoid effigies around the field to protect their lair. The number of these effigies are as many as the characters. Their bodies are stuffed with straw, flesh and bones, and the effigies' features resemble each of the party members. Once the characters cut down the root blocking the entrance to the caverns, **Three** effigies (**Scarecrows**) animate to attack the characters.

Objectives. The scarecrows attack characters approaching the tree to prevent them from entering the lair.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak** and **Weak:** Remove one **Scarecrow**.
- **Strong:** Add one **Scarecrow**.
- **Very Strong:** Add two **Scarecrows**.

PLAYING THE PILLARS

COMBAT

The scarecrows fight until destroyed. They return to being inanimate if they fall in the hole, and do not pursue characters who enter the hole or retreat into the forest.

EXPLORATION

A character who succeeds on a **DC 15 Wisdom (Perception)** check notices the inanimate scarecrows hidden by the flowers. Characters with a **passive Perception of 12** or higher feels watched as they enter the field.

SOCIAL

The scarecrows understand Sylvan but cannot speak. The scarecrows' singular purpose to attack trespassers makes them impossible to be reasoned with.

SCENE B: BRANCHING PATHS

After descending the entrance, the tunnel continues forward until the passage splits into three directions.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The tunnels beneath the Bleeding Tree are narrow, only 5 feet wide and around 6 feet tall. The ground slopes down and is uneven. Embedded on the walls are the buried bones of the corpses feeding the Bleeding Tree. Black moss grows on the tunnels' surfaces.

This tunnel stretches 75 feet from the entrance to the branching paths.

Lighting. The tunnel is completely dark.

Smell and Sounds. The smell of deep, moist earth permeates the passageways and the paths are as silent as the grave. Footsteps are muffled by the moss covering the surface of the passageways.

Western Path. This path is blocked by a cave-in of rocks. Grukky says that this path used to lead to a room the hags kept him in. There is nothing beyond it.

Southern Path. The path leading directly south stops at a door. The door is a decoy to trick invaders and terminates at a dead-end. It is also trapped and emits a poison gas if the door is opened. A successful **DC 15 Wisdom (Perception)** check can detect runes on the door's frame, and a **DC 15 Intelligence (Arcana)** or **Dexterity check with Thieves' Tools** can disable it.

If the trap is triggered, any creature within 10 feet of the door must make a **DC 13 Constitution saving throw**, taking 4 (1d6) poison damage or half as much damage on a successful save. Characters who fail are also poisoned for 1 hour. If the group is strong or very strong, increase the poison damage to 7 (2d6).

Eastern Path. This tunnel leads deeper into the lair of the meenlocks and bends south. At a corner after 15 feet, a series of the Bleeding Tree's sharp roots protrude from the walls and ceiling for 20 feet of the path after the bend.

A medium-sized character moving through the sharp roots must make a **DC 11 Dexterity (Acrobatics)** or take 3 (1d4) piercing damage. A wooden door is found at the end of this path leading to the abandoned storeroom.

Meenlock Burrows. The meenlock burrows exit to the western path with the cave-in, and right before the rooted path.

CREATURES/NPCS

The arrival of the characters alarms the meenlocks of invaders. **Two Meenlocks** will stalk the characters.

Objectives. The meenlocks remain hidden from the adventurers and will use their telepathy to induce disturbing hallucinations, trying to lure the characters to the trapped door in the southern path.

What Do They Know? Two of the meenlocks were once villagers of Lighthouse but are now twisted into dark fey. The meenlocks are in the process of breaking the mind of another captive and will soon convert him to add to their numbers.

Meenlock Burrows

The meenlocks skitter along these dark systems of burrows, allowing them to project their fear aura and engage intruders with their telepathy while remaining hidden. From here, they can also ambush and escape from the adventurers using their shadow teleport ability.

Tiny holes along its walls allow the meenlocks to sense the characters while remaining hidden from them. There are trap-door exits to the burrows in certain locations. These exits are impossible to notice when closed due to the black moss covering it. The burrows have too many branching paths, and characters who enter find it impossible to navigate.

A meenlock may use its bonus action to open or cave-in the burrow, blocking its exit. It may only do this once per exit of a burrow.

SCENE C: BUG BOX

This was once a storeroom. The gruesome contents and ingredients remain untouched.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The door opens into a cavernous chamber, 50-feet long and 35-feet wide. The ceiling is 15 feet high. Shelves and cabinets line the walls, filled with disgusting ingredients stored in pouches and jars. A cauldron sits in the center of the room. Black moss grows on the surfaces of the room, and have even enveloped some of the shelves, ingredients, and doors; these are signs that the room has not been used for some time.

Lighting. The room is completely dark at first. When the characters trigger the trap, bioluminescent fungi glow, bathing the cavern in a sickly, green dim light.

Smell and Sounds. A revolting stench from the stored reagents fills the room. Insects skitter inside the jars on the shelves.

Hag Vault. To the west of the room is a locked door. Characters can peer through using an opening with bars. The door can be unlocked with a **DC 11 Dexterity** check with **Thieves' Tools** or broken down with a **DC 13 Strength** check.

Beyond the door are a set of steps descending for 10 feet and leading to a chest containing potions and rare ingredients.

Meenlock Burrow. A hidden opening is located on the wall in the Hag Vault.

Trapped Door. The moss-encrusted door to the south has a basin attached in its center. Any attempts to open the door locks all the exits of the room and activates a trap. A howling wind blows out of nowhere, extinguishing any open torch or lantern, and glowing fungi illuminate the entire room. An inscription of a poem appears on the door's surface, give the players the Handout on **Appendix 6**. Read it aloud:

*To escape this room, you must read this
scripture
And brew us three the finest tincture.*

*The pale of the **Moon** sheds her dark light.
Where **Flowers** bloom, and wolves stalk the
night.*

*Beneath the tree, their **Blood** was shed
Worms gnawed their **Eyes** and severed
heads.*

*Now hurry, make us this philter of hate
Before you share their grisly fate.*

The cauldron begins to overflow with insects. **Three Swarms of Insects** crawl out of the cauldron. Every time a swarm of insects is slain, another swarm takes its place from the cauldron at the start of the following round.

Puzzle Solution. The characters must retrieve ingredients from the poem and place them in the door's basin in the same order as the poem. A character can use an action to attempt a **DC 10 Intelligence (Investigation)** check to search a nearby shelf for the reagents. Mixing the ingredients in the bowl is considered as an object interaction.

- A crescent moon-shaped medallion is stored in the chest found in the Hag's Vault
- A pouch of deadly nightshade flowers is in a shelf on the Eastern wall.

- A vial of blood is on the southwestern shelf, but it has dried out and unusable for the mixture. Fresh blood must be drawn from a character instead. Drawing blood for the mixture deals 1 slashing or piercing damage.
- A jar of eyeballs sits in the cabinet on the northwest of the room.

The mixture glows as the characters enter the correct ingredients. If the characters place the ingredients in the wrong order, another **Swarm of Insects** appears. Once the brew is finished, ghostly screams escape from the mixture, and all the insects burst and die. Both doors to the north and south unlock and can be opened.

CREATURES/NPCS

The conjured insects will attack the characters to the death while the two meenlocks attacks any solitary character. They either await someone to enter the Hag Vault or attacks anyone left behind outside the storeroom.

Objectives. The meenlocks will ambush the unsuspecting adventurer with non-lethal force and try to drag the character to the burrows if rendered unconscious. If successful, the creatures will close the burrow, and bring the character into the **Metamorphosis Chamber** in **Chapter 3** to torture them with their frightening telepathic visions.

They flee if another character enters from the main chamber to the Hag Vault, or if overpowered.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak and Weak:** Remove one **Swarm of Insects**.
- **Strong:** Add one **Swarm of Insects** and one **Giant Spider**.
- **Very Strong:** Add one **Swarm of Insects** and **Carrion Crawler**

TREASURE & REWARDS

Inside the chest found in the Hag Vault, the characters find the following:

- *A potion of healing*
- *A bottle labeled Hag's Breath*

SCENE D: GOING DOWN

The tunnel ends in a hole, which the characters must descend to enter the lower level.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The path ends in an opening in the floor, large enough to fit only a single creature through. This hole descends to another floor 15 feet below.

Lighting. The glowing green fungus provides dim light, but the hole is completely dark.

Sounds. Faint sobbing can be heard in the dark below. Occasionally, mad laughter and screams echoes through.

Meenlock Burrow. The burrow exits in the middle of the shaft leading down.

CREATURES/NPCS

The two meenlocks lurk in the shadow of their burrow.

Objectives. The last character to descend the hole will be assailed by the meenlocks. Alternatively, the meenlocks can attack the first character to descend. They will attempt to drag any unconscious characters into the burrows and bring them to the **Metamorphosis Chamber**.

SCENE E: THE PRISON

This hallway contains the cells where the meenlocks keep their victims.

Area Information

This area has the following features:

Dimensions & Terrain. A massive hallway stretches 100 feet, sloping down and curving to the north. A 5-foot entry leads to each cell; the cells are separated within 5 feet of each other, and alternate in the northern and southern side of the corridor.

Lighting. Small patches of green fungi at the end from each cell illuminates a dim light within 10 feet, leaving the corridor dark.

Sounds. The rambling of the villagers driven mad from the meenlocks torture echo throughout the hallway from the cells.

Cells. There are nine prison cells along the corridor. The cells are 5-foot-by-5-foot rooms closed by prison doors with bars made from root which can easily be broken down. Skeletal hands wrapped with roots

extend from the wall, acting as shackles for any prisoner inside. These shackles can be broken with a **DC 11 Strength** check or by damaging it. The shackles have 10 AC, 6 hit points, and have vulnerability to bludgeoning damage.

Meenlock Burrow. There are two exits here, one in the wall of the corridor after the last cell, and another in the tunnel leading to the second cell.

CREATURES/NPCS

The missing villagers (**Commoners**) of Lighthouse are kept in here and tortured by the meenlocks with visions of their darkest fears. They are kept here until their minds are completely broken, only then will the meenlocks bring them to the **Metamorphosis Chamber** described in **Chapter 3** to transform them into one of their own.

Six out of the nine missing people are present. If the characters took a long rest at any point in this adventure, reduce the missing villagers to five. If one (or more) of the characters are searching for their relative, the Dungeon Master may choose to put the relative here. The villagers have been driven insane by the meenlocks' torment and suffer from two levels of exhaustion; they cower from the adventurers. The madness of meenlocks' captives can be temporarily abated through the use of a *Calm Emotions* spell.

However, **Jory Underbough**, who is in the last cell the characters come across, is frightened but still sane. He does not suffer from exhaustion. Grukky tearfully reunites with his friend if he is present.

Objectives. The mad villagers need the characters to escort them back home. Jory informs the characters of what he knows. He waits for the characters with Grukky until the meenlocks are defeated.

What Do They Know? Jory cannot properly identify the monsters but can describe parts of the creatures. An hour ago, he heard a person being dragged to the room further ahead.

BONUS OBJECTIVE B

If using this bonus objective, the characters come across **Cogswin "Bramblefoot" Salwor**, a **forest gnome** captured by the meenlocks. He is a brilliant herbalist, and despite his madness retains some lucidity. He asks the characters to search the underground garden to the south for a remedy to alleviate the madness of the villagers. The garden **doesn't exist** if this Bonus Objective isn't being utilized.

EPISODE 3: THE METAMORPHOSIS CHAMBER (STORY OBJECTIVE B)

Estimated Duration: 15 minutes

SCENE A. THE TRANSFORMATION

The characters enter the innermost sanctum of the lair.

PREREQUISITES

Once the characters have rescued the missing villagers, they must face the meenlocks in their chamber.

OBJECTIVES

Defeating the meenlocks is **Story Objective B**. The meenlocks must be slain or driven out, or else they will resume terrorizing Lighthouse.

AREA INFORMATION

This area features:

Dimensions & Terrain. This cavernous, circular chamber is 60-foot in diameter. Broken shelves and furniture scatter the area, and black moss covers every surface of this room. In the center is an altar.

Lighting. Glowing fungi surround the altar in the middle, providing dim light 15 feet around it, leaving the walls of the chamber enveloped in darkness.

Meenlock Burrow. The burrow exits at the southern wall of the chamber.

CREATURES/NPCs

As the characters arrive, two **Meenlocks** transform a villager bound to the center altar into a **Meenlock**.

After a round of combat, two more **Meenlocks** use their Shadow Jump to appear behind the party. If the characters took a long rest at any point in this adventure, add an additional **Meenlock**.

Any character captured by the meenlocks is restrained to the wall by shackles and awoken with 1 hit point. They can make a **DC 13 Strength** check as an action to break free. Alternatively, they can destroy their shackles, which have 10 AC, 6 hit points, and have vulnerability to bludgeoning damage.

Objectives. The meenlocks attack to kill. They defend their den from the invading adventurers to continue their campaign of terror in Lighthouse.

What Do They Know? The meenlocks entered the material plane through a **Fey Crossing**. The meenlocks seek to increase their numbers by transforming the inhabitants of Lighthouse into meenlocks.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Same as **Weak** and remove **one Meenlock**.
- **Weak:** The villager does not survive the transformation. He dies and is not transformed into a meenlock.
- **Strong:** Add **one Meenlock**.
- **Very Strong:** Add **two Meenlocks**.

TREASURE & REWARDS

Underneath a turned-over cabinet, the characters find the following:

- Scroll of *Cause Fear*

PLAYING THE PILLARS

COMBAT

The meenlocks try to separate the characters and flank them. They use their Shadow Jump ability to teleport to ranged characters or create distance from melee characters.

EXPLORATION

A **DC 15 Intelligence (Arcana)** check reveals strong magic emanating from this room. Characters must succeed a **DC 16 Wisdom (Perception)** check to see the outline of the **Fey Crossing** underneath the moss. Characters succeeding a **DC 12 Intelligence (Nature)** identifies it as an inactive fey crossing.

SOCIAL

Characters attempting to converse with the meenlocks will be probed for their darkest fears. The meenlocks may reveal any information that they know to agitate the characters.

CONCLUSION

After the characters defeat the meenlocks, they escort the villagers from Cormanthor forest back home to Lighthouse. Falwan is glad that Jory is safe and thanks the characters profusely. Grukky's existence remains unknown to Falwan, but he promises to keep a closer eye on Jory, and that he will be more courageous just like the adventurers were. Characters who have a relative in Lighthouse may have either been successful in their rescue, or discover that their relative has been transformed into one of the meenlocks.

The fey crossing, however, remains present but inactive. If the characters inform Falwan about it, he will send word to Elventree to have the portal guarded.

Adventurers captured by the meenlocks experience night terrors and lingering trauma from their telepathic torment. These characters gain the **Lingering Nightmare** story award described in **Appendix 8**.

ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each story objective that they complete, as follows:

- **Story Objective A:** Discover the fate of the missing villagers.
- **Story Objective B:** Defeat the meenlocks.

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each bonus objective that they complete, as follows:

- **Bonus Objective A:** Save Phaenara Quyn from the wolves.
- **Bonus Objective B:** Search for Crane's Foot.

PLAYER REWARDS

The characters earn the following player rewards for **completing the adventure**:

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Hag's Breath (Eversmoking Bottle). This glass flask is filled with a yellow gas and labeled "Hag's Breath". When the stopper is removed a thick cloud escapes and obscures the vision of any creature caught inside the cloud, inducing terrifying hallucinations. This item can be found in **Appendix 6**.

STORY AWARDS

During this adventure, the characters may earn the following story award:

Lingering Nightmare. Characters captured by the meenlocks are tortured with horrifying nightmares. The character gains the flaw: "I suffer from a phobia." More information can be found in **Appendix 7**.

DM REWARDS

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

APPENDIX 1: LOCATIONS & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Falwan Underbough (FALW win UN der BOU).** The Halfling former baker of Hillsfar, and now the leader of Lighthouse. He tasks the characters to investigate the missing villagers and find Jory.

Personality: *No guest of my home will leave unsatisfied and without tasting my delicious half-cakes!*

Ideal: *I treat my village as my own family.*

Bond: *I want my son Jory to grow up happy.*

Flaw: *Humans have left a bad impression on me.*

- **Jory Underbough (JO ree UN der BOU).** Falwan's 12-year old son. He was captured by the meenlocks the night before the adventurers arrive in town. Jory is currently captive by the meenlocks in their lair.

Personality: *I will explore as far as my legs can carry me.*

Ideal: *Friends and family are the most important things to me.*

Bond: *I always trust in Grukky to make me happy.*

Flaw: *My curiosity always gets me in trouble.*

- **Grukky (GRUH kee).** This boggle was once the pet of the hag coven. He managed to escape the Bleeding Tree and hid in Cormanthor forest until Lighthouse was established and Grukky met Jory. Because there were no children in Lighthouse, Jory befriended Grukky, with the other villagers treating the boggle as Jory's "imaginary friend." Grukky leads the characters to the Bleeding Tree and stays with them until they find Jory.

Personality: *I love pranking people, but my cowardice prevents me from escalating my tricks.*

Ideal: *I only want a place that feels like home*

Bond: *Jory was the first person to ever show me kindness, and I am indebted to him.*

Flaw: *There is a long list of things that frighten me.*

- **Phaenara Quyn (fay NA ra QUIN).** An elven refugee of Lighthouse. She led the search party to look for the missing villagers but was attacked by wolves in the forest.

Personality: *If you want a job done right, do it yourself.*

Ideal: *I will fiercely protect my friends.*

Bond: *There are people that depend on me, and I must do my best for them.*

Flaw: *Everyone is incompetent but me.*

- **Cogswin Salwor (pro NOWN see ay shun).** This forest gnome from the Emerald Enclave was nicknamed "Bramblefoot" by his peers because of his prosthetic leg. He is a skilled travelling herbalist from Lighthouse and lost his leg when he was caught up in the Red War of Mulmaster. During his visit home, he was captured by the meenlocks and nearly driven completely mad.

Personality: *I know the properties of almost every type of plant, herb, and fungus.*

Ideal: *If we take care of nature, it will take care of us.*

Bond: *I am obsessed with fungus and mushrooms.*

Flaw: *My knowledge is obscured by my mad ramblings.*

- **Lighthouse.** When the Great Law of Humanity was implemented in Hillsfar, the nonhuman refugees fled to Elventree and established a neighboring settlement around Elua's Lighthouse.

Personality: *A sanctuary for the refugees of Hillsfar to live in peace.*

Ideal: *The inhabitants will be safe and protected after all they have been through.*

Bond: *It's not much, but it's home.*

Flaw: *Shacks and huts are not the most comfortable living space.*

- **The Bleeding Tree.** The lair of the meenlocks. The tree and its surroundings are twisted by its previous tenants' dark magic.

Personality: *The landscape embodies the anguish of the dead buried underneath.*

Ideal: *Nothing but nightmares await those who enter.*

Bond: *Evil always lurks beneath the ground.*

Flaw: *Tunnels wind and twist to confuse people who dare enter.*

APPENDIX 2: CREATURE STATISTICS

BOGGLE

Small fey, chaotic neutral

Armor Class 14

Hit Points 18 (4d6+4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (+1)	18 (+4)	13 (+1)	6 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Sleight of Hand +6, Stealth +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 12

Languages Sylvan

Challenge 1/8 (25 XP)

Boggle Oil. The boggle excretes nonflammable oil from its pores. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action.

Slippery Oil: While coated in slippery oil, the boggle gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.

Sticky Oil: While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Dimensional Rift. As a bonus action, the boggle can create an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that the boggle can see or specify by distance and direction (such as “30 feet straight up”). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle’s next turn.

Uncanny Smell. The boggle has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Pummel. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage.

Oil Puddle. The boggle creates a puddle of oil that is either slippery or sticky (boggle’s choice). The puddle is 1 inch deep and covers the ground in the boggle’s space. The puddle is difficult terrain. For all creatures except boggles and lasts for 1 hour.

If the oil is slippery, any creature that enters the puddle’s area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle’s area or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.

SCARECROW

Medium construct, chaotic evil

Armor Class 11

Hit Points 36 (8d8)

Speed 30 ft.

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

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60ft., passive Perception 10

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

Challenge 1 (200 XP)

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

Actions

Multiattack. The scarecrow makes two claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (2d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

Terrifying Glare. The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.

MEENLOCK

Small fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 31 (7d6 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +6, Survival +2

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 14

Languages telepathy 120 ft.

Challenge 2 (450 XP)

Fear Aura. Any beast or humanoid that starts its turn within 10 feet of the meenlock must succeed on a DC 11 Wisdom saving throw or be frightened until the start of the creature's next turn.

Light Sensitivity. While in bright light, the meenlock has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Teleport (Recharge 5-6). As a bonus action, the meenlock can teleport to an unoccupied space within 30 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage, and the target must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SWARM OF INSECTS

Medium swarm of tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 10 Ft., passive Perception 8

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites (swarm has more than half HP). *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage.

Bites (swarm has half HP or less). *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 5 (2d4) piercing damage.

CARRION CRAWLER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10+18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Challenge 2 (450 XP)

Keen Smell. The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The carrion crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10+4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

DIRE WOLF

Large beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Challenge 1 (200 XP)

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

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

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.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (Leather Armor)

Hit Points 16 (3d8+3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages Any One Language (Usually Common)

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, reach 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

WOLF

Medium beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 11 (2d8+2)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 13

Challenge 1/4 (50 XP)

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

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

VIOLET FUNGUS

Medium plant, unaligned

Armor Class 5

Hit Points 18 (4d8)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities Blinded, Deafened, Frightened
Senses Blindsight 30 Ft. (Blind Beyond This Radius), passive Perception 6

Challenge 1/4 (50 XP)

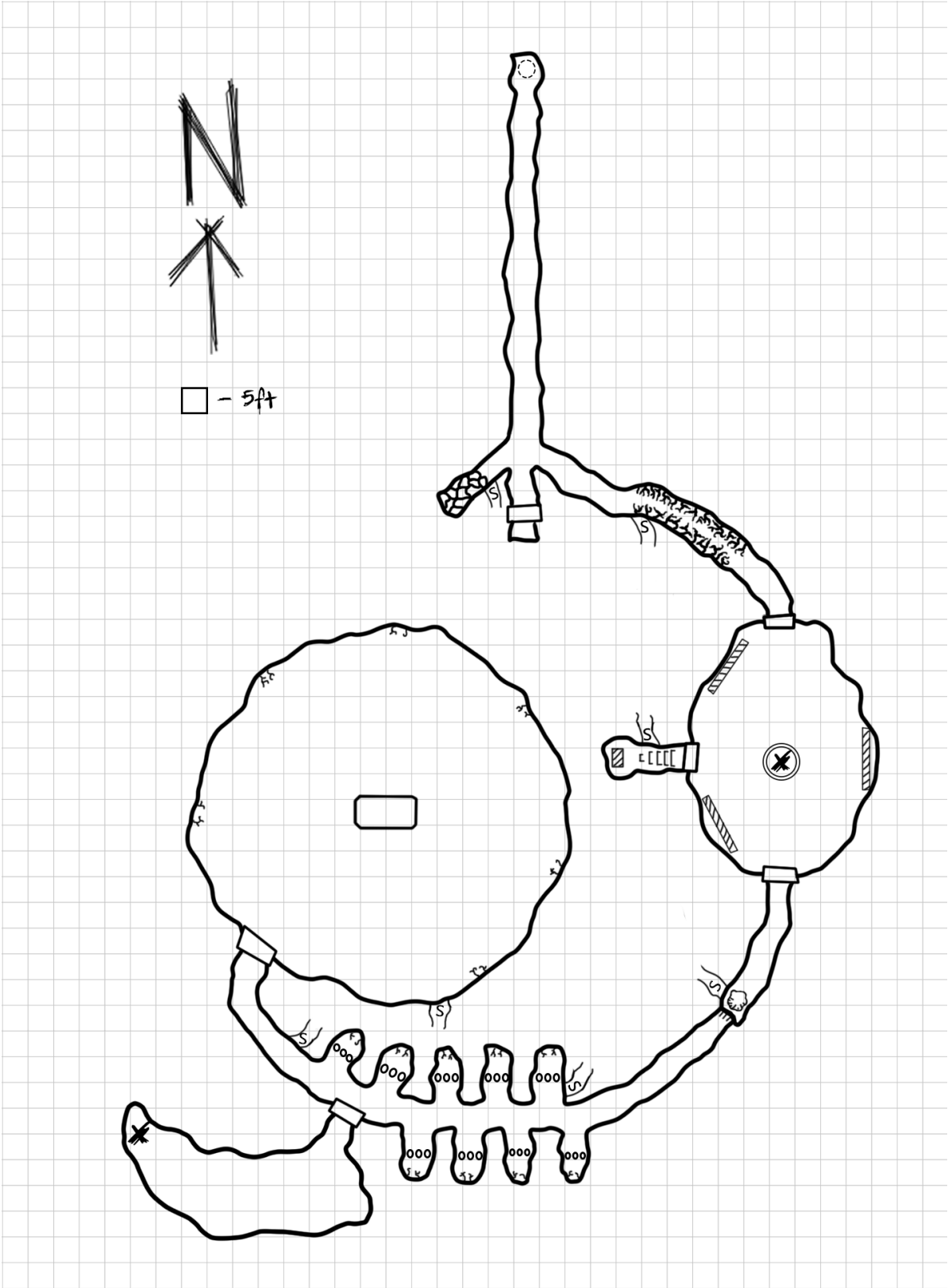
False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Tentacles. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage

APPENDIX 3: MAP



APPENDIX 4: THE DARK WOODS (BONUS OBJECTIVE A.)

Estimated Duration: 60 minutes

SCENE A. CORMANTHOR FOREST

On the way to the Bleeding Tree, the characters encounter a dying member of the search party that went missing.

PREREQUISITES

The characters must have completed **Episode 1** and must complete this objective before proceeding to **Episode 2**.

BONUS OBJECTIVE A

The characters must save Phaenara by fending off a wild pack of wolves. This is **Bonus Objective A**.

AREA INFORMATION

This area features:

Dimensions & Terrain. The path the characters are taking is in between the valley of two knolls, which peak at 10 feet. The soil is moist and dark, and the trees that grow here are around forty feet tall.

Lighting. The dense canopy of the Cormanthor forest reduces the area to dim light.

Smell and Sounds. The smell of wet vegetation fills the air. The deafening silence is occasionally broken by the sounds of insects and leaves rustling in the wind. The howl of wolves echo in this area. Characters making a **DC 11 Wisdom (Perception)** check or has a **passive Perception of 11** hear the howls and footsteps getting closer.

CREATURES/NPCS

Phaenara Quyn (a female elf **scout**) tumbles from the surrounding mound to the path 20 feet in front of the characters.

She suffers from two levels of exhaustion and down to 5 hit points. Phaenara has no more arrows, and only has her scimitar.

Objectives/Goals. Phaenara is trying to escape the pack of wolves chasing her and return to Lighthouse.

What Does She Know? Phaenara was the leader of the search party sent from Lighthouse five days ago. She followed tracks leading to the Bleeding Tree. When her party investigated the glade, she spotted humanoid effigies hidden in the bushes. Then, a pack of wolves attacked and scattered her party. They hunted Phaenara's party until she remained the sole survivor.

The wolf pack is composed of four **Wolves** and a **Dire Wolf** as the pack leader.

Objectives/Goals. These wolves are hunting the search party to the last person for food and for encroaching on their territory.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove the **Dire Wolf**.
- **Weak:** Remove **two Wolves**.
- **Strong:** Add **two Wolves**. Phaenara does not attack.
- **Very Strong:** Add another **Dire Wolf**. Phaenara does not attack.

Playing the Pillars

COMBAT

The wolves will surround the party and attempt to bite or drag Phaenara away. If the party is Strong or Very Strong, Phaenara is too weak to fight, but can still stabilize any unconscious characters.

EXPLORATION

A **DC 15 Wisdom (Survival)** check leads the characters to the wolves' den nearby. The bones and belongings of Phaenara's search party can be found outside the den, and **two Wolves** stay inside protecting **eight noncombatant Wolf pups**.

SOCIAL

A **DC 16 Wisdom (Animal Handling)** or **Charisma (Intimidation)** check can drive away the wolf pack without combat. Characters who can communicate with the wolves through magic learns their objectives and can also make this check with advantage.

APPENDIX 5: MADMAN'S MEDICINE (BONUS OBJECTIVE B.)

Estimated Duration: 60 minutes

SCENE A. A CRAZY REQUEST

After rescuing the meenlocks' captives and discovering that most have went insane, the characters encounter Cogswin who tasks them to help find a cure to the villagers' madness.

PREREQUISITES

The characters must complete this objective before proceeding to **Episode 3** and may only pursue it if they agree to help Cogswin.

BONUS OBJECTIVE B

The villagers have been driven mad with fear by the meenlocks' telepathic torment. One of the captives, a gnome herbalist named Cogswin knows of Crane's Foot, a mushroom that can sedate and help relieve the villagers of their madness. He requests the characters to search for Crane's Foot in the room in front of his cell. This is **Bonus Objective B**.

AREA INFORMATION

This area features:

Dimensions & Terrain. The hallway contains passages to prison cells. To the south of Cogswin's prison cell is a door leading to the fungal garden.

Lighting. The corridor is dark, and the light from the green lichens can be seen from inside the cells.

CREATURES/NPCS

Cogswin "Bramblefoot" Salwor is a **Forest Gnome** and a travelling herbalist. Though brilliant, he comes across as odd because of his mannerisms and obsession with fungi. Cogswin has a prosthetic leg, a result of losing his leg when he was caught in the Red War of Mulmaster. After the war, Cogswin returned home to his family in Lighthouse where he was captured by the meenlocks.

Cogswin rambles madly about undead and the red wizards, as well as Crane's Foot and the maddened villagers. Characters who succeed a **DC 11 Wisdom (Insight)** check realizes that Cogswin is trying to remain sane.

Objectives/Goals. Despite the insanity gripping Cogswin, he retains enough lucidity between his nonsensical babbles to tell the characters about Crane's Foot and tasks them to search for it in the opposite room to help cure the villagers.

What Does He Know? Cogswin saw the door leading to the fungal farm swing open and he thinks that it contains Crane's Foot. He knows how to create a sedative from a mushroom known as Crane's Foot. This sedative can help abate the villager's madness. Characters making a **DC 11 Intelligence (Nature)** check recognizes Crane's Foot.

SCENE B. FUNGAL FARM

The characters enter a cavern where a variety of fungus is grown to find the Crane's Foot.

AREA INFORMATION

This area features:

Dimensions & Terrain. The cavern is liver-shaped; it is 40-foot long, and 15-foot wide. The end of the cavern bends northwards to a small corner. Multiple species of fungi occupy this chamber. Soft fungus covers the surfaces and the black moss from the tunnels is nowhere to be found.

Lighting. This area is brightly lit by luminescent fungus, but the northern corner of the room is dimly lit.

Crane's Foot. In the far corner, a cluster of Crane's Foot grows from atop a mound of decomposed bodies. Crane's Foot resembles standing, pink severed bird legs, about a foot tall. Covering the bodies, however, is a patch of **Yellow Mold**, which can be identified with a **DC 10 Intelligence (Nature)** or **Wisdom (Survival)** check. A character must attempt a **DC 15 Dexterity (Sleight of Hand)** check to retrieve the Crane's Foot without disturbing the mold. Using an Herbalism Kit gives the character advantage.

Yellow Mold

If touched, the Yellow Mold ejects a cloud of spores that fills a 10-foot cube originating from it. Any creature in the area must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. While poisoned in this way, the creature takes 5 (1d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. Sunlight or any amount of fire damage instantly destroys one patch of yellow mold.

CREATURES/NPCS

Hidden in the fungal farm are three **Violet Fungi**. They attack the characters when they trigger the Yellow Mold's spores or after they retrieve the Crane's Foot. Characters with a passive **Wisdom (Perception)** below **11** are surprised.

Objectives/Goals. The absence of the farm's caretakers has reduced the nourishment of the fungi. The violet fungi try to kill the characters to consume their corpses but will not pursue them out of the room.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak and Weak:** Remove **one Violet Fungus**. The characters are not surprised.
- **Strong:** Add **one Violet Fungus**
- **Very Strong:** Add **two Violet Fungi**.

Playing the Pillars

COMBAT

The Violet Fungi attack the characters closest to them. They fight to the death.

EXPLORATION

A **DC 14 Wisdom (Perception)** check reveals that underneath the fungus are the bones of humanoid creatures. A character that makes a **DC 13 Intelligence (Nature)** check realizes that this room contains more than a hundred known and unknown species of fungus.

SOCIAL

It is only possible to communicate with the violet fungus through magic. They are simple-minded and desire a corpse to feed on.

APPENDIX 6: HAG'S RIDDLE (PLAYER HANDOUT 1)

*To escape this room, you must read this scripture
And brew us three the finest tincture.*

*The pale of the **Moon** sheds her dark light.
Where **Flowers** bloom, and wolves stalk the night.*

*Beneath the tree, their **Blood** was shed
Worms gnawed their **Eyes** and severed heads.*

*Now hurry, make us this philter of hate
Before you share their grisly fate.*

APPENDIX 7: MAGIC ITEM

Characters completing this adventure's objective unlock this magic item.

Hag's Breath (Eversmoking Bottle)

Wonderous Item, Uncommon, Tier 1, 16 treasure checkpoints

This glass flask is filled with yellow gas and labeled "Hag's Breath". The glass is hard and impossible to crack. It was once used by the hags of the Bleeding Tree for their mysterious tinctures and vile spells. When the stopper is removed, a thick cloud escapes; any creature in the cloud's radius begin to see the movement of indistinguishable shadows lurking in the fog. A Description of this item can be found in *the Dungeon Master's Guide*

APPENDIX 8: STORY AWARD

Characters completing this adventure may receive this story award if the condition apply.

Lingering Nightmare

Any character captured by the meenlocks is subjected to the dark feys' telepathic torment. This causes the character to develop mental trauma and gains the flaw: "I suffer from a phobia."

The specific phobia is chosen by the Dungeon Master; it may be something simple yet common, like darkness, insects, drowning, or heights.

APPENDIX 9: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

New to Being the Dungeon Master?

<http://dndadventurersleague.org/storylineseasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure

that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong

GREASY SNITCHES: ABOUT US

WHO ARE WE IN THE REAL WORLD?

We are a group of nerds based in the Philippines who love playing Dungeons & Dragons, specifically D&D Adventurers League. We recently sold our souls and swore eternal servitude to a mysterious benefactor, and long story short, we are now tasked to bring all adventurers together. We do so by creating events where we promote fun and friendship through adventures of all kinds. (TL;DR: we run tabletop RPG events!)

HOW TO REACH US

Find out what we're up to by following us on social media, or contact us for any collaborations you might want to do. You can check the links below.

Website: <http://www.greasysnitches.com/>

Facebook: <http://www.facebook.com/greasysnitchespresents>

Instagram: [@GreasySnitchesPresents](https://www.instagram.com/GreasySnitchesPresents)

Twitter: [@GreasySnitches](https://twitter.com/GreasySnitches)

Email: Inquiries@GreasySnitches.com

Email: GreasySnitches@gmail.com

FOLLOW OUR AUTHORS IN TWITTER

Feel free to follow our authors in Twitter:

Paul Gabat - [@DMPaulG](https://twitter.com/DMPaulG)

Lanz Frago - [@glittersnicket](https://twitter.com/glittersnicket)

Niccolo Estrella - [@Niccoloestrella](https://twitter.com/Niccoloestrella)

Nicholas Noel Cavada-Guillermo - [@NDbarbarian](https://twitter.com/NDbarbarian)

Mikel Alexander Barrenechea - [@MundaneArcane](https://twitter.com/MundaneArcane)

Kristoff Alejo - [@PapaKAlejo](https://twitter.com/PapaKAlejo)

GREASY SNITCHES ADVENTURES

Did you enjoy this adventure? Then you might like other Greasy Snitches adventures we have available! Feel free to check them out at DMSGuild.com

CCC-GSP01-01 A Dragon's Breath by Paul Gabat

CCC-GSP01-02 Brotherhood by Paul Gabat

CCC-GSP-PHIL01-02 The Murmuring Hollow of the Flooded Forest by Lanz Frago

CCC-GSP-PHIL01-03 The Whispering Shadows of the Eldest Ruins by Niccolo Estrella

CCC-GSP-FEAR01-01 Beneath the Bleeding Tree by Kristoff Alejo

CCC-GSP-NTHR01-01 A Night of Sorrows by Mikel Alexander Barrenechea

CCC-GSP-OOZE01-01 Oozing Hunger by Nicholas Noel Cavada-Guillermo