

Still Not There Yet!

An additional 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. Ken Carcas for coming up with the Title.

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Abbreviations: *PHB* - *Players Hand Book (5e)*. *DMG* - *Dungeon Masters Guide (5e)*. *MM* - *Monster Manual (5e)*. *SCAG* - *Swords Coast Adventurers Guide*. *VGtM* - *Volo's Guide to Monsters*.

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Baby Sitting the Champion

This encounter is for a 1st level party with 4 or more players.

After deciding on spending the night in a cosy township, you find yourselves enjoying a rather frosty ale at the local tavern. The air inside the tavern is rather jovial, with one table near the hearth being particularly rowdy. Suddenly the door of the tavern is slammed open as a man bearing a lit torch enters and yells at the top of his voice; “They’re back! Damien come quickly; we need you.” All eyes turn to the table from which all the noise was coming. A large bearded man with tattoos covering his face rises up and panders to the patrons. “Who will come with me to best these fiends?” The other locals shout back cheers such as, “you don’t need us”, “we’ll just get in your way” and “haha good one Damien; we’ll keep your ale cold till you get back” Damien looks sheepish but gets up and heads to the door. Shooting your table a pleading glance, he whispers that he will make it worth your while, before heading out into the windy night.

The party can decide to accompany Damien (**Commoner Stats**) if they desire. Damien heads to the west of town, retrieving his crossbow from a villager who had bought it out for him. Should the party accompany him, he explains **goblins** have been raiding every night recently. Sure enough, towards the edge of town, villagers have begun to flee back towards the center.

Within seconds of them passing, a goblin is seen running towards the party. Damien’s knees begin to shake as he attempts to notch a bolt to his crossbow. As he lifts it, the goblin continues to charge and Damien panics, dropping the bow. He pleads for help dropping to his knees, as the goblin draws in close.

After the first goblin is dealt with the other four charge forward after seeing their clan-mate die. Once all are dispatched, the night quietens down. Damien rises and thanks the party.

As you turn back toward town, Damien attempts to bribe the party to say he single handedly killed all the invaders. If denied, Damien becomes enraged and threatens the party. Damien offers 15gp to the party for the bribe. Out of desperation to maintain his reputation, he will attempt to attack the party, as a last resort. Killing Damien is possible, but if so, the party will have to convince a very loyal town of the truth.

Rewards and Experience

The goblins will each have 1d6sp in belt pouches, on their bodies. Damien will have 38sp.

If the party kill all the goblins and Damien they receive 600xp divided evenly. If they spare Damien and are able to convince the town of Damien’s true nature they gain 750xp shared evenly.

Additional hooks or opportunities:

- Had Damien “done-in” or bribed other adventurers before?
- How did Damien gain his fearsome reputation when it was clearly undeserved?

Creature Stats Used in this Encounter:

- Goblins (*MM pg.166*)
- Commoner (*MM pg.345*)



The Blackened Blade

This encounter is for a 1st level party with any number of players.

As the party continues along the road they are greeted by a strange situation. Ahead on the road is the body of a man laying face down, with dried blood pooled around their head. The body of the man is covered in small scratches, with some deep scratches around the neck and face. Beside the man's body is a darkened longsword sticking out of the road.

This sword, which is shaped like a katana, is made of a metal which is gun metal grey, with an eerily red bloodline and nioi patterning. The blade contains the spirit of its original owner, who has lived within the sword for the past 750 years. Anyone who wields the sword becomes attuned and is able to hear the spirit. He calls himself Hiro Imaja and he claims to be a legendary warrior. This weapon is a +1 weapon.

Over the course of the next week or so, Hiro will attempt to persuade the wielder to take selfish or greedy options whenever possible. Should the player take actions that could be considered neutral or evil in alignment, Hiro remains entertained and happy within the sword.

If the player chooses however to act in a good or chaotic manner, Hiro will become bored and angry, which will lead to Hiro leave the sword at night to attack the wielder. When Hiro leaves the sword he becomes a **Specter**. If Hiro is exposed to daylight he is destroyed immediately.

The sword can be destroyed, which will also destroy Hiro. If Hiro is destroyed the longsword reverts to being a regular +1 longsword.

Rewards and Experience

The +1 Sword is the reward. Unless it is destroyed.

If the party are able to defeat Hiro's spirit they should gain 250XP evenly.

Additional hooks or opportunities:

- Who was Hiro Imaja, are the players able to research his history?
- If the sword is destroyed can it be reforged with this unique steel?

Creature Stats Used in this Encounter:

- Specter (*MM* pg.279)



Culling the Killers

This encounter is for a 1st level party with 4 or more players.

As you pull into a small village for the evening, (any village of the DM's discretion) you can hear the howling of many wolves from around the town. The villagers seem distracted and on-edge. You can all see them hurrying indoors, one man runs to you and shouts "they're coming you fools, seek shelter". You can see a brightly lit tavern on the next corner and you make your way in. The tavern keeper nods at you as you enter through the door. He is a burly man of 50 years with a greying beard and almost no hair on his head. "Wolves are at it again" he states as you approach, "The mayor is paying 5gp's a scalp if you are interested".

The tavern named "The Traveller's Repose", is run by Nimblo Bostok, he is welcoming, yet stern. Nimblo mentions that there is a pack of 20 **wolves** that often come to prey upon anything left in the town as darkness falls. This started around 1 week ago and the mayor has become desperate as people are beginning to be in very real danger. Nimblo also mentions a very large wolf (**Worg**) which has been rumoured to have been seen on the outlying farms over the past 2 nights.

Players who chose to investigate this will come across random wolves as they traverse throughout the small village. There is about 6 blocks of buildings with a thoroughfare running throughout them. The group should encounter the wolves in pairs. If the party is able to kill 10 or more wolves the rest will begin to flee.

If the players stray too far from town they will be attacked by the worg and a regular wolf. Killing the worg drives off the other wolves also.

Rewards and Experience

The mayor will reward the players with 5gp for each wolf they slay.

The party should gain 50XP for each wolve killed and 100XP if they manage to kill the worg, shared evenly.

Additional hooks or opportunities:

- What has driven the worg to unite the wolves and attack?
- Would the pelts be able to be sold to a leatherworker, or be fashion into some new armour?

Creature Stats Used in this Encounter:

- Wolf (*MM pg.341*)
- Worg (*MM pg.341*)



Demon Days

This encounter is for a 1st level party with 4 or more players.

A Farmer sits head in hands as you travel towards him along the road. Beside him is a small trunk open and personal possessions lay scattered around the man. He looks up as the party approaches and through tearful eyes, a cracked voice, asks if you could lend some assistance to a man who has lost it all.

The farmer, named Harrit Melfom, initially asks to simply travel with the party to the nearest town. If pressed he states that his farm has been overrun by devilish creatures and that they have forced him to leave. He states that he has never been a lucky man and that this must be the will of the gods.

Should the party ask to go to the farm, the man warns that there are a number of fiends still around. He offers that, he will reward the party's effort with a family heirloom, if they are able to return his farm.

As players approach the tiny shack about a mile off the main road, two strange glob like creatures named **Lemure's**, move forward to attack. Behind the shack is a large barn, as player's approach two large quadrupedal creatures known as **Dretch's**, move to attack also.

Inside the barn, through the darkness and dust, players see a slaughtered cow with three figures on or around it, eating and squawking at each other. Opening the door captures their attention and they turn to attack the party. The creatures here are two more Lemure and an **Imp**.

Once defeated, Harrit is overjoyed with the player's actions and offers the players his family's ancient maul.

Rewards and Experience

The maul is ancient and of dwarven design. It is well balanced and features the goddess Chauntea's effigy engraved all over the hammer end (can be used as a holy focus if blessed for 25gp at a shrine or temple to Chauntea).

The party should gain 360XP, shared evenly.

Additional hooks or opportunities:

- Why are these devils here?
- Where have the devil's come from, are there more around the area?

Creature Stats Used in this Encounter:

- Lemure (*MM pg.341*)
- Dretch (*MM pg.341*)
- Imp (*MM pg.341*)



Hearce Porthorn

This encounter is for a 1st level party with any number of players.

As the players travel along a deserted stretch of road, they notice a very peculiar sight at the edge of the path. A naked elderly man is laying in the gutter face down. As the party approaches, he groggily rises from this position swaying about on his feet. As you draw near he gets a cheeky grin and laughs manically. He races forward and steals the nearest players most prized (or most often used) weapon, he then flees with unnatural speed.

Players who ask to use a **DC15 wisdom check** (perception) or if their **passive perception** is at least **DC15**, will notice the man has a silver signet ring on his left index finger.

This encounter should occur within an environment that provides a number of obstacles the players will have to interact with. As per the chase rules of the DMG pg.252-255 players may attempt to kill or capture the deviant. This man has **commoner** stats with a few exceptions.

Firstly his movement speed is 40ft, he will use his dash action for his first three turns. This should place him around 60ft in front of a human using the dash action at the end of the third round. The man also has advantage on all rolls that include athletics and acrobatics. *This is due to the ring that he is wearing.* Furthermore due to the man's surprising speed and agility all ranged attack have disadvantage on him and he is immune to opportunity attacks.

Obstacles that the chase may include are fallen trees or logs, stone fences, narrow streams, pits in the earth and even trees or bushes. The naked man will continue to run until he loses his pursuers or until he is killed.

Rewards and Experience

Players who are able to stop or kill the old man, receive "**The Ring of the Athlete**" which provides advantage on all athletics and acrobatics checks, as well as increased movement speed by 10ft. Additionally the old man will also have the stolen weapon.

The party should gain 250xp shared evenly if they all took part in the chase.

Additional hooks or opportunities:

- If the man escapes, will the party have a chance to see him again sometime?
- Is the man possessed by a strange demon to behave in such a way?

Creature Stats Used in this Encounter:

- Commoner (*MM* pg.341)



Demand for Eggs

This encounter is for a 2nd or 3rd level party with 4 or more players.

On the edge of a small village, a strange mage of some variety approaches you, after hearing about your exploits throughout the wizarding world. He asks you to perform a simple task, of retrieving a few eggs from a nest to the north of your current location. He states that to get the eggs, the players must distract a rather large **Owlbear** and steal the eggs while she is preoccupied. The mage further states that although this seems cruel, the mother has been disturbing townfolk in the area as she becomes more protective of the eggs, to the point where it has become dangerous to approach that part of the countryside all together.

If asked about what the mage will do with the eggs, if they are retrieved, he simply explains that a local ranger has offered to relocate them to another part of the woods, where another owlbear nest is currently built. Players may wish to use a **DC16 Wisdom check** (insight) at this point to determine if the mage is lying. Characters who have passed the check will be able to determine that the mage is lying. The mage will press on regardless of further questions from the group and offer 500gp for characters to return the 3 eggs.

If characters have their concerns the about the mage and the actual threat of the owlbear, other villagers will confirm it has become a problem. If characters ask about the ranger or track him down he will confirm the same as the villagers and also, that there is another nest further into the forest as the mage explained. However, he claims to not have spoken to this mage about the owlbears previously.

Should the party choose to continue on with the quest, as discussed around a mile north of town, the players find a wide low nest built of small sticks and branches nestled under a small depression in the side of a hillock. Visible from around 300ft away is the owlbear sitting on its nest.

Rewards and Experience

If the players return the eggs to the mage, he pays the agreed upon 500gp to the party. Also gifted will be 700xp divided evenly amongst the party.

Should the party come up with another way to remove the threat of the owlbear from the townfolk, without stealing the eggs from the mother, the locals will scrape together 100gp and through a feast in the local inn for the characters. Characters should receive 1000xp divided evenly.

Additional hooks or opportunities:

- What does the mage actually have planned for the eggs?
- How is the mage privy to so much information about the party and the ranger?
- Is there a reason for the owlbear nesting so close to a town?

Creature Stats Used in this Encounter:

- Owlbear (*MM* pg.249)

Unlikely Ambush

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

Travelling through a balmy humid tropical forest always seems nicer than it actually is. Lush green palms, trees, vines, mist and abundant animal life may seem attractive, but along with it, come biting insects, poisonous or giant snakes, strange leeches and of course, deadly yet adorable, brightly coloured frogs. Frogs? Yes frogs, like those three there.

Three brightly coloured frogs leap from trees to block the path in front of the party. They stand around 3 feet tall and hold crudely created wooden weapons. The first ribbits in a strange fashion which causes the others to raise their weapons and move forward towards the party.

The **Grung's** are coloured Purple, Red and Green. Each produces a slightly different toxin which can produce varying and bizarre effects. The Grung are notorious slavers and typically attempt to enslave people who are walking throughout their uncharted forests.

The grung cannot be reasoned with and will attempt to capture you all up until the last man. Their weapons and skin are all coated in toxin which differs depending on colour.

The Grung only speak their own native language of grung, if a player is able to speak this language he or she is only able to interpret blood lust filled thoughts of capture and enslavement.

Rewards and Experience

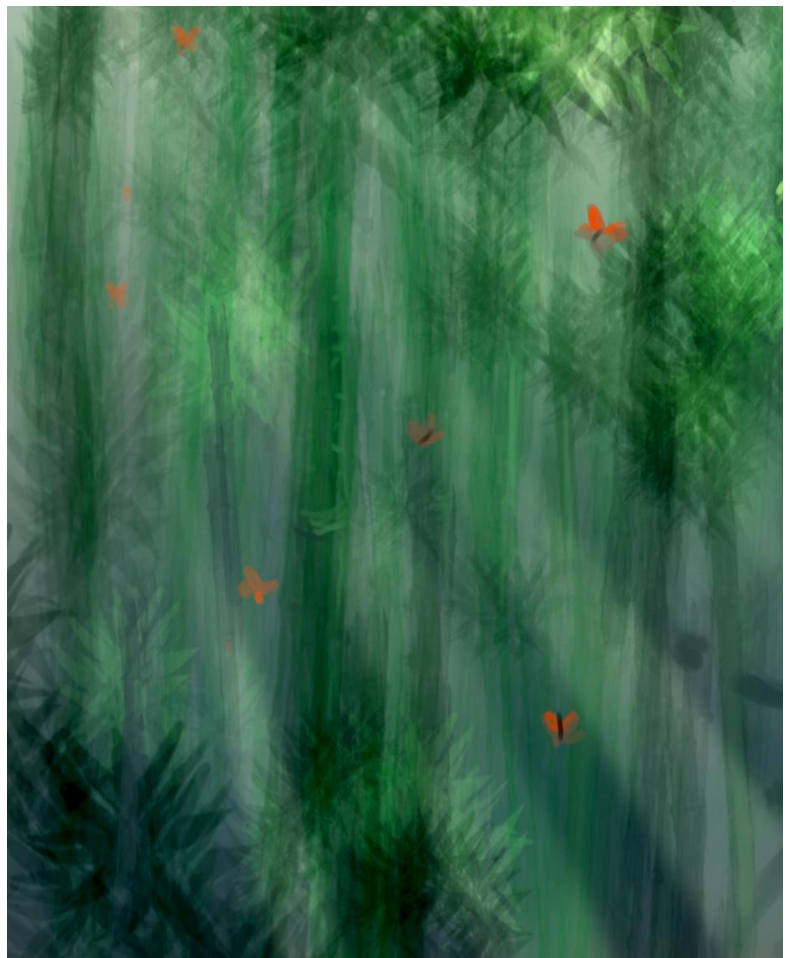
If the characters are able to defeat the grung, they are able to take 1lb of the poison from each of the grung's skin. Characters should also receive 250xp shared evenly amongst the party.

Additional hooks or opportunities:

- Are there other Grung around?
- Is their toxin valued as a rare and expensive collectable?

Creature Stats Used in this Encounter:

- Grung (*VGtM pg.156*)



Snakes on this Plane

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

The road through the forest seems ancient and forgotten. Stone ruins from various ancient cities and structures, litter the road side as you wind your way throughout the muddy path. To the parties surprise, walking towards you are 3 scantily clad females in silken robes. As they approach, they appear to mutter between themselves before one of them raises a hand towards you, only to have a cone of poisonous liquid spewed in your direction.

The women are **Yuan-ti Pureblood's** and act to capture you in the attempt to find a suitable sacrifice, for an upcoming ritual. They are very cunning and spilt up in multiple directions, using their full movement each turn, in an attempt to separate the party and attack from a distance.

The party should be challenged by these tactics, as the Yuan-ti are intelligent and manipulative. Casting suggestion can also help to play havoc upon the group.

Should this encounter begin to overrun the group have each Yuan-ti flee if they have taken a reasonable amount of damage.

Rewards and Experience

Should the players defeat all three Yuan-ti, they will find upon the bodies, one item from the DMG Magic Item Table B (pg. 144). Additionally each Yuan-ti is to be found carrying 3d8gp in a small coin pouch.

Each Yuan-ti should grant 200xp shared evenly to the party with an additional 240xp bonus for killing all three.

Additional hooks or opportunities:

- Where do these creatures come from, perhaps there is a nest or ruins nearby?
- Why did the creatures attack, have other people been captured in this way?

Creature Stats Used in this Encounter:

- Yuan-ti (MM pg.310)



Winged Worries

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

The moon is nowhere to be seen on this chilly night. Far off in the distance the howl of wolves and hooting of owls, remind the party how far from civilisation they truly are at this point. After a few minutes the noises of the wilderness suddenly stop, as the beating of leathery wings can be heard, approaching from the south. Through the darkness approach a number of flying fiends, which screech as they approach the camp.

The approaching creatures are three **Spined Devil**'s, sent to return information to the nine hells through a nearby infernal gate.

Upon seeing the party so close to their objective, they decide to attack, so as not to have their main objective of being undetected compromised. The devils will fight ferociously, but will attempt to run from the fight at around 20% health.

Rewards and Experience

The party is able to harvest these devils for their rare tail spines which explode in a fiery display upon impact dealing 1d6 fire damage.

The party should receive 450xp for each devil killed, shared evenly.

Additional hooks or opportunities:

- Why are these devils here?
- Where have the devil's come from, are there more around the area?
- These devils are usually messengers, is a message found or where does it come from?

Creature Stats Used in this Encounter:

- Spined Devil (*MM* pg.78)



Expedition for Elixir's

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

A wealthy merchant can be seen sitting outside a camp, in the middle of the road all but weeping as the party approach. The man rises as he realises you approach and straightens himself before moving to your direction. He proclaims himself to be Bilody of Waterdeep and asks if you would be willing to make some fast coin? He explains the two rangers he hired for the job have never returned and that he desperately needs reagents gathered to return to his shop and resume trading. The job he explains is simple, gather ingredients and return within three days to get paid for the amount collected.

Bilody will produce a list of reagents required which are all found within this area. Along with the reagents found in this area, are a number of roaming packs of **Gnolls**, **Goblins** and random **Ogre's**. These creatures should show up at least 2 times a day, as a random encounter to ensure this task isn't a simple walk in the park.

The party's success is based on a number of factors, firstly any characters proficient with **survival** or **nature** receive a +5 on rolls. Secondly any character with class or background bonuses such as the **Wanderer** feature (**outlander PHB pg136**) will receive an additional +5 to their rolls. Finally any magical abilities such as **speak with plants or animals** could be used to locate such reagents and can add +3 to rolls.

Adding all multipliers together for the entire party, then adding that to a d20 roll will determine how successful the party is each

day. The party is able to continue this up to a total of 450GP's.

Example: 4 characters in the party with 2 having proficiency in Nature/Survival (+10 to roll) 1 has the wanderer background feature (+5 to roll) (+15 total) and 1 player can cast speak with plants (+3 to roll) (+18 total) Therefore the party rolls 1d20 per day and adds 18 to the roll. This is then compared to the table below to determine how much is made each day.

Rewards and Experience

The merchant provides the agreed upon gold on completion of the job. Additionally the merchant gives the party 3 unidentifiable and unmarked potions which the apprentice mixed whilst being unsupervised.

They are as follows:

Potion of Narcissus: For 1d4 hours everyone looks like you.

Potion of Dentistry: Your teeth all fall out of your mouth but will grow back within 3d4 hours

Potion of Arcane Denial: For 3d8 hours you refuse to believe in magic and remain convinced that anything unusual that happens is explainable via scientific means.

The party should receive 500xp shared evenly for each day they search for reagents.

Additional hooks or opportunities:

- Where can we get more of these potions?

Creature Stats Used in this Encounter:

- Gnoll's (*MM pg.162*)
- Goblin's (*MM pg.165*)
- Ogre's (*MM pg.237*)

Roll + Modifier Value	DC levels of Success
15-19	1 lb of Reagents (15gp)
20-24	2 lbs of Reagents (30gp)
25-29	3 lbs of Reagents (45gp)
30-34	5 lbs of Reagents (75gp)
35-40	10 lbs of Reagents. (150gp)

Redcap Killer

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

It's well past dusk as you find yourselves wandering through a quiet street. The lights are dim and the air still. A strange clanging noise can be heard approaching from ahead. The sound of steel on stone continues to grow in its cacophony until suddenly a figure 3 foot tall turns the corner revealing himself to you all. The figure is silhouetted against a lantern and all you can make out is, a strange pointed head piece and a long thin curved sickle.

The creature pauses a moment as it realises it has been seen by you, before charging towards the closest party member in a storm of ringing steel and a slashing sickle.

The creature in question is a **Redcap**, a small and extremely bloodthirsty fey creature which is not often found in this realm.

Defeating this creature shouldn't be overly difficult. Should the party be making swift work of the fey, the DM should opt to introduce a second.

With a **DC17 Intelligence check** (history or nature), a party member may be able to divulge the following. Firstly the creature can be identified as a redcap, a vicious killer born from blood. Additionally these creatures are often associated with the sites of a particularly gruesome murder. Finally they usually only occur within Faerün if a planar crossing with the Feywilds is nearby.

Rewards and Experience

The small redcap can be found carrying two items, both of which are much larger than the creature could possibly use. The first is a ring named "**The Knowing Reach**" that allows the user once attuned to cast Mage Hand once per day and also gives the user a +1 to **Intelligence (Arcana) Checks**. The second is a silken belt named "**The Sash of Deviousness**" which once attuned gives a 1+ bonus to both **Dexterity (Sleight of Hand & Stealth) Checks**.

The party should receive 700xp shared evenly for each redcap killed.

Additional hooks or opportunities:

- Is there a feywild's crossing nearby?
- What gruesome discovery will the party make if they trace the origin of these fey?
- Do these items belong to someone murdered by the redcaps?

Creature Stats Used in this Encounter:

- Redcap (VGtM pg.188)



Run of the Bull

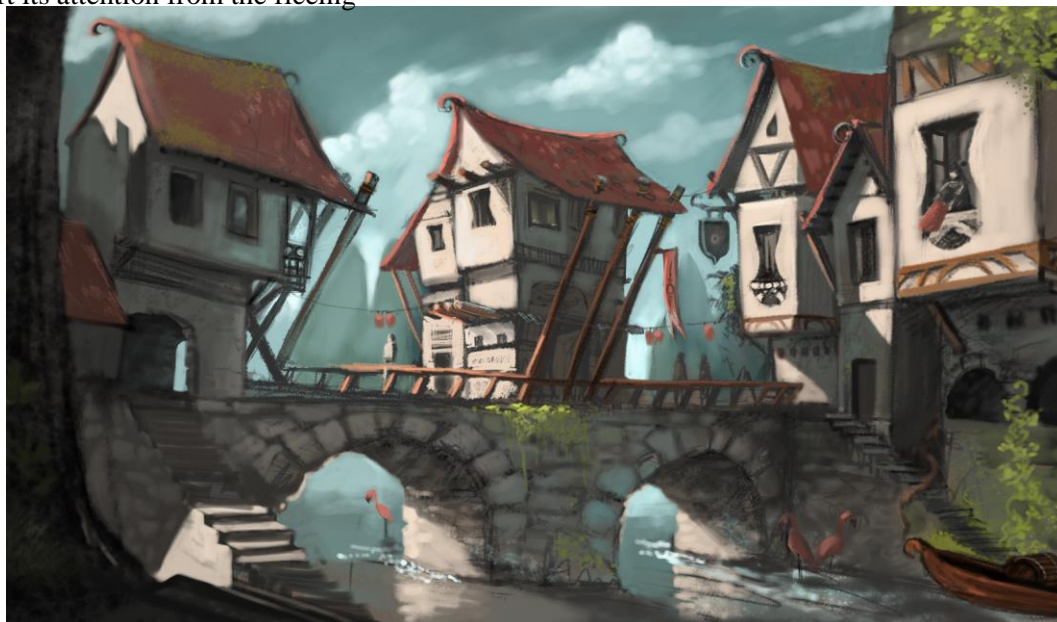
This encounter is for a 5th level party with 4 or more players.

As players approach a small town after a long day of travelling, they see a peculiar sight. A number of commoners are running and yelling out of the town, almost in a stampede. From behind the throng, a clanging of steel and thudding of something immensely heavy, can be heard approaching. A large steel bull, like something from a modron's nightmare, is charging along the road behind the scared folk, heading your direction.

The iron bull or **Gorgon** as they are commonly known, is around 60ft behind the villagers but is gaining on them steadily. It is unknown how such a beast happened upon such a town. The screaming villagers shout both to run for your lives, or save us please, as they approach you.

Around the party is a stereotypical town or village entrance, with 4 foot tall stone walls lining fields to either side of the roadway. Small trees dot either side of the roadway, as well as a fence post or lantern pole. The people seem to be obviously running along the roadway, almost corralled in by the short stone fences.

The Gorgon itself is enraged and would require a **DC20 Wisdom check** (animal handling) to know what could be done to calm it, or avert its attention from the fleeing villagers.



Rewards and Experience

If the characters are able to defeat the gorgon or restrain it, to avoid it injuring any of the townsfolk, the people will gather together 140gp for the party. Additionally the horns or other parts of the gorgon could be valuable alchemical components, at the DM's discretion.

The party should receive 1,800xp shared evenly for capturing or subduing the gorgon itself.

Additional hooks or opportunities:

- Perhaps the townsfolk blame the local wizard for summoning such a beast?
- Has the gorgon petrified any villagers that may need reviving for a greater reward?
- I bet the horns would make a sweet battle horn.

Creature Stats Used in this Encounter:

- Gorgon (*MM pg.171*)

Back Alley Brawling

This encounter is for any 3rd level or above party with 1 or more players.

Whilst walking through an area considered by most to be somewhat, dangerous. The party is approached by a dirty shirtless rogue by the name of Dankor. He looks you up and down and states the following in a seedy accent. "Wanna make a decent pocket of gold mate? I have just the opportunity for some one big like yourself" He motions the party slightly closer and whispers "unsanctioned bareknuckle boxin" finishing with a sly wink.

He steps back and points down a long dark alley, "There's a door at the end there, if you're interested, knock 5 times quickly in 1 hour from now. There's 500gp up for grabs."

The door the rogue pointed towards is a steel door with a black swan symbol stencilled upon it. After knocking as per the instructions, the party is greeted by a large muscular half orc bouncer, named Kulug. He brings the party forward and explains a few rules:

- Only 1 person can enter the event.
- No weapons can be used.
- The only magic that can be used is if it targets "self" and has a bonus action or a reaction cast time.
- Characters can use any abilities or feats they have if it does not contradict the previous 2 rules.
- Characters have to fight for 5 rounds or until they are knocked out or give up.
- If a character does become knocked out or surrenders they are only given half the money they have earned.
- The character can earn 100gp per round they win.
- Party members can use a **DC10 Wisdom check** (medicine) at the end of each round to heal 5 points of healing to the character fighting.

- Between each round is considered a short rest.

The first round is against a weedy middle aged man with **Commoner Stats**.

The second round is against a broad shouldered young man with **Bandit Stats**.

The third round is against a lean wood elf with **Scout Stats**.

The fourth round is against a ferocious looking half orc with **Thug Stats**.

The fifth round is against an Uhtgarde barbarian who stands 7 feet tall. He uses **Beserker Stats**

Rewards and Experience

If the character is able to defeat all five rounds they are able to claim the full 500gp reward.

The party should receive 125xp for each successful round, shared evenly.

Additional hooks or opportunities:

- Does the party intend on exposing such an event to local authorities?
- When is the next fight?
- All creature stats can be upgraded for stronger characters, for example using **Veteran, Assassin, Gladiator or Cultist stats**.

Creature Stats Used in this Encounter:

- Commoner (*MM pg.345*)
- Bandit (*MM pg.343*)
- Scout (*MM pg.349*)
- Thug (*MM pg.350*)
- Beserker (*MM pg.344*)

Puzzling Parchment

This encounter is for any level party with 1 or more players.

Overnight troubled dreams disturb your slumber. Incomplete warnings, distracting monstrosities and immobilising scenarios drift through your subconscious. Suddenly everyone sleeping sees the image of a rolled up parchment floating above the campfire, lit last evening as camp was established. All the players wake to an electric jolt. Hovering above a relit campfire is a parchment, rolled and hovering, just as they all dreamt. Inside the parchment is a message, “Work out the code, and rewarded you shall become”.

Written below, in Primordial script is the following text:

Gsv vovnmgh ziv ylgs blfi zoorvh zmw
blfi ulvh. Ovim gl ymw gsvn gldziwh
blfi droo zmw hllm blfi kldvi droo tild.

Once the code is discovered and translated, the scroll will magically set itself on fire, burning with a bright blue light and without heat. Once the fire extinguishers itself a brand new spell scroll will be resting in the same position the original parchment lay.

With a **DC20 Intelligence Check** (Arcana) the scroll can be identified as containing the level 5 spell **Conjure Elemental**.

The text that the players must translate is as follows:

The elements are both your allies and your foes. Learn to bend them towards your will and soon your power will grow.

Rewards and Experience

The party should each receive 15% of their current level in experience if they added in solving the riddle.

Additional hooks or opportunities:

- Who left the parchment?
- Does anyone from this area know of anything similar happening in the past?



Spring Clean

This encounter is for any level party with 1 or more players.

The township buzzes with excitement as the eve of the Greengrass festival has finally arrived. For a number of religions and deities, the next day holds many rituals to be performed. The town folk have, as per usual, started to clean out some of the local shrines and alters after the long hard winter.

Suddenly a number of shrieks and shouts can be heard coming from the north of town. Over the top of the low set buildings in the direction of the screams a massive oak tree seems to be moving about wildly.

As the party arrives they see a huge **Treant** trying to batter away a number of village folk who are brandishing lit torches. The villagers were trying to burn a number of wasp nests, which had sat on the treant over the past 6 months.

The treant, obviously being a bit nervous of fire, seems to have awakened, after over a century of sleep, to avoid being burnt.

The party will need to calm tensions between the villagers and the treant before the situation gets out of hand. This can be done by a number of **DC15 Charisma Checks** (persuasion or intimidation).

Fighting the treant on the eve of Greengrass would be considered unwise and would probably lead to some penalties, from the very gods the festival pays homage to.

Rewards and Experience

If the party is able to diffuse the situation without any damage being done to either party, spring related gods such as Chauntea or Mielikki may offer a boon or blessing, to the party. This could include perhaps advantage on any roll they choose, over the next month. Or perhaps, a blessing on their weapon giving it an additional +1 to attack rolls. These can be given at the discretion of the DM.

The party should receive 20% of their level in experience each.

Additional hooks or opportunities:

- What has else may have caused the Treant to stir from its deep slumber?
- Is the party interested in hanging around for the festivities?

Creature Stats Used in this Encounter:

- Treant (*MM* pg.289)

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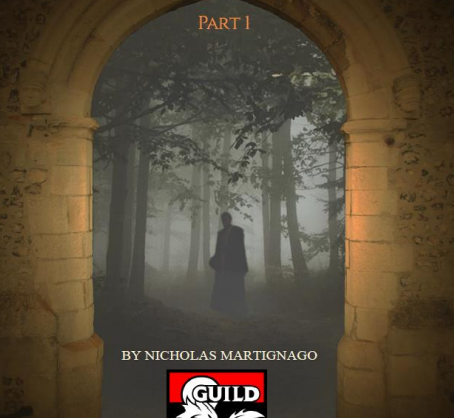


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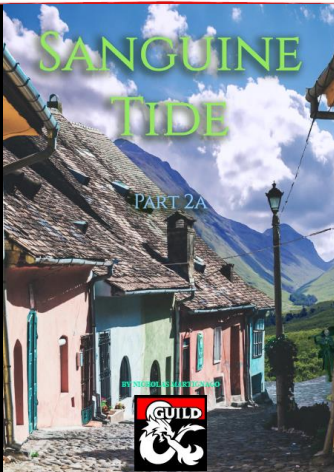


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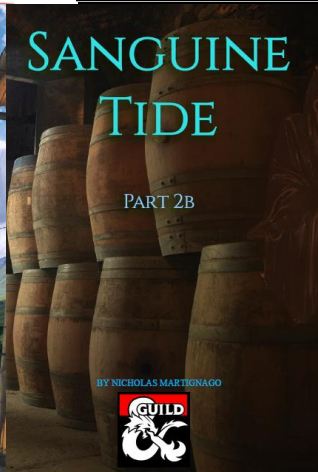


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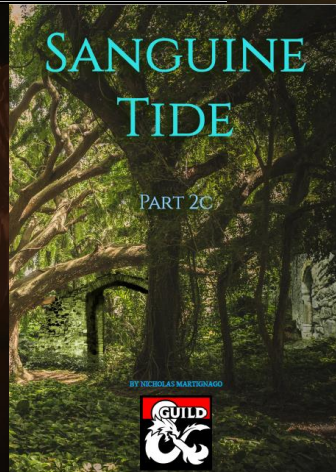


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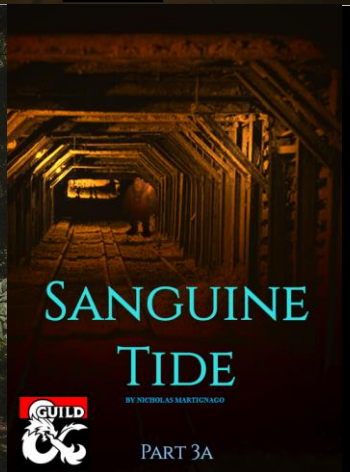


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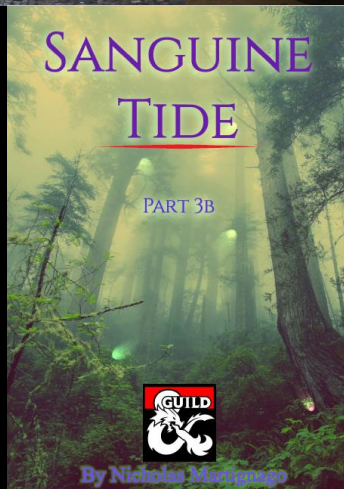


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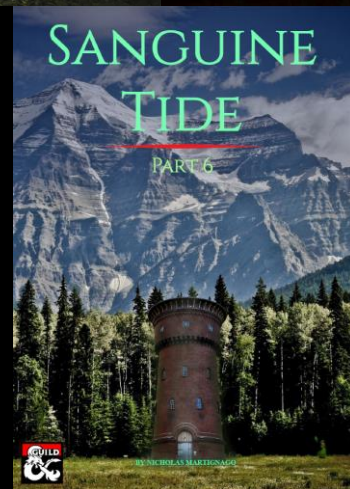


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