

RAPPAN ATHUK

Level 5D



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FROG GOD
GAMES

Level 5D

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978-1-62283-610-9

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Level 5D

How Green Was My Dungeon?

Long ago, The Green Father's followers venerated nature in the wilderness surrounding Rappan Athuk. Led by Damarren, their high priest, the primordial god's worshippers tenaciously clung to their sliver of unspoiled land amid the chaos around them. However, as their deity's influence waned, and Tsathogga's increased, their diminishing numbers could no longer fend off the influx of monstrous denizens and the Frog God's crazed servants pouring into the region. Under Damarren's guidance, his remaining forces retreated into the Dungeon of Graves itself in a last-ditch effort to avoid coming under the thumb of anyone but their primeval divine patron. The group successfully carved out a small niche in an isolated section within the massive complex, using a combination of magic, artistry, and a proverbial green thumb to give the level a woody overtone. Yet, one fateful day, their efforts were undone. When the demented worshippers of Tsathogga sacrificed a young girl to their loathsome deity, the creature arose from the grave as a dreaded forest child. Seeking the closest wilderness refuge, the unintelligent undead monster found its way to the nearest equivalent — The Green Father's natural sanctuary. In due time, the insatiable abomination devoured every living creature in sight, transforming the formerly lush, vibrant locale into a dilapidated remnant of its previous glory, teeming with the restless souls of those it devoured.

5D-1. Welcome to the Jungle

Tangled vines and rampant undergrowth conceal the ancient entrance into The Green Father's lost refuge. It takes a successful DC 15 Wisdom (Perception) check to spot the stone portal granting access to the level through the dense vegetation concealing the passageway beyond it. An archaic glyph once protected the entrance, but the forest child triggered the hidden trap prior to her rampage. The characters can opt to squeeze through the packed greenery with a successful DC 10 Dexterity check, push through it with a successful DC 10 Strength check, or hack through it (AC 11, HP 9). If the characters remove the vegetation completely, an act which takes 1 minute to perform and requires no check, an inscription written in Common around the archway proclaims, "Blood curdles, flesh fades, but green remains."

5D-2. Green Leaves

Despite the lack of sunlight and water, patches of mold tenuously cling to the stone walls and ceilings. Crude drawings and paintings depicting humans and elves hunting all manner of beasts fill in the spaces between the greenery. The faint aroma of freshly hewn grass lingers in the air, suppressing the stench of mildew from the indigenous plant life on the walls and the reek of rotting leaves, wood, and other dead vegetation covering the floor. The unsettling sights and sounds of primordial screams, bestial growls, the sudden appearance of eyes peering around a corner, and other disturbing visual and audible illusions randomly occur within the corridor. These effects duplicate those created by a *minor illusion* spell with DC 16 Spell save DC, lasting for one minute before vanishing into

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Difficulty Level: Tier 3

Wandering Monsters: Check once per hour on 1d20.

| d 20 | Encounter |
|-------|-------------------|
| 1–5 | 1d3 banshees |
| 6–8 | 1d6 ghouls |
| 9–12 | 1d2 wraiths |
| 13–20 | 2d6 violent fungi |

General Features

Atmosphere: Evil from Areas 5D-3, 5D-4, 5D-4A, 5D-5, 5D-6, 5D-8, 5D-10, and 5D-11. Magic from Area 5D-9, 5D-10, and 5D-12. There are no light sources in the rooms and corridors unless otherwise specified in the area's description.

Ceiling Height: 10 + 1d4 feet high unless otherwise noted.

Doors: The doors throughout the complex open with ease.

***Secret Doors:** Require a successful DC 15 Wisdom (Perception) check to find and a successful DC 18 Intelligence (Investigation) check to open. They can otherwise be opened with a successful DC 22 Strength check or by doing 25 hit points of damage against AC 17. They are noted on the map as an "S".

Traps: Areas on the map noted by a boxed "X" contain a camouflaged spiked pit trap covered over by rotting vegetation. Spotting one requires a successful DC 18 Wisdom (Perception) check. The trap can be bypassed, but not permanently sabotaged without completely covering the pit opening. The pit is 40-feet deep. Creatures who fall into the pit take 14 (4d6) bludgeoning damage from the fall and another 7 (2d6) piercing damage from poisoned punji sticks lining the bottom. In addition, a creature who takes piercing damage from the punji sticks must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

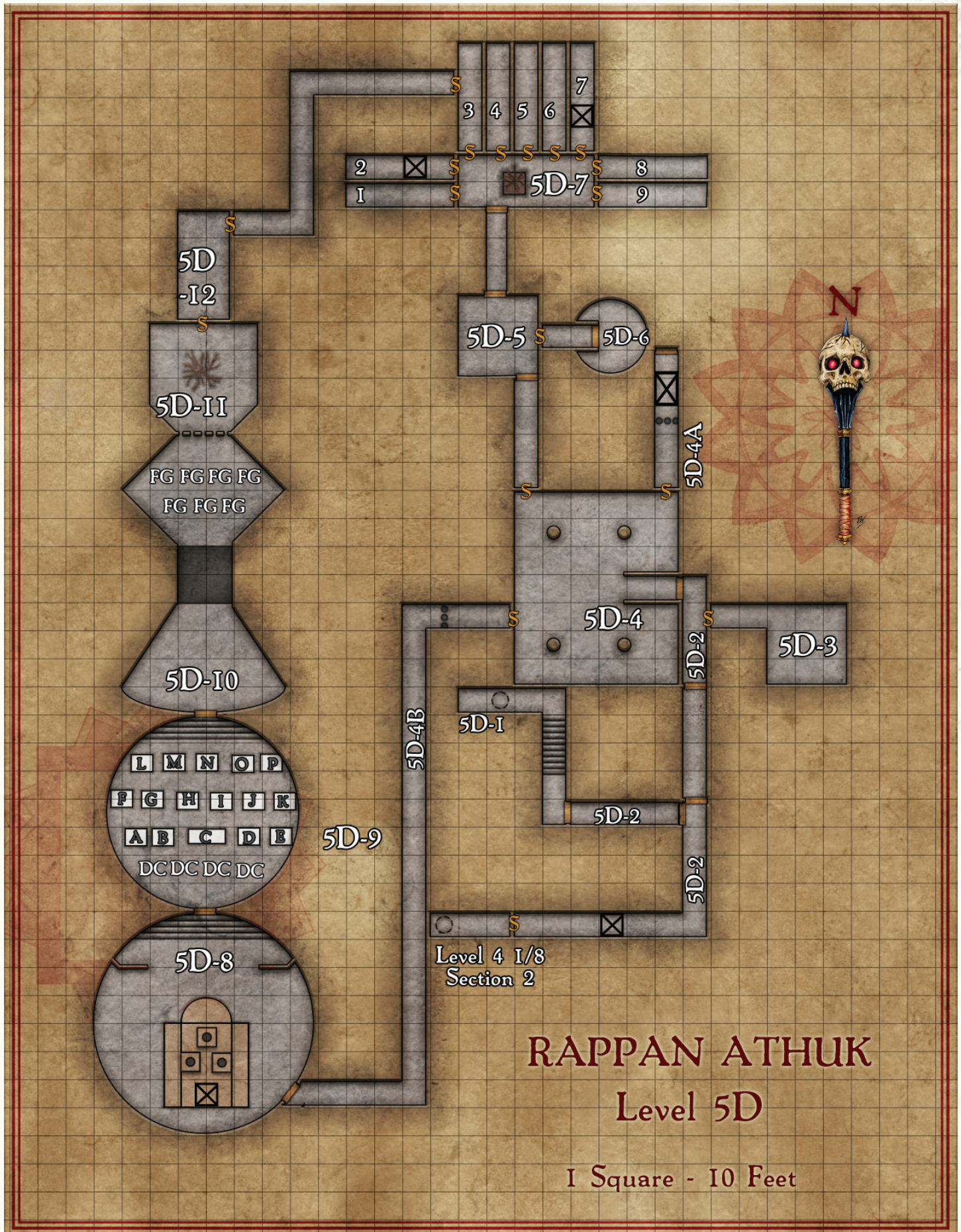
Shields and Wards: Inlaid lead shields Areas 5D-7 against divination magic.

Surfaces: The walls, floors, and ceilings are made from cut stone. The walls, columns, and other features are coated with fungi, lichens, and other simple plant organisms. Dried leaves, pine cones, warped branches, and other dead vegetation cover the floor, making the entire complex into difficult terrain.

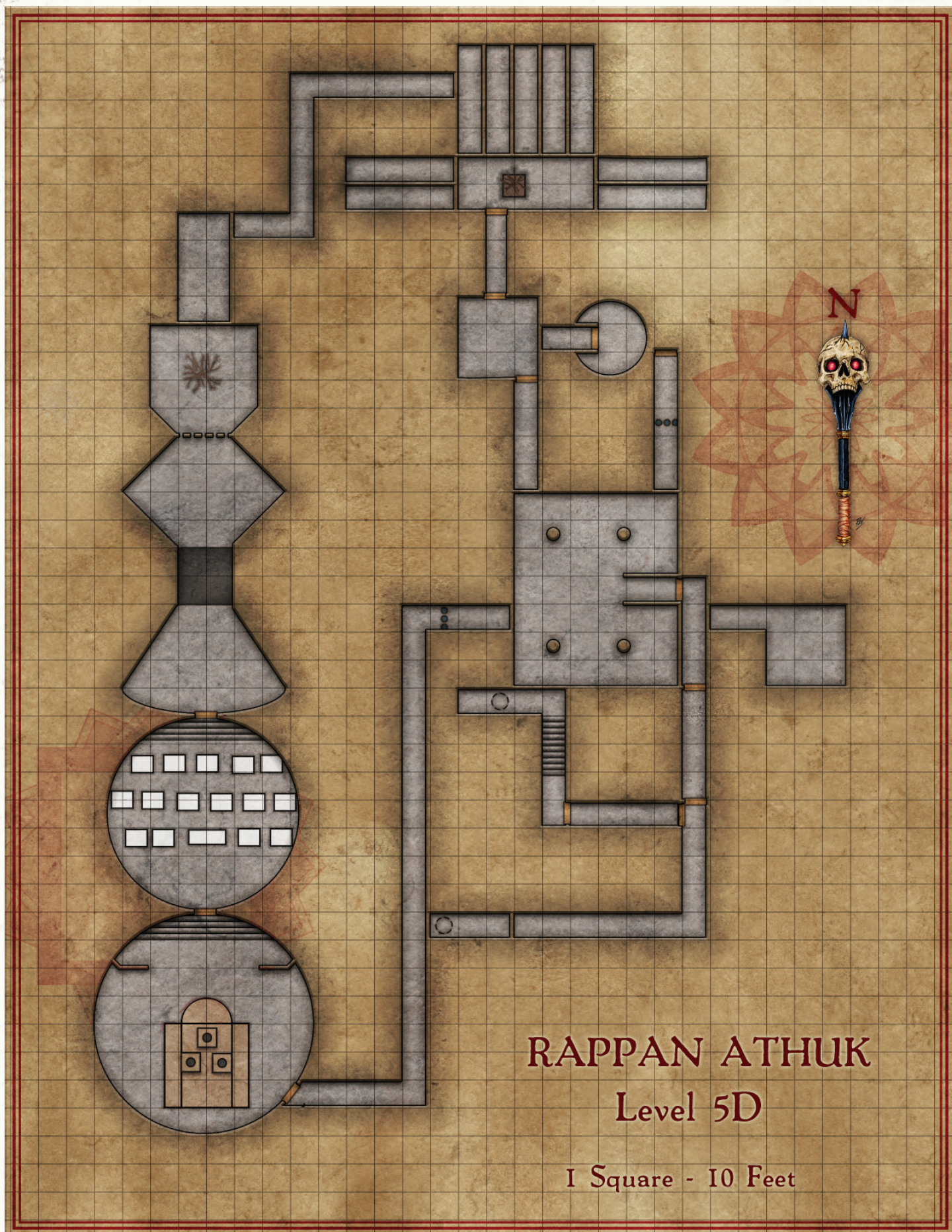
nothingness. There is a 30% chance of encountering one of these illusions each minute spent exploring the corridor.

5D-3. Dirty Deeds

Originally used to store excess earth, dirt, and clay, this isolated chamber served a grimmer purpose as the forest child's rampage spread. With no time to bury their dead who avoided becoming the forest child's next meal, the desperate survivors flung their corpses into this storage area to give them at least a semblance of a proper burial. In time, roughly thirty bodies found their way onto this festering heap, transforming the soil into a dreaded **corpse mound** (see *Tome of Beasts* by Kobold Press). The vengeful heap of decomposing matter and gnawed bone attacks any



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unlucky creature who opens the door. The roiling amalgamation prefers human victims, but happily settles for any humanoids who cross its path. The monster attacks until destroyed.

from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The shambling mound makes two Slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8+4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

Treasure: The banshees' cache includes six emeralds worth 500 gp each, three amber brooches worth 100 gp each, a petrified wooden holy symbol worth 50 gp, and ten turquoise stones worth 10 gp each. It takes a successful DC 10 Intelligence (Religion) check to recognize the holy symbol as a relic connected to The Green Father.

5D-4A. Door to Nowhere

An iron portcullis bars passage into the corridor beyond it. Oddly, there are no visible or concealed levers, switches, or other means of raising the heavy metal barrier. Nonetheless, the portcullis can be breached by prying its bars apart with a successful DC 25 Strength check, and then slipping through the space with a successful DC 10 Dexterity check. (A Small creature has advantage on the preceding Dexterity check, while a Large creature has disadvantage. Huge and Gargantuan creatures cannot slip through the bars, while Tiny creatures automatically succeed.) Alternatively, the adventurers can pound through the portcullis (AC 19, HP 10; damage threshold 15; resistance to piercing damage).

After bypassing this obstacle, the characters can proceed to the false wooden door at the end of the hallway, though another concealed danger (**camouflaged poisoned spiked pit trap**) awaits the adventurers prior to reaching their destination. If the characters circumvent the preceding hazard, the false door awaits them. Whenever a creature or an object touches the door, it detonates an **exploding door trap** doing 25 (10d6) piercing damage to all targets within 30 feet of the door. It takes a successful DC 20 Wisdom (Perception) check to detect the trap, and a successful DC 20 Dexterity check made with thieves' tools to disarm it. After the door explodes, the absciss reveals a solid stone wall leading nowhere.

5D-4B. Sliding Bars

Black and green strands of mold cover the slimy walls. The corridor is generally featureless save for an iron portcullis. This barrier shares the same statistics as its counterpart in **Area 5D-4A** with one noteworthy exception. The portcullis can be easily raised by shirting the gate a few inches south and then lifting it up. It takes a successful DC 20 Intelligence (Investigation) check to ascertain this fact.

5D-5. Uncultured

In his last desperate moments, Damarren's most learned naturalist conducted desperate experiments to stave off becoming the forest child's next meal. Although he failed in his primary objective, he sadly succeeded in setting the stage for creating another monstrosity, the 2 **bileborns** (see *Tome of Blighted Horrors* from **Frog God Games**) who now inhabits the

5D-4. Garden of Screams

Under Damarren's tutelage, the community's elf maidens tended to The Green Father's wondrous gardens, feeding and nourishing the greenery under their care. During its heyday, the artificial conservatory boasted an impressive array of perennials, orchids, and other colorful flowers. The forest child's insatiable appetite rendered their efforts for naught. When the ravenous undead devoured the gardens' caretakers, the delicate, temperamental flowers quickly wilted and died, ceding dominance to the suppressed weeds lying dormant among them.

However, the elves who loved and doted on their prized plants refused to allow the transgression to go unanswered. They immediately coalesced into spiteful banshees seething with hatred. Their anger proved so great, the plants formerly in their care transformed into 2 **shambling mound zombies**. Right now, 2 **banshees** (see the *Monster Manual* by Wizards of the Coast) loiter around the cracked flower beds and broken pots overrun with malodorous, dry earth and a thin layer of mildew.

When the characters enter their domain, one of the banshees immediately wails, while her counterpart screams, "The girl killed the flowers! The ravenous child devoured everything! All is lost! Nature stands defeated!"

If the characters inquire further, the banshee responds, "No one is innocent! Trust nothing!" The undead spirits speak no more. The ominous warning forebodes what awaits the adventurers when they meet the forest child in **Area 5D-11**. Although the banshees can pass through the walls and escape, they refuse to leave what they deem to be sacred ground. The shambling mounds under their charge follow their orders without question attacking the characters with unbridled fury. Unlike typical flesh zombies, the only features belying their undead nature are their gnarled branches, their brown, dying leaves and vines, and the stench of rot accompanying the shuffling heaps of moldy vegetation.

Foul smelling black dirt covers much of the floor in addition to the compost found throughout the complex. During their mortal lifetimes, the five elves who lavished their love upon their green friends buried their valuables beneath the soil. Although they no longer care for these objects, the pile where they lie buried is still visible to an astute character who succeeds on a DC 20 Wisdom (Perception) check.

SHAMBLING MOUND ZOMBY

Large undead, unaligned

Armor Class 12 (natural armor)

Hit Points 68 (8d10+24)

Speed 20 ft., swim 20 ft.

| | | | | | |
|---------------|--------------|---------------|--------------|--------------|--------------|
| STR 18 | DEX 6 | CON 16 | INT 3 | WIS 8 | CHA 5 |
| (+4) | (-2) | (+3) | (-4) | (-1) | (-3) |

Damage Resistances cold, fire

Damage Immunities lightning, poison

Condition Immunities blinded, deafened, exhaustion, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages –

Challenge 3 (700 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or

Poison Ivy (Contact)

This toxin is distilled from urushiol, the oily substance harvested from the leaves of the poison ivy plant. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 7 (2d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 4 hours, taking 3 poison (1d6) poison damage on a failed save. After three successful saving throws, the effect ends and the creature is no longer poisoned.

converted horticulture lab. His combination of alchemical components, organic raw material, and the forest child's malevolence originally gave rise to one of these dreaded creatures. Over time, the monstrosity split into two.

The monsters appear as two tangles of rotting, spasming flesh and mangled body parts. The creatures constantly jerk, as if countless impulses were sending random, chaotic signals to its frayed nerves. The apparent epicenter of neural activity is a cluster of decapitated heads mumbling incoherent utterances. Despite its numerous "heads", the bileborn displays little if any intelligence. Its lone goal is to add more organic material to its loathsome body. When the monsters first spot trespassers, at least one of them unleashes a babbling scream. They cannot formulate any coherent battle plan. Therefore, beyond shouting incoherently, the monsters' actions are governed more by random inclinations than any actual thought process.

After eradicating the bileborn threat, the characters may explore the former horticulture laboratory. Little remains intact after the forest child's incursion and the bileborns' creation. The monsters destroyed the tables and alchemical equipment, as well shattering the numerous jars, beakers, and vials stored on those tables. Broken pottery and clumps of earth tangled with knots of roots are strewn about the floor. Amid the clutter, a character who succeeds on a DC 15 Wisdom (Perception) check discovers a small, locked iron safe built into the wall behind an overturned bench. The key required to open the safe has long since vanished, forcing the characters to resort to other means to open the device. Removing it from the wall demands a successful DC 30 Strength check or chipping it away from the surrounding stone (AC 17, HP 25, damage threshold 15; resistance to piercing damage). Alternatively, a character can bypass the lock with a successful DC 20 Dexterity check made with thieves' tools.

Treasure: The safe contains four vials of antitoxin, three doses of poison ivy (see below), and two *spell scrolls* with *plant growth*.

5D-6. Bullet with Butterfly Wings

Many cultures revere butterflies for their remarkable beauty and grace. The Green Father's worshippers are no exceptions. They kept a vast collection of these colorful insects within a warm, humid environment flush with organic matter for them to feed upon and make their abodes. Of course, maintaining a controlled environment requires outside intervention. When their caretakers found their way into the forest child's ravenous belly, the pampered pets quickly succumbed to the suddenly drier conditions with two noteworthy exceptions. Interspersed among the common species were several specimens of rare, carrion eating butterflies. While their kin figuratively dropped like flies, these opportunistic butterflies fed on their remains.

Nonetheless, the butterflies' survival remained in the balance until fate intervened. The desperate Damarren summoned a fiend to battle against the interloper and within the conservatory, they waged an epic contest with the forest child prevailing. While the undead devoured the corpse, the butterflies joined in the feast, transforming them from exotic yet ordinary insects into 2 **death butterfly swarms** (see *Tome of Beasts* by Kobold Press). The beasts prefer the taste of undead flesh over that of the living, causing them to attack these abominations first. If the characters exercise control over the butterflies or capture them, they can be used

as unwitting allies who single out the characters' undead adversaries. Characters unable to command or subjugate the tiny beasts must instead fight them as the hungry insect swarms encircle their living enemies.

The caretakers' demise also created another unintentional consequence. The organic debris littering the floor and ceiling combined with the high humidity transformed the ground into a shallow bog. In addition to being treated as difficult terrain, a creature who moves into the 6-inch deep mire for the first time on a turn must succeed on a DC 10 Strength check or have disadvantage on all Dexterity saving throws. Furthermore, the conditions transformed the organic matter into peat. Attacks dealing fire damage automatically ignite the highly flammable material. A creature who first steps into the smoldering muck or ends its turn in contact with the floor takes 7 (2d6) fire damage. (The butterflies always hover above the flames.)

To make matters worse, peat fires belch out noxious, black smoke. Wispy vapors fill the area 1d4 rounds after the fire starts, reducing the visual conditions to lightly obscured. If the fire continues for 1d4 rounds thereafter, the thick clouds reduce visual conditions to heavily obscured. When this occurs, all creatures within the area, including the butterfly swarms, must succeed on a DC 10 Constitution saving throw at the beginning of each turn or be poisoned for as long as the creature remains within the room and the fire rages. The smoke dissipates only when the flames have been fully extinguished for 6d6 minutes.

5D-7. Number Nine, Number Nine

Solving the numerical riddle in this topiary likely requires some botanical knowledge and mathematical skill. Its lone feature is a square flower bed with a 6-foot high, perpendicular petrified wooden pole imbedded into the earth. The wilted remains of a mangrove shrub clipped into the likeness of a nearly closed question mark still cling to its neighboring support structure. The plant's pneumatophore root structure protrudes through the arid dirt. Upon closer examination, the characters can discern several critical clues to solving the puzzle.

A character who studies the shrub and succeeds on a DC 15 Intelligence (Nature) check identifies the plant as a mangrove. Furthermore, the adventurer also determines that the woody fingers sticking out of the ground are extensions of its roots. A character who examines the pole and succeeds on a DC 15 Wisdom (Perception) check notices strands of fibrous material wrapped around the wooden object at the 4-foot mark, which roughly corresponds with where the plant would be attached if the question mark were actually closed. In this scenario, the mangrove resembles the number nine.

When the clues are put together — the square flower box, the exposed roots, and the number nine, the pieces point towards the square root of nine, which is three. The next part of the solution requires the characters to interpret a phrase inscribed above the inside of the door connecting the room to the corridor. Mold has partially obscured the words written in Common, while time has erased several of the letters. Therefore, it takes a successful DC 15 Wisdom (Perception) check to detect the letters scrawled onto the stone surface. The message reads "F-l-ow -e", which was intended to say, "follow me."

The preceding portion of the riddle refers to the nine secret doors built into the west, north, and east walls. Unlike the other secret doors in this complex, the hidden portals are comparatively easier to find, suggesting there were intended to be discovered. Fortunately, they are just beyond the forest child's ability to readily locate. It takes a successful DC 15 Wisdom (Perception) check to locate the concealed door, and a successful DC 10 Intelligence (Investigation) check to figure out the door must be shifted slightly to the left before opening. If all else fails, the characters can bust through the door with a successful DC 20 Strength check or batter it down (AC 17; HP 15; damage threshold 10).

If the characters adhere to the instructions to "follow me" and count the doors from left to right beginning at the entrance and ending with the third door, they find the safe passageway leading to the secret door out of this chamber. When each secret door is opened, the corridor beyond it

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appears nearly identical. Varying degrees of mold, lichens, and compost material cover the floors, walls, and ceiling. With the exception of the third corridor, the remainder brandish devilish traps. Corridors 2 and 7 contain the **camouflaged poisoned spiked pit traps** scattered through the level.

Corridors 1, 5, and 8 contain **ensnaring vegetation traps**. Whenever the corridor is occupied by at least one living creature for 1d4 consecutive rounds, green vines instantly emerge from the walls, floor, and ceiling. It takes a successful DC 16 Intelligence (Investigation) check to detect the trap and a successful DC 16 Intelligence (Arcana) check to remove it. The trap can also be dispelled with *dispel magic* successfully cast against a 6th level spell. The vines duplicate the effects of a *black tentacles* spell lasting 1 minute before dissipating into nothingness.

Corridors 4, 6, and 9 feature a **magical mold spores trap**. When the corridor is occupied by at least one living creature for 1d4 consecutive rounds, the mold covering the walls release a cloud of toxic spores. It takes a successful DC 16 Intelligence (Investigation) check to detect the trap and a successful DC 16 Intelligence (Arcana) check to disarm it. The trap can also be dispelled by successfully casting *dispel magic* against a 6th level spell. A creature within the corridor must make a DC 13 Constitution saving throw. On a failed save it takes 14 (4d6) poison damage and becomes poisoned. On a successful save, the creature takes half damage and is not poisoned. The poisoned creature must repeat the saving throw every 1 minute, suffering one level of exhaustion at the end of its turn on a failed save. After two successful saves, the poison ends. Creatures who do not breathe are immune to this effect.

5D-8. Altered States

Damarren and his followers believed they could only attain true harmony with nature by reaching an altered state of consciousness, a feat they achieved by inhaling hallucinogenic vapors. Unfortunately, attaining this heightened sense of reality came with a hefty price. Still clinging to the vestiges of the past, one of The Green Father's priests continues to oversee the controls that release the burnt fumes into the circular chamber. Perched atop a dais elevated 30 feet above the ground, the disloyal servant turned away from his deity during his final hours and pled to the demon lord Orcus for assistance fighting the forest child. His cries fell upon deaf ears, but his treachery did not go unnoticed. The Green Father transformed the priest into a **huecuva** (see *Tome of Horrors* by **Frog God Games**), consigning the undead monstrosity to the task of igniting the ancient leaves stuffed within three altars on the dais. A lit brazier filled with peat rests upon each malachite altar whose surface contains numerous holes and grooves allowing the smoke to filter out of the receptacle. The huecuva must use an action to set each altar's contents aflame. When it succeeds at this endeavor, the altar billows out wispy smoke causing the 20-foot-radius area around the altar to be lightly obscured. More importantly to the adventurers, a creature inhaling the smoke is subjected to a **hallucinogenic fumes trap**. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must make a DC 13 Constitution saving throw. On a failed save, the creature takes 14 (4d6) psychic damage and is poisoned for 1d4 minutes. On a successful save, the creature takes half as much damage and is not poisoned. A poisoned creature also suffers intense hallucinations, causing double vision. The poisoned creature must roll 1d20 prior to making an attack roll. On a roll of 8 or lower, the poisoned creature targets an imaginary duplicate of its opponent, automatically missing its intended target. It takes a successful DC 15 Intelligence (Investigation) check to detect the trap, and a successful DC 15 Intelligence (Investigation) check to jury rig a means of disarming the trap before it is activated or inhibiting the smoke after it is activated.

Reaching the top of the dais can be a challenge for characters who must scale its sheer walls to ascend to its zenith. It takes a successful DC 10 Strength (Athletics) check to climb up the surface. A character who gets to the top of the dais discovers a grand coffin crafted from bones stitched together with plant fibers along with the three malachite altars. The casket has no lid and can only be breached by physically cutting it open (AC 13, HP 15; damage threshold 5; resistance to piercing and bludgeoning damage) or withering it with a *blight* spell or similar magic. When sliced

open, the sarcophagus contains the desiccated corpse of Damarren's predecessor, Arnacles, interred with his worldly belongings.

The huecuva abandoned his patron deity in his darkest hours, but the 6 **will-o'-wisps** floating behind the stone pews remained true to The Green Father until the end. Sadly, fidelity could not spare them from their melancholy fate. The tiny, undead balls of malevolent light swarm trespassers, preferring to hover above their enemies and shock them before disappearing from sight and repeating the process anew. The huecuva and the will-o'-wisps are immune to the hallucinogenic fumes trap. They suffer no debilitating effects from the smoke, though they still treat the area as being lightly obscured.

The domed chamber's apex reaches a height of 65 feet, gently tapering off to a height of 35 feet along the edges. The stone stairs in the northern section rise 15 feet, culminating in a door bearing the image of a rack of antlers emblazoned on it.

Treasure: Arnacles still wears his +1 *leather armor of fire resistance* and holds his *staff of withering* in his bony hands. A lapis lazuli band strapped around his skull is worth 1,000 gp.

5D-9. Unholy Cow!

Prior to the forest child's arrival, The Green Father's servants devised a method of growing grass in this spacious, subterranean chamber. The purpose was twofold. The greenery reminded them of the outdoors, giving their honored dead an appropriate burial ground, and it provided a food source for their contingent of wild animals including an odd quintet of cattle. Unbeknownst to them, 5 **death cows** (see *Tome of Horrors* by **Frog God Games**), alien bovines from another world masquerading as ordinary animals, had infiltrated their ranks just prior to the forest child's arrival. While the ravenous monster hungrily devoured the other beasts, these five monstrosities endured.

When the characters view the scene, they find dozens of various animal skeletons curiously strewn around the edges of the crude cemetery. Amid the sixteen sarcophagi also fashioned from bones and fibrous materials, stand five inexplicably healthy cattle. The death cows exchange moos while staring quizzically at the intruders. A character who hears the mooing and succeeds on a DC 25 Wisdom (Insight) check denotes a pattern within the sounds, suggesting they represent words in an intelligible language rather than randomly generated noises. After 1 minute of strategizing, one death cow lets loose a terrifying war moo, signaling the others to instantly stand upright on two legs and retrieve their greatswords. For the remainder of the combat, the death cows alternate war moos, while circling around their adversaries.

The death cows never stray more than 60 feet away from the center of the room. A *hallow* spell cast around the perimeter of the coffins keeps the forest child at bay. The other animals who left the protective circle soon fell prey to the voracious undead. In addition, the caster bound an extra effect to the spell, granting courage to all creatures in the affected area. Although the death cows exhibit no qualms attacking the adventurers, escape remains their primary objective. If the characters communicate with the monsters, they agree to cease hostilities and work towards devising a solution to their current predicament. The death cows refuse to fight the forest child under any circumstances after witnessing the creature practically inhale large beasts with astounding ease. They warn the characters to beware of the forest child's ability to bewitch enemies and lull them into a dreamlike state.

Like Arnacles's sarcophagus in **Area 5D-8**, these coffins have no discernible lids and seem to have been woven around the decedent akin to a cocoon. They must be cut open (AC 13, HP 15; damage threshold 5; resistance to piercing and bludgeoning damage) or withered with a *blight* spell or similar magic. Coffins lacking any treasures appear here. Those containing valuables can be found in the subsequent **Treasure** section.

Coffin A: The skeletonized remains of a wizened druidess occupy the fibrous container. A successful DC 10 Intelligence (Medicine) check confirms she died from blunt force trauma to the head.

Coffin E: The coffin contains the corpse of an infant girl wrapped inside a thick, woolen blanket.

Coffin F: All creatures within 10 feet of this opened coffin must succeed on a DC 10 Constitution saving throw or be incapacitated for 1 minute by the potent stench of decomposition. Scattered bone fragments from the

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skull and pelvis are all that remains of this individual.

Coffin J: When this coffin is cut open, it triggers a *magic mouth* spell. A loud voice shouts, "Thief! Thief! Can't you tell I'm already dead! Oh, and I don't have anything. Now who's laughing? Me, that's who." The mummified body of a young man is positioned face down with its two middle fingers extended outward. A successful DC 10 Intelligence (Medicine) check confirms the person died from a deep laceration to the neck.

Coffin M: This young man's cause of death is patently obvious. His skeletal hands are still bound behind his back, and a noose is wrapped around his neck.

Coffin P: This coffin is empty.

Treasure: The coffins listed below contain something of value.

Coffin B: A young girl wrapped inside a fraying, linen shroud clutches amber prayer beads worth 25 gp in her tiny hands. Her cause of death is not apparent.

Coffin C: An adolescent, mummified boy wears *+1 hide armor* over his thin frame and holds an ornate club worth 50 gp in his left hand. A successful DC 15 Wisdom (Perception) check reveals a deep wound piercing the young man's ribs directly over his heart.

Coffin D: The characters find a skeleton missing its lower left leg and several fingers. A gold ring inset with a ruby fell off an intact finger, depositing it within the coffin's fibrous material. It takes a DC 10 Wisdom (Perception) check to locate the jewelry piece, which is worth 225 gp.

Coffin G: Only a skull with four golden incisors worth 50 gp each remains within this casket. The other teeth are all missing.

Coffin H: A mummified older woman wearing a luxurious yet moldy fur cloak worth 25 gp lies in state. A silver necklace with an amethyst pendant is draped around her neck. This piece of jewelry is worth 75 gp. A cause of death is not apparent.

Coffin I: A disturbing smile seems to be etched onto the face of a mummified, burly man. The cause of death seems obvious as a jagged piece of metal protrudes from the center of his chest. His clothes rotted long ago, revealing a small packet, which turns out to be *dust of disappearance*. It takes a successful DC 5 Wisdom (Perception) check to locate the item.

Coffin K: Gray hair still clings to the scalp of an otherwise skeletonized male elf who still wears his beloved *boots of elvenkind* and his *bracers of defense*.

Coffin L: A *glyph of warding trap* protects this coffin against vandalism. The trap is triggered when the casket takes 15 or more points of damage. It takes a successful DC 20 Intelligence (Investigation) check to locate the trap, and a successful DC 20 Dexterity check made with thieves' tools or an Intelligence (Arcana) check to disarm it. When the trap is triggered, creatures within a 20-foot-radius sphere centered on the casket must make a DC 15 Dexterity saving throw. A creature takes 31 (7d8) thunder damage on a failed saving throw, or half as much damage on a successful one. Inside the coffin, the characters discover a *gem of seeing* resting in the palm of a skeletal hand. There are no other bones here.

Coffin N: An almost perfectly preserved man clutches the skull of a large predatory beast in his fleshy hands. A *javelin of lightning* rests at his side. A character who examines the body and succeeds on a DC 10 Intelligence (Medicine) check notices a gangrenous bite wound on his lower torso.

Coffin O: Almost every bone on this mangled skeleton bears blatant bite marks. The culprits, two giant rats inexplicably buried with the unfortunate soul also died long ago. The hungry animals consumed every scrap of flesh, though they left behind a *ring of water walking* and a pouch containing five rubies worth 500 gp each.

5D-10. Aviophobia

Withered vines and weeds litter the thin, dry earth covering the stone floor of an oddly shaped room consisting of two wedges separated by a deep, rectangular chasm. The perilous abyss reaches a depth of 100 feet, culminating in a hard surface filled with perpendicular wooden spikes embedded into the ground. A creature falling into the chasm takes 35 (10d6) bludgeoning damage from the tumble and 14 (4d6) piercing damage from the spikes. A 1-foot wide stone plank spans the distance between the two edges. A character walking across the plank must succeed on a DC 10 Dexterity (Acrobatics) check to maintain their balance when they first step onto the plank and if they end their turn on the plank. A character who fails the check falls into the chasm unless the character succeeds on a DC 15 Dexterity saving throw. (A character who ends its turn more than 10 feet from one of the edges suffers disadvantage on the preceding saving throw.)

Naturally, the characters may take flight to avoid this hazard, a factor Damarren counted on when he devised his insidious **magical aviophobia trap**. When a creature is not in direct contact with any surface in the room, an overwhelming phobia grips it unless the creature succeeds on a DC 15 Wisdom saving throw. On a failed saving throw, the creature must be in physical contact with any surface by the end of its turn or take 22 (4d10) psychic damage. A character who fails the saving throw and ends its turn on the ground does not take psychic damage, but it is restrained. At the end of each of its turns thereafter, the target can make another Wisdom saving throw. On a success, the effect ends. The creature is also immune to the effect for the next 24 hours. Creatures immune to the frightened condition are also unaffected by this trap.

The characters more pressing issue is the 7 **fear guards** (see *Fifth Edition Foes* by Frog God Games) positioned on the northern wedge. The undead monsters take full advantage of the terrain and the trap. They fly across the chasm, ignoring the effects of Damarren's magic

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Challenge 14 (11,500 XP)

and assault the characters with their greatswords. These incorporeal monsters appear as hooded humanoid figures outfitted in flowing gray robes over a suit of ghostly armor. The fear guards predominately attack with their greatswords, though the marginally sentient creatures also supplement their devastating swings with *inflict wounds* and *ray of enfeeblement* spell attacks. The fear guards were the last remaining vestiges of the level's previous occupants who were presumably the worshippers of an evil deity.

Unable to consume their incorporeal bodies, the forest child ignored the fear guards, taking up residence in **Area 5D-11** just beyond the north wall, which radiates magic. The north "wall" consists of two barriers, a thin sheet of balsa wood painted to resemble stone, and a more formidable invisible *wall of force* in front of it. The extensive chipping, peeling, and warping prevalent on the wooden obstacle allow a character to recognize the second wall's true nature with a successful DC 5 Wisdom (Perception) check. If the characters destroy the *wall of force*, prying the boards away or breaking through the balsa wood takes a successful DC 5 Strength check.

5D-II. Hunger Games

Damarren and his few remaining followers made their final stand against the **forest child** within this sanctuary where The Green Father's sacred tree once flourished. The forest child's pervasive evil and hunger reduced the deity's beloved oak into a rotting stump with an expansive cavity in its face. To protect the tree from certain destruction, Damarren cajoled the congregation's resident wizard to use his *spell scroll* to conjure the transparent *wall of force* separating **Areas 5D-10** and **5D-11** before hastily erecting the second wall to conceal their presence. Unfortunately, the last-ditch effort failed. The forest child used a legendary action to teleport into the chamber, where it devoured every last piece of flesh on Damarren's body along with every sliver of meat from his wizard ally and a ranger companion. The horrific circumstances of their death raised their mortal bodies as 3 **skeletons** who accompany their brutal killer. Over the years, the forest child scattered their possessions throughout the level.

Despite her gruesome crimes and the vines and roots protruding from her flesh, the forest child appears childlike and innocent. The young girl's doe eyes and slight stature convey her tragically lost youth and naivety. The scent of freshly disinterred earth accompanies her.

When the characters first encounter her, the young girl politely asks in Common, "A morsel I beg. Just a small taste." Although her plea seems harmless, simply hearing her voice subjects the listener to the monster's coddling trait. The abomination then races forward, baring its teeth and expanding its jaws far beyond their physical limits. The skeletons follow right behind her in close pursuit. The forest child has only one concern on its mind — eating every ounce of organic matter it can find. The forest child and her minions lack any strategies or tactics. Her only goal is to fill her belly by any means necessary.

FOREST CHILD

Small undead, neutral evil

Armor Class 18 (natural armor)

Hit Points 209 (22d6 + 132)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 13 (+1) | 20 (+5) | 23 (+6) | 7 (-2) | 16 (+3) | 18 (+4) |

Saving Throws Dex +10, Con +11

Damage Resistances necrotic; bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconsciousness.

Senses darkvision 60 ft., passive Perception 13

Languages None, though it repeats a few phrases in any languages common to the region (see below).

Boundless Hunger. The forest child can eat the flesh of living beings very quickly, without sating its appetite. When eating, its mouth stretches impossibly wide to reveal a limitless void. When a forest child bites a creature and rolls a 20 on the attack roll, that target must succeed on a DC 19 Constitution saving throw. On a failed save, the forest child dismembers one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, the forest child removes a chunk of flesh from a portion of its body instead.

Coddling. Any humanoid within 100 feet who hears the forest child's voice must succeed on a DC 19 Wisdom saving throw or be charmed by the forest child. The charmed creature regards the forest child as a real child, requiring nurturing and protection. The target interprets the forest child's requests or actions in irrationally favorable ways, though it is not under its control. At the end of the target's next turn, it must resist the forest child's Forest Lullaby (see below).

The effect lasts 24 hours or until the forest child is destroyed, is on a different plane of existence than the target, or if the ability is countered by a bard's countercharm or similar magical effects. If a creature's saving throw is successful or the effect ends for it (for any reason other than the 24 hours duration), the creature is immune to the forest child's Coddling for the next 24 hours.

Forest Lullaby. Any creature charmed by a forest child's Coddling ability must succeed on a DC 19 Intelligence saving throw at the end of its next turn after being charmed or enter into a dreamy haze. An affected character hears lovely, tinkling music from nowhere, and feels comfortable and safe. The target is incapacitated and becomes unaware of its surroundings. Whenever the target takes damage, it can repeat the saving throw. If a creature's saving throw is successful, the effect is temporarily suppressed until the Forest Lullaby reasserts its influence over the character (recharge 6 rolled at the beginning of each affected creature's turn). The Forest Lullaby continues until either the forest child is destroyed or a *remove curse*, *dispel magic*, or similar effect is successful cast upon the target. Creatures immune to the forest child's coddling are also immune to the Forest Lullaby.

Legendary Resistance (3/day). If the forest child fails a saving throw, it can choose to succeed instead.

Magic Resistance. The forest child has advantage on saving throws against spells and other magical effects unless they specifically target undead.

Regeneration. The forest child regains 3 hit points at the start of its turn. If the forest child takes radiant damage, this trait does not function at the start of the forest child's next turn. The forest child dies only if it starts its turn with 0 hit points and does not regenerate.

Rise Again. After a forest child is defeated, the region in which it spawned remains vulnerable to the spawning of a new forest child within 1d6 moon cycles. This effect can only be ended with the casting of *hallow* on the spot where the forest child was destroyed.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 feet, one target. *Hit:* 23 (2d12 +10) slashing damage, plus boundless hunger.

Legendary Actions

The forest child can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at

the end of another creature's turn. The forest child regains spent legendary actions at the start of its turn.

Skittering Advance. The forest child moves up to twice its movement, only to close distance with a single chosen target. This provokes opportunity attacks as normal.

Unsettling Touch. Smiling sweetly, the forest child touches one opponent (melee spell attack +6), like a child's fond caress. The target must succeed a DC 19 Wisdom saving throw or be frightened until the end of its next turn. If a target's saving throw is successful or the effect ends for it, the target is immune to the forest child's unsettling touch for the next 24 hours.

Chomp (Costs 2 Actions). The forest child makes a bite attack on one target in range.

Disappear (Costs 3 Actions). The forest child magically teleports up to 60 feet to a suitable hiding place, if any is in range, where it may immediately attempt a Dexterity check to hide.

5D-12. Green Treasures

Damarren stored the shrine's prized possessions within his well-defended vault. However, unlike most humanoids, the druid's treasures focused on rare plants and other natural oddities rather than gold, silver, and magic. Sadly, time and neglect took their toll on The Green Father's collection. The shrine's prized orchids shriveled into decomposing husks long ago, while their cherished flowers withered into dust. Nonetheless a few items withstood the apathy and endured.

Treasure: The room's surviving wonders include a *candle of invocation* (neutral) dedicated to The Green Father, a *staff of the woodlands*, which previously belonged to Damarren, an *oathbow* formerly owned by The Green Father's resident ranger, his wizard's *wand of paralysis*, a *bag of beans* holding six beans, eight petrified wooden braziers worth 100 gp each, four flower pots crafted from vines worth 50 gp each, and three rare tulip bulbs worth 25 gp each.

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