

Are We There Yet?

A series of 15 encounters for journeys throughout the wilds



By Nicholas Martignago

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Guide to this adventure:

Regular text can be read to the party at the DM's Discretion if warranted

Boxes like this are to be read aloud to the players.

Additional hooks or opportunities: These sections provide additional inspiration for dungeon masters if they decide to distract the party further, or if the party want to look into the situation further.

Encounter experience is to be added depending on party size and difficulty of the encounter. Due to the party composition, current abilities and health status, the earnest is placed upon the Dungeon Master (DM) to provide a suitable challenge and appropriate party experience

Credits in this adventure: WoTC for making such a tremendous system and game.

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Abbreviations: *PHB* – *Player's Handbook (5e)*. *DMG* – *Dungeon Master's Guide (5e)*. *MM* – *Monster Manual (5e)*. *SCAG* – *Swords Coast Adventurers Guide*. *VGtM* – *Volo's Guide to Monsters*.

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Obtuse Orb's

This encounter is for a 2nd level party with 4 or more players.

As the sun sets on a clear chilly evening the party settles in for a cold night. As the sun's final rays disappear from the sky, a small bobbing light can be seen approaching the party from a distance. It looks to be the light of a lantern being carried, but try as hard as you like, you're unable to see any figure carrying it. As the light gets within 50ft of the party it suddenly disappears into the cold night air. Within seconds it reappears in front of you and attacks.

The creature that attacks is a **Will-O'-Wisp**; it dances about striking at the nearest party member. Once the wisp is defeated, the party is able to get back to its business. Will-O'-Wisps should then interrupt the party for as long as they can handle it without being knocked unconscious.

The concept is to frustrate the party and demonstrate how to operate with limited resources. Obviously this will affect different parties in different ways. If the challenge is too difficult, the DM is able to reduce the AC, resistances, or even the health of the Will-O'-Wisp.

Rewards and Experience:

Each wisp that is destroyed drops a small amount of ectoplasm, which is worth 25gp per piece to an apothecary or wizard.

Along with these rewards, the party should receive 450 experience shared evenly for each wisp destroyed.

Additional hooks or opportunities:

- Where are the wisps coming from?
- Are the wisps being controlled to target the party?

Creature Stats Used in this Encounter:

- Will-O'-Wisp (*MM pg.301*)



The Pinned Pup

This encounter is for a 2nd level party with 4 or more players.

As players travel, they hear a dramatic commotion coming from a few hundred feet off the road. There is a number of piercing screeches and guttural roars that almost chill the blood. As you approach the site from where the noise is coming from, you see a young griffin that has been pinned down by one wing, desperately defending itself from several orcs.

The Party can choose to interrupt the **orc's**, at which point they will turn their attention to fighting the group. The griffin has been tethered via a stake in the earth and is unable to escape.

If the party defeat the orcs they now are able to decide what happens with the griffin. It is reasonably injured and will probably die if not tended too, players interested in helping will need to roll a **Wisdom check** (animal handling) (**DC 10**) in order to approach the griffin without being attacked. An **Intelligence check** (nature) (**DC10**) will show that the griffin is very young and was probably caught immediately after leaving its nest for the first time.

If the griffin is healed and given something to eat, it will continue to follow the party for a day or so. If the party continue to build a rapport with the griffin by feeding it and passing **Wisdom checks** (animal handling) (**DC 13**) the griffin will continue to follow.

At the DM's Discretion, the Griffin can become tamed, however this will take 6d10 days to achieve. This time does not cover training the beast as a companion or mount, which would require additional work.

Rewards and Experience

Searching the bodies of the orc's reveals a number of pouches containing a total of 4d10sp each. Along with the coin is a uniquely shaped dagger which looks similar to that of a tanto blade. The blade features a family crest inscribed onto the base, ear to the grip. (40gp in value)

Experience gained for this encounter should be 500XP shared evenly among the party.

Additional hooks or opportunities:

- Do the orc's have a base of operations nearby?
- Who does the dagger belong too, is there a hostage to be rescued somewhere?

Creature Stats Used in this Encounter:

- Orc (*MM* pg.246)



Monstrous Mimic

This encounter is for a 3rd level party of 4 or more players.

Night has fallen on the party as they slog through pouring rain and gale force winds. The storm had snuck up on the party without warning and chilled to the bone, you look around to see if there is any where nearby to shelter from the storm. Ahead and slightly off the trail is the promising glow of a fire emanating from a first story window of a dark tower. Silhouetted against strikes of ever closer blinding lightning, the tower appears old and abandoned.

The party can swiftly locate a door on the ground level of the tower they may knock on the door but they receive no answer.

If the party persist to gain entry to the tower in anyway, it awakens a very large **mimic** which attacks the closest member of the party.

The window which once had light shining from it now turns to a large eye; the door separates in the center to reveal a wicked mouth full of row upon row of teeth. From the side of the tower a large pseudopod strikes.

Rewards and Experience

After defeating the mimic, it falls from the tower revealing a collapsing and aged tower. Players can see however, on the ground floor through the smashed open door a skeleton which has at its side a pouch containing 250gp

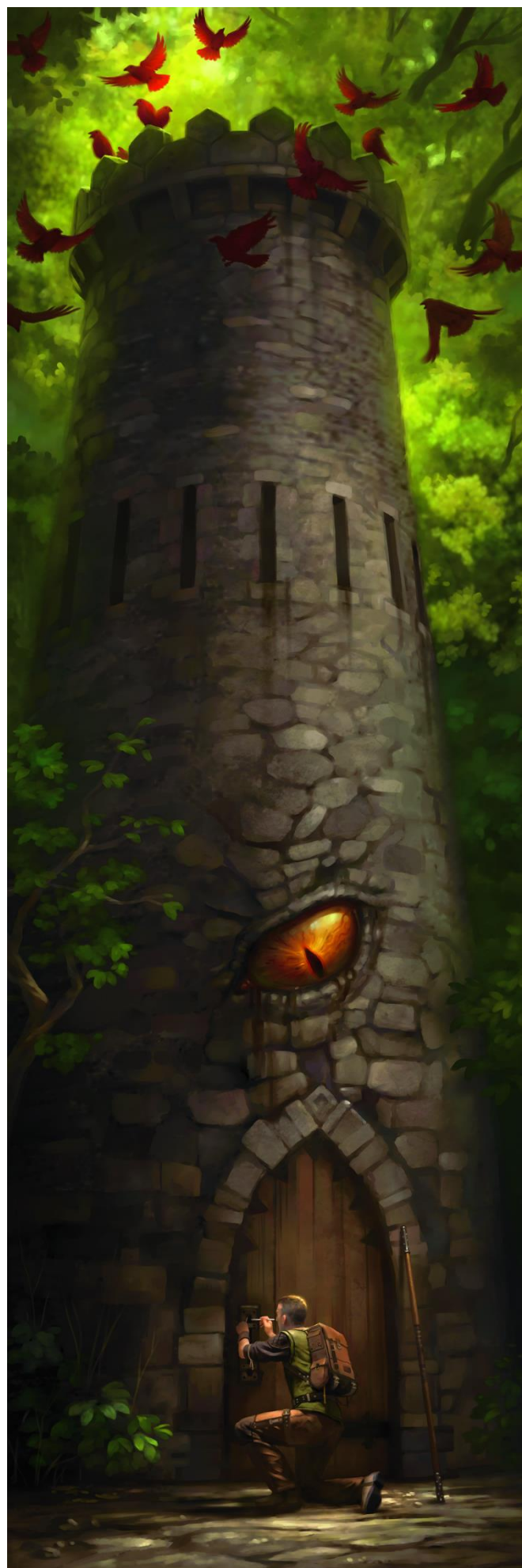
Experience gained for this encounter should be 450XP shared evenly among the party.

Additional hooks or opportunities:

- Not a typical place for a mimic to be encountered, perhaps the tower is hiding more secrets for daring explorers.

Creature Stats Used in this Encounter:

- Mimic (*MM* pg.220)



The Stray Arrow

This encounter is for a 3rd level party with 4 or more players.

As the party is walking along the road, an arrow whistles through the air and lands a few yards in front of them. Unable to see any archers around them, or signs of an ambush, you investigate the arrow. It is dug into the road at a 45 Degree angle sloping towards the direction the party is already heading. As the party continues along the path they find 2 elves arguing furiously about a lady. One has a long bow drawn, whilst the other is standing behind a tall shield with a javelin in

As the party comes within 100ft the elf with the bow fires another arrow at his rival. It deflects off the shield, flying straight at the party. (Pick the PC group leader and make him/her do a Dex saving throw DC15). At this point the elves notice the party and begin to explain that they are arguing over a gift they each bought a woman they both adore.

The woman told them both that she adores a certain type of dwarven liquor (a very expensive one), and both elves bought her a bottle each. Once they discovered that they each were competing as suitors for the same woman, they decided to duel to the death to decide which would have rights to courting her. These elves are both very poor warriors. If questioned, they inform the party that they are both acolytes from a temple in a nearby town.

The elves can be convinced to stop and will ask the party to decide who should be worthy of the woman's attention. Any magic user at this point should notice a magical energy inflicting the elves. The party can follow this lead, which turns out that the woman they are pursuing is a **succubus** trying to undermine the local temple in an attempt to gain more hold over the population. This succubus can be discovered by detecting evil, detecting magic, read thoughts, or even a very strong **Intelligence check** (investigation/arcana) (DC18+). If discovered the succubus will attack the party and if possible the acolytes.

Rewards and Experience

Defeating her will provide 2 bottles of fine dwarven liquor (75GP's each) and a blessing from the local town's temple (perhaps advantage on saving throws/any type of bonus at the DM's discretion).

Along with these rewards the party should receive 1,100XP shared evenly.

Additional hooks or opportunities:

- Is the town being targeted by demonic influences because of cultist activity?
- Has anyone else in town been affected or imprisoned because of this succubus's actions?
- Perhaps the temple or town officials may have additional work for you.

Creature Stats Used in this Encounter:

- Succubus (*MM* pg.285)



Meddling Manticore

This encounter is for a 4th level party with 4 or more players.

As the party begins to slow down for the evening, they hear a large roar coming from above. A shadowy figure circles overhead before flying away towards the setting sun. You lose sight of it as the sun glares straight into your eyes.

The party eventually finds itself camping on a brilliantly clear and crisp night. There is little noise from the surrounding landscape and the party spends the night resting peacefully.

As the party wakes in the morning, they find themselves surrounded by a goblin war party. There are 4 **goblins** and 3 **hobgoblins** leering at you all as you rise and slowly grasp your weapons. As with the previous afternoon, the shadowy figure once again flying overhead.

The hobgoblin steps forward and demands all your gold and food. If the party disagrees, the hobgoblin yells a command and the surrounding forces attack. If the Hobgoblin becomes injured or the fight is going very poorly for the goblin band, The Shadowy figure (a **Manticore**) will drop from the sky to attack. This beast will use fly-by tactics and claw at party members as it does. It can be hit with ranged attacks, or as a reaction as the beast swoops by.

If the players are able to defeat the enemies they will find 2d6sp on each body. The Manticore can be harvested for leather and the spikes off its tail which can be used on armour for aesthetics or as a trophy.

Tracks left by the goblinoids can be followed back to a large open cave in the side of one of the nearby hills. Inside is a chest with 260gp, 430sp, and small belt pouch containing a few rare gems (120GP's worth). Alongside the chest are fancy dark blue robes covered in lighter blue runes and symbols of a wizard. At the very bottom of the chest is a studded leather chest piece and a maul, both in excellent condition.

Rewards and Experience

Along with these rewards the party should receive 1,200XP shared evenly.

Additional hooks or opportunities:

- Who owned the robes? Are they valuable or magical in any way?
- The goblins armor seemed to be marked with a particular symbol, perhaps this is part of a larger band?

Creature Stats Used in this Encounter:

- Goblins (*MM pg.166*)
- Hobgoblins (*MM pg.185*)
- Manticore (*MM pg.213*)



The Glum Golem

This encounter is for a 5th level party with 4 or more players.

As the party is travelling, they spot a very odd sight. A lone golem crosses their path about 50ft in front of them, disappearing into the woods adjoining the roadway. The golem ignores all attempts to interact with it, instead simply continuing on its way. If followed, after around 15 minutes the clay monster approaches a small waterfall set into the side of a rocky cliff face. He wades into the shallow creek and walks straight through the waterfall, disappearing behind the mist. If the party choose to follow they discover a small tunnel hidden behind the waterfall. The tunnel descends into the ground and is as dark as night. Water fills the tunnel as the party moves further downhill, eventually becoming completely submerged.

The tunnel continues for 250ft underwater. If the party is able to make it through the tunnel, they find themselves in a gigantic cavern which is magically illuminated. Within the cavern is the **clay golem** standing beside a large pile of glinting multi coloured stones that all glimmer in the light. Near to the pile of stones is a large work bench, a small single bed and an armchair. Laying beside the Golem upon the bed is the skeletal remains of a robed man, who looks like he had died a number of years ago. An **intelligence check** (Arcana /Investigation) (**DC15**) may give players the idea that the Golem has been programmed to collect gems for the skeletal remains which seems to have belonged to a wizard.

If players approach any of the wizard's possessions or the piles of gems, the golem lets out an angry moan of warning. If the party takes anything, the golem immediately attacks. The gems found here total around 20lbs worth of uncut stones and are valued at around 10,000gp. Along with the gems there is also a spell book on the work bench with a number of first and second level rituals of the DM's choosing.

This book would be worth around 700gp and is rare in nature. **Intelligence check** (Investigation) (**DC 20**) reveal an amulet which controls the golem, allowing the party to bypass combat with it. This item must be attuned however before use.

Rewards and Experience

In addition to the gems and items found in the cavern, experience gained for this encounter should be 5,000XP shared evenly among the party.

Additional hooks or opportunities:

- Does the party discover a new location to explore in the wizards notes?
- Did the wizard die of natural causes, if not how did he died and who killed him?
- Is the golem able to be recommissioned to work for the party?

Creature Stats Used in this Encounter:

- Clay Golem (*MM pg.168*)



Valley of Waves

This encounter is for a 4th level party with 4 or more players.

As you find yourself travelling along a monotonous road between two looming and steep cliffs, a lone **bandit** steps into the path around 250ft in front of the party. Behind the party, a large boulder falls onto the path blocking any possible retreat. This man simply stands and waits as the party approaches. As the party gets to around 100ft, the man whips a bow from his back, draws an arrow and loosens it at the party.

The party finds themselves unable to retreat. The man shooting at the party continues to fire at the party until they move within 30ft of the man, at which point he draws a dull sword and charges forward to attack. They find 1gp and 12sp on the man's body.

As they continue past the man, three more **bandits** drop from a narrow ledge in front of the party, launching forward immediately to attack. On them is 4gp and 21sp.

Another 100ft is 2 bandits and a large ogre. As the party get close the, ogre lets out a bellow and charges at the party. Players find 15GP's and 24SP's. Once defeated, the party encounter a bandit captain with two ogre companions a further 100ft down the road. They do not attack but signal the party that they wish to parlay with them.

The bandit leader asks the party if they would like to work for him. If the party disagrees he attacks. If the party agrees, he states that they're first job is to pay him 100GP's each for all the men he just lost. If the party question this, he attacks. Once defeated, the bandit leader is found to be wearing a pouch containing 150gp and 43sp.

The idea with this encounter is to really break up a few days of travel with a chance to award some experience points, maybe even grant a level up if the players are close. The encounter can be adjusted to make it easier or harder by adding or removing NPC's.

Rewards and Experience

In addition to the gold found on the bodies as the party progresses, the DM can roll on Magic Item Table A (*DMG pg 144*) for an additional item the bandit leader is using.

Experience gained for this encounter should be 2,000XP shared evenly among the party.

Additional hooks or opportunities:

- Do the Bandits have a base of operations nearby?
- Who rolled the stone previously to trap the party?
- Are the party able to remove the rock to reopen the road for other travellers?

Creature Stats Used in this Encounter:

- Bandit (*MM pg.343*)
- Ogre (*MM pg.237*)
- Bandit Leader (*MM pg.344*)



Wild Woad

This encounter is for a 4th or 5th level party with 4 or more players.

As you wind your way through a quiet and shadowy forest floor, a gentle breeze rolls between the trees to cool you as you walk. Ahead to the side of the track, a small movement is seen from the corner of your eye. Unsure if the wind is simply rustling leaves or if something is there, you move forward to investigate.

Approaching the place where the movement came from triggers a tree like humanoid to lunge forward towards the party. With glowing mote like eyes and a weapon and shield which seem to be extensions of growth from its limbs, the **woad** swings a gnarly club at the closest party member.

If the DM finds that their player's characters easily defeating the initial woad, the DM may consider having another woad ally attack from the opposite side of the road, giving the illusion of an ambush.

Rewards and Experience

The Woods are made of a particular hard and magical wood. The pieces of it can be crafted into armour or weapons at the DM's discretion. Armour or weapons crafted with this wood would have a +1 to AC or attack and damage rolls. The wood is subject to wear however and needs to be maintained every month at the cost of 4 hours and 25gp in materials.

The party should receive 1,800 experience shared evenly for each Woad destroyed.

Additional hooks or opportunities:

- This is unusual behaviour for Wood Woad's, are they being controlled to attack travellers?
- Are players able to detect an evil presence or unnatural taint from the woad's?

Creature Stats Used in this Encounter:

- Wood Woad (VGtM pg.198)



Baying in the shadows

This encounter is for a 5th level party with 4 or more players.

As you're travelling along a quiet snaking road with dense brush on either side. You all hear a strange baying or yelping like sound. Unable to see or sense anything from among the brush, you continue along, only to have the sound continue to appear from all directions. Unnerving as this is, nothing can be seen or sensed around you. After another few minutes travelling, a single gnoll comes tumbling out of some undergrowth, giggling, to stop in front of the party. His expression is one of chaotic

As the party decides on their next move, suddenly 5 more **gnolls** appear about 40ft from behind the party, as 3 more pounce on to the road 50ft in front. As the party prepares to attack, a **gnoll pack lord** and 2 regular gnolls charge from the side of the roadway into the midst of the party.

Once the Pack Lord has appeared, he commands the others to attack. The gnolls work in an attempt to separate the party into 2 separate groups. The party here should attempt to use mobility and tactics in an attempt to outmanoeuvre the gnolls. Should the party simply stand and fight, the DM should have the gnolls pick at the less armoured or spell casting characters first.

At the DM's discretion, the party should gain an upper hand (possibly advantage on attack rolls) throughout the encounter, if they use smart or unconventional tactics in dealing with the gnolls. This encounter should be considered very difficult considering the number of enemies and the gnolls abilities to target the less fortified characters.

Rewards and Experience

The Gnoll Pack Lord can be found wearing a pouch with 1 large emerald within it worth 250gp. Additionally a single piece of inferior chain mail armour can also be found amongst the bodies.

Experience for this encounter should be 2,200XP shared evenly among the party.

Additional hooks or opportunities:

- Do the gnolls have a base of operations nearby?
- Perhaps a local town has a bounty on these gnolls?
- Are these gnolls the operating under the command of a local demon, or a Fang of Yeenoghu?

Creature Stats Used in this Encounter:

- Gnoll (*MM pg.163*)
- Gnoll Pack Lord (*MM pg.163*)



An Honourable End

This encounter is for any level 4 to 6 party member.

In the distance a figure sits in the middle of the road still and alone. As you approach, you see that it's a large goliath (**veteran**) with a great axe and thick leather armour. He is sitting in a meditative position, with his eyes closed in silent concentration.

If anyone speaks, he opens his eyes and looks up at the party. "**Have one of you come to help me?**" He asks. If questioned, the goliath states that he has lived many years and seen many battles. He states that his tribe has long since been slaughtered and that he has spent every minute since revenging them.

Once he has finished the task of vengeance, he realised that all he desires now is to pass on and join his tribe in the afterlife. He had a vision he would meet his end here at this very place.

He asks if one of you would be willing to give him an honourable death by besting him in one on one combat. Should a party member, accepts the goliath offers his magic bracers if he is bested. He will then stand, stretch and assume a battle stance.

Party members may bless, inspire or buff the Character before fight commences, but taking any action after the fight starts will count as interference. If another party member interferes at any point in the fight in any way, the goliath will be instantly vanished away by Torm, never to be seen again. Additionally, the party member who intervened will be cursed by Torm, which will result in disadvantage on all saving throws for 2d6 days.

If the fight commences he will only stop once either he or the party member is unconscious or if someone else interferes with the fight.

Rewards and Experience

Mystical Bracer's of Vengeance. (*Magical Item – Uncommon – Requires Attunement*) – These braces provide advantage on investigation checks. In addition, the bracer's will glow when members of a chosen faction appear within 300ft. (**1 faction chosen per attunement, player must have a grudge with the chosen faction**)

Along with these rewards the player to best the goliath will receive experience as suggest in the MM.

Additional hooks or opportunities:

- The Goliath's great axe is worn and on the point of breaking; a quest to restore it may lead to a powerful new weapon for the party. The weapon, having been with the goliath for many years, becomes a sentient weapon upon the goliath's death. It is left up to the DM to tailor such a reward, and further adventures, based on their campaign.

Creature Stats Used in this Encounter:

- Veteran (*MM pg.350*)

Caravan Catastrophe

This encounter is for any level party with 3 or more players.

The party comes across a caravan and its guards on the side of the road. The driver of the wagon had fallen asleep and the horses had veered off the road and into a very thick and squelchy swamp. This has bogged the caravan and all its load. The caravan master begs that you all to help in freeing the caravan before nightfall.

There are 4 guards, a driver and the merchant there, along with 4 horses. The caravan is stuck past its axles in the mud, and all attempts to drag it out have failed. The merchant offers the party 500gp to get the wagon unstuck before the sun sets (3 hours away). The caravan weighs around 3,500 pounds and will require around 6,000 pounds of force to drag free. Each horse can pull around 1000 pounds of force maximum for a short period of time (no more than 30 seconds, rechargeable after a 5 minute rest).

The party could use certain spells or items to aid in either removing the mud holding the wagon, or help to reduce the weight of the wagon. Alternatively smart characters may be able to come up with a non-magic solution using ropes, additional horses/animals, digging the mud out etc. Any creative solution could be rewarded in this situation at the DM's discretion.

Rewards and Experience

The caravan master will offer the 500gp as originally promised.

Along with these rewards the party should also receive between 300 and 1,500XP depending on their current level, time taken to free the carriage and the inventiveness of the solution.

Additional hooks or opportunities:

- If the party is unable to free the carriage before nightfall, the caravan master may offer 200gp to protect the caravan from any possible threats.
- The caravan master may offer the party work as protection and guides whenever they have are available.



Dancing Lights

This encounter is for any level party with any number of players.

As characters set up camp for the night they notice strange floating lights coming from what seems to be nearby camp. They are low down to the ground slowly rotating around a point and bobbing up and down.

If the party chooses to investigate these lights are deceptively far away and they must walk over an hour before they can perceive any detail. As the party moves closer, they are able to make out 7 individual globes of light, all a soft green.

As the party approaches closer, the lights are seen to be the size of a large boulder and are being channelled by Faeries, which all dance in a hypnotic fashion around a large metallic figure in their midst. Should the players approach too close or in a disturbing manner, the faeries become spooked and flee.

The players, once within 50ft of the metallic figure must roll a **Wisdom check** (history or nature) (DC12) to identify the creature as a **Ki-rin**. This beast is very injured. It is breathing in a laboured fashion with blood slowly seeping from various wounds. If the players have not disturbed the faeries, they continue their ritual for a number of hours. With a **Wisdom check** (history or nature) (DC14), players will realise the faeries are blessing and purifying the Ki-rin for its eventual death.

If players interject they will be able to heal the Ki-rin with any relevant spells or abilities. After doing so, if the Ki-rin is allowed to rest until dawn, it rises with the dawn and grants each member of the party with a special blessing of significance (see Rewards and Experience).

Rewards and Experience

Aiding the Ki-rin in its recovery is seen as a great deed. The Ki-rin grants each player a blessing: a onetime chance to reroll any check, attack or saving throw made at any point in the future.

Along with these rewards the party should receive 20% of their level in experience each.

Additional hooks or opportunities:

- Who or what could have caused such a life threatening injury to such a great beast?
- Perhaps the Ki-rin could return with a quest for the party at a later date.

Creature Stats Used in this Encounter:

- Ki-rin (VGtM pg.163)
- Pixie (MM pg.253)



Driverless Carriage

This encounter is for any level party with any number of players.

Its early morning as you move along a sombre stretch of road, the sun too weak to dissipate the thick hanging mist. The thunderous sound of many hooves can be heard in the distance growing louder by the second. Through the mist gallops four dark horses, towing an elaborately decorated carriage. As the carriage comes within 60 feet of the party a panicked screaming can be heard from within. No driver can be seen at the seat of the carriage.

The carriage is moving at 60ft per round. Characters will have 2 rounds to attempt to board or stop the carriage. Any character still on the road as the carriage hits its second round must succeed a **dexterity saving throw** to avoid being struck by the horses and carriage (**DC 15**). Players who fail this check take 2d6 bludgeoning damage, are knocked 5ft to the side of the carriage and are prone for 1d4 rounds.

Characters can stop the carriage in a number of ways. For example, creating an illusionary wall to stop the horses, leaping onto the carriage and wheeling the horses in or detaching the carriage, an immovable rod.

As this can run in various different directions, depending on individual play groups, assigning appropriate DC's for what your players attempt is left up to the DM's discretion.

If the players stop the cart or simply try to get to whomever is inside the carriage screaming, they are surprised to find a female **Ghoul**. This creature immediately attacks the first character to open the carriage door.

Rewards and Experience

After defeating the Ghoul, the party discovers the very decayed body of a female on the floor of the carriage. Upon the remains is a possessed pendant featuring a large light blue topaz set in a silver frame. At the discretion of the DM, this item should whisper evil thoughts to whoever dons the pendant. The whisperings of this pendant can be stopped by getting the remains of the girl blessed and buried correctly at any nearby shrine.

Experience gained for this encounter should be 360XP shared evenly among the party.

Additional hooks or opportunities:

- Who is this girl, can the girl's family be found and notified?
- Anyone need some new horses or a new carriage?
- Perhaps the horses are also suffering from some sort of possession or affliction?

Creature Stats Used in this Encounter:

- Ghoul (*MM pg.148*)



Meteorite Metal

This encounter is for any level party with any number of players.

After a long day you find yourself lounging around the campfire preparing for bed. Over head the stars sparkle against the deep blue reaches of the heavens above. Suddenly a bright flare of light comes arcing across the sky, illuminating the sky and the camp site below. It roars overhead in an arc before crashing nearby, sending shockwaves that shakes the camp, knocking tents to the ground spilling cooking implements or equipment and knocking characters prone.

The meteorite has crashed into the country side a few hundred feet from the camp site. This has created a large smoking crater around 30ft wide. Sounds of cracking can be heard from the site as well as glimpses of movement.

Standing just below the lip of the crater is dark humanoid figure who seems to be inspecting the wreckage. As the party approaches it wheels around and the party is able to make out its rotting features, decayed skin and hanging jaw.

The meteorite has landed on an ancient burial site, whose inhabitants have risen in disturbance of their eternal rest. As the party approaches the undead fiend, four others appear from around the crater, pulling themselves up out of the upturned soil.

They lumber towards the nearest party member no engaged in combat and attack, as if you are the reason for the disturbance.

Rewards and Experience

After defeating the skeletal remains, the party discovers a large chunk of meteor that weighs around 150lbs. This material could be refined and crafted into a weapons or armour which, should have additional properties at the discretion of the DM.

Experience gained for this encounter should be 200XP shared evenly among the party.

Additional hooks or opportunities:

- Does this meteor signal a potential omen or event?
- Is there another reason for the dead being so restless within this area?
- Perhaps a collector may offer a huge amount for such an interesting find?

Creature Stats Used in this Encounter:

- Skeleton (*MM pg.272*)



The Forgotten Souls

This encounter is for any level party with any number of players.

Pick the party member with the highest passive perception.

You awaken to find a small boy with matted hair, dirt covered skin and wearing animal skins, taking rations from your nearby pack.

If you move or shout, the boy will attempt to flee. He can be convinced to stay by food or music, or a display of magic. Whether the boy flees or can be convinced to stay, he will eventually lead the party to a small hollow under a giant oak tree.

As the party moves closer towards the tree, they will constantly be distracted by visions, strange noises, and mental images that cause discomfort and paranoia. Within the hollow are three other children, each as dirty and unkempt as the first. If asked about their situation, they initially offer little information but can be again persuaded by food, music or magic.

If the children are asked about the visions, sounds and illusions, they tell the party that Aletheia is just trying to keep strangers away from the children. Aletheia is a very cheeky **(Blue) faerie dragon** who has been helping to care for the children and keep them fed. The children wound up in the forest after their camp was ambushed by bandits and their parents were killed.

They managed to escape and have survived in the forest for the past 3 months. Providing the party don't appear to be a threat to the children, Aletheia will show herself to the party. She will telepathically flash images of the children with human adults. A **Wisdom check** (insight) (**DC 10**) shows that she wants you to take the children back with you to civilisation so that they can be cared for correctly.

At this point the party can decide what to do with the children. They can be given to an

orphanage, perhaps a suitable NPC the party has previously met, adopted by the party members themselves, or perhaps just left in the woods. Should the party decide to leave the children, Aletheia will flash a feeling of sorrow and again attempt to convince the party to take the children. Should they again refuse, she will show the party leaving without the children, indicating that they should now leave. Should the party agree to take the children, Aletheia will continue to follow the children until they reach a town or populated area. At this point she will return to the wilds.

Rewards and Experience

Caring for the children and ensuring their safety will grant the party a blessing from a chosen deity. This at the DM's Discretion and could be in the form of advantages on saving throws, or even inspiration.

Experience for this encounter should be 450xp shared evenly. The DM is encouraged to award an addition 20 to 50% based on how the players role played the encounter with the children and the faerie dragon.

Additional hooks or opportunities:

- Are the parent's bodies or possessions able to be found and returned to the children?
- Who led the raid on the folk, should they be tracked down and punished?
- Does Aletheia know more about the situation than she's will to tell; at this moment anyway?

Creature Stats Used in this Encounter:

- Faerie Dragon (*MM pg.133*)

If You Enjoyed These Encounters

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