

ARBOR JADE



**A free Dungeons & Dragons Fifth
Edition Adventure optimized for play
for four 8th Level Player Characters**



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A free Dungeons & Dragons Fifth Edition Adventure optimized for play for four 8th Level Player Characters. This adventure is built on the three pillars of Dungeons & Dragons Fifth Edition play - Exploration, Interaction and Combat.

CREATORS

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ACROMNYMS USED IN ARBOR JADE

- DM - Dungeon Master
- PC - Player Character
- NPC - Non-Player Character
- DC - Difficulty Check

LOCATIONS

WYNMERROW GROVE - A pristine grove 80 miles south of the Ephes River near the center of a vast primeval forest. The grove is a nexus of powerful fey ley lines.

DUSKDALE VILLAGE - A small village with two medium, bountiful farmsteads, located within the forest and five miles north of Wynmerrow Grove. Duskdale has recently had ill fortune with the beasts in the forest, who have become more aggressive, even occasionally attacking villagers who venture beyond the village borders.

THE BOASTFUL OWL - A small roadside inn at Duskdale Village.

RAIMOGORN'S BRIDGE - An old bridge that spans the Ilen River. The bridge is incredibly sturdy and is wide enough to allow two wagons to pass each other side by side with a bit of room to spare. The bridge is made of a muddy translucent stone (gnarmelite) that glows when struck by the light of a gibbous moon.

RAIMOGORN'S BRIDGE NON-PLAYER CHARACTERS

AYSON SHARDGALE - HUMAN WIZARD (CRIMINAL)

DUSKDALE VILLAGE

Duskdale Family Claybrooks - Allies to the Davlyns, cordial to strangers.

Duskdale Family Davlyns - Allies to the Claybrooks, less than cordial to strangers. Head of Farmstead

Claybrook, Abigail - A wizened, tough as nails woman with a weatherbeaten face and a walking stick that is used as much for a quick smack as it is for getting around. Once a soldier long ago, she rules her family with militant efficiency.

Colton Claybrook - Son of Abigail. A strapping young man. When not elbow deep in farm work, Colton can be found drinking at the Boastful Owl. Witness to Shade Iron's arrival in Duskdale Village and their exit toward Wynmerrow Grove.

Head of Farmstead Davlyn, Gordon - A soft spoken man with thick half-moon spectacles and long white hair. His back remains unbent even in old age. Kind and patient, locals often come to him to settle disputes.

Dhanya Ghezelen - Female Dragonborn (Silver) Diviner

WYNMERROW GROVE NPCs

Uskura - Wood Woad, Medium Plant

GRACKLE'S STUMP NPCs

Zorna - Female Half-Elf Nature Cleric

Endost - Male Firbolg Paladin

SHARD IRON NPCs

Markis - Male Aasimar Dark Paladin

Dru Mon Kaas - Male Death Cleric

Dueraim - Male Dwarf Ranger

Tailandi - Female Tiefling Hexblade

CLEFT STONE NPCs

Shadow - Female Tabaxi Druid

ENCOUNTERS

Raimogorn's Bridge

Claybrook Open Field

Boastful Owl

Grackle's Stump

Grey Spruce

Heart Tree

Cleft Stone

ENCOUNTER RAIMOGORN'S BRIDGE

The PCs are crossing Raimogorn's Bridge when a single rider rides up quickly behind them. If the PCs attack the rider before the rider can speak he will battle to the death against them.

If the rider is given a chance to speak he will say the following - "Ho, adventurers. I am Ayson Shardgale, the Eyeless Seer. I hale from Gryffongaffe on the world of Ulthganya. I am here in this world because I chase a servant of Darkness, Markis Deathbringer. He is an Aasimar Paladin that seeks to be lord of the land of the dead. He has left a trail of murder and destruction across Ulthganya and now to this world. He leads a team of brigands called Shard Iron. Shard Iron is comprised of three threats (in addition to Markis, who is more dangerous than the three combined). Dru Mon Kaas, a Death Cleric, Dueraim, a Dwarf Deep Stalker Ranger and Tailandi, a Tiefling Hexblade. I have been called back to Ulthganya and I have sought out you bold adventurers to complete the task that I started. Markis is heading toward the deep forest before you. I offer each of you a valuable gemstone now and one magical item upon my return in the future if you will accept this task to hunt Shard Iron and kill Markis. His reign of terror must be ended. Will you accept my offer?"

The PCs can ask Ayson Shardgale any questions they have and Ayson will answer their questions as best he can. Ayson can tell the PCs about the equipment or powers of any of the Shard Iron NPCs, but he is not aware of any of their histories or personal details (beyond their race and class).

If the PCs refuse Ayson Shardgale's offer then they will proceed north toward a dwarven keep where they had heard there was a melee and magic tournament that offers a pound of platinum to the victors. The DM should fill the rest of the adventure with three encounter combats including 1) a group of 15 Kobolds (MM 195), 2) 4 Axe Beaks (MM 317) and 3) 3 Giant Badgers (MM 323). The adventure will then end with PCs reaching a high bluff where they enjoy a beautiful sunset together and then a wandering tinkerer tells them that the castle where the melee and magic tournament was planned was sacked by burned by orcs. These three combat encounters are collectively referred to as the High Bluff Path. If at any point in the adventure the PCs decide to not progress to one of the encounters presented in Arbor Jade, the DM should take the player along the High Bluff Path.

If the PCs accept Ayson Shardgale's offer then he will give each of them a 500 gp gem (Aquamarine, Black pearl, Blue Spinel or Topaz, DMG 133). (These gems are worth five times what Ayson Shardgale offered.) Ayson will then dissolve into a shower of light as he returns to Ulthganya through a magical spell. The PCs then travel uneventfully to the edge of Duskdale Village.

ENCOUNTER CLAYBROOK OPEN FIELD

The PCs approach Duskdale Village from the east and will encounter Colton Claybrook in one of the Claybrook's open fields. Colton is exercising one of the Claybrook Horses. He will greet the PCs.

"Howdy, folks. I am Colton Claybrook and this here is Wilmodale, the fastest horse in three days ride."

DC 15 Wisdom (Perception) check will allow any of the PCs to recognize an exceptional horse. DM can tell the PCs who made the roll that the Claybrooks breed horses of excellent quality, which are both faster and stronger than standard horses. For 100 gold pieces an adventurer can purchase a Claybrook Horse (Speed of 70 ft and increased carrying capacity of 500 pounds). Colton will sell a Claybrook Horse 80 gold pieces on a DC 16 Charisma (Persuasion). A DC 20 Charisma (Persuasion) will convince Colton to show a PC the Claybrook Horse Exercise Routine which will allow the PC to train a horse they already possess to a speed of 70 ft and an increased carrying capacity of 500 pounds.

If asked, Colton tells the PCs of Shard Iron - "I saw a group of adventurers passing through our village yesterday. There was a shifty eyed dwarf who left no tracks as he walked, an armored priest covered in tattoos, and a tiefling woman who was really pretty—you know, for a demon. And they all followed a really tall man whose eyes were so blue I could see the color from where I hid behind the stables. The tiefling and the priest both looked at him like he was a god walking, sure as the sun is gold, but the dwarf didn't look so convinced. I don't know, he sure looked like he could have been. The whole group of 'em headed out toward Wynmerrow Grove. I expect you can catch them if you rush. Although if I were you I would stop at the Boastful Owl for a moment. The Davlyns just finished a batch of Davlyn Mead and that will put a spring in your step for sure."

ENCOUNTER BOASTFUL OWL

Located on the southern side of Duskvale Village, the Boastful Owl is a small inn with hanging lamps of stained glass. A westside window is still cracked from where a stag rammed it last season.

The patrons of the Inn include the bartender, 6 Duskdale Village natives and Dhanya Ghezelen (Dragonborn Wizard).

The bartender introduces herself as Erisi and asks the PCs if they would like to purchase Davlyn Mead. She explains that the local Davlyn family are well known beekeepers and brew this high quality mead. If the PCs choose to imbibe it will cost 6 silver pieces a bottle. (A bottle of Davlyn Mead will resell for a full gold piece anywhere else. The Boastful Owl has 3 cases of Davlyn Mead in stock, with 18 bottles in each case.)

If any of the PCs buy a bottle of Davlyn Mead, Dhanya will call over to Erisi and say that all of the PCs drinks are on her. Dhanya is pushing 60 years old.

If the PCs engage Dhanya in conversation she will say the following - "Listen, young ones. Listen to an old diviner, who has seen much and wishes she had seen less. Do you know where you are? This tiny village sits near the heralded, storied Wynmerrow Grove. Four hundreds years ago, in Wynmerrow Grove a community of druids and wizards lived in harmony. An unusual, small community comprised of humans, elves and dwarves (the Wynmerrow community) were dedicated to protecting the pristine forest they lived within. When turmoil came to Wynmerrow Grove, Wynmerrow Community worked together and created a wood woad. With the goal of preserving natural balance amidst brutal warfare between savage clans that encroached near the Wynmerrow Grove, Uskura, the primeval guardian was crafted. Tasked with nurturing the power of the forest, the wood woad performed dutifully for decades, keeping the borders of the forest secure against the encroachment of civilization. Fostering the strength of the forest's natural inhabitants, the wood woad was aided in its battles by the creatures of the land, which had grown powerful under the wood woad's influence. Over time, the forest trees, vines, and other plant life, imbued with fey magic, joined in protecting Wynmerrow Grove.

In a terrible clash between savage armies, the circle of druids were caught up in the conflict and devastated. Most of the circle were killed, and a few were left grievously injured. The wood woad considered the death of the druid circle a natural occurrence and buried the fallen druids in the Wynmerrow Grove. The wood woad then settled itself right there with the buried druids, descending below the earth to wait incase any would encroach again upon Wynmerrow Grove." The PCs can now ask Dhanya any questions they wish. After the PCs have drank and eaten, Dhanya will ask if they are moving on toward Wynmerrow Grove. If they say yes, she will accompany them to the edge of Duskdale Village. Her gait is slow and a DC 16 Wisdom check will let any PC know she is dying. Just before the PCs are about to step out of Duskdale Village, Dhanya will say the following - "I am old and my treasures will do me little good as I fear I have not energy to finish even a single adventure. Take these gifts, they will serve the good with you more than me now."

Dhanya gives each PC one of her magic items.

After Dhanya gives the PCs her last gift she will begin to step forward and hug the PC with the lowest Charisma score. When she steps back from that embrace she will suddenly shake and then be struck by a fit of prophecy and insight. One and only one ghost will then speak through Dhanya. (The DM should choose or roll 1d4 and read one ghost's saying from directly below.) When the ghost speaks through her, she will stand completely still and tall (as though her age has suddenly been swept aside) and her eyes will glow blue. When she is finished speaking she will have no recollection of what she said.

1 - "I am Allora Mon Kaas and I call from the Golden Veil. I was sister to Dru. Markis killed me with an obsidian blade. Tell my brother the truth."

2 - "I am Krogan Slagfoj and I call from the Silver Veil. I was killed in alley in Morshast by Dueraim seven years ago. Never in my life did my blades find a better opponent. Markis will be the death of Dueraim. His dark path will steal Dueraim's freedom and then his life. Warn Dueraim to run. I can wait longer for his company."

3 - "I am Erolia Thistneron and I call from Venya, the White Veil. In Tailandi's youth there was a storm in the slums of Unarst. Tailandi was a street urchin, a wanderer with nowhere to go. She took refuge under the Ilshaf Culvert. I spent the night sitting and talking with her there. We were both outcasts in our own way. We began that night a steadfast friendship. We spent the next few months in one another's company before duty and personal goals called us our separate ways. If you see her please tell her to remember Erolia, who was once her friend. Tell her to remember that night under the culvert. Tell her to remember that there is more than one type of storm."

4 - "I am Lys and I call from the Ebony Veil. I was mother to Markis. I cut each blueberry in half before I put them in his porridge, just as he asked. Tell him I forgive him and I know that it was I who failed him. I could see the darkness rising in him, but I did not know that it would lead to his goal of being lord of the land of the dead. I tried to take some of his anger and frustration on myself but I could not turn him to joy or help him to see all the beauty in the world that I saw. In the end, I could not save myself or his father. We were the first lives he took. I do not know all that fuels his service to darkness, but I do know you must approach him with utmost caution. Please tell him I forgive him and I love him, even now. Please tell him."

ENCOUNTER GRACKLE'S STUMP

As the PCs leave Duskdale Village and head into the forest toward Wynmerrow Grove, they notice that the trees are growing closer together, the branches above and roots below intertwine to form a dense canopy that blocks out the sky and makes footing difficult where the roots of trees twist amongst each other, breaking from beneath the earth.

A DC 15 Intelligence (Nature) Check reveals that the forest growth is much more abundant than it should be naturally. After a mile of progress, the PCs come across Grackle's Stump. Grackle's Stump is an enormous stump that protrudes from the ground. It is clear that Grackle's Stump was once the site of a mighty tree, 300 feet tall at least, but all that remains now is the sliced stump. There is no sign of the mighty tree's remains, only the stump.

The first PC (and only the first PC) to sit on Grackle's stump will receive a blessing from Grackle, the ghost that haunts the stump. That PC will receive a permanent +2 to their Constitution score. Grackle once had an 18 Constitution and now has a 6 Constitution. When Grackle has given Grackle's last 2 Constitution points to someone who has unbidden sat upon Grackle's Stump, Grackle will be released from haunting Grackle's Stump.

While the PCs investigate Grackle's Stump, Zorna and Endost will emerge from the thick growth around it and approach the PCs. If the PCs attack Zorna and Endost, Zorna will cast Plant Growth around the PCs, making pursuit difficult as she and Endost retreat into the forest. If the PCs do not attack Zorna and Endost, Zorna says - "We mean you no harm, travelers. I am Zorna and this is Endost. We have made our way to this sacred place for the beasts of the air have told us that the spirits of this forest will soon become a danger to all. Perhaps Silvanus has led you to us, to aid us in this step of our journey. We require your aid to quest into the forest, defeating each challenge before us and then to sooth a great and unsettled spirit in Wynmerrow Grove."

The PCs must now choose to aid Zorna and Endost or to ignore their plea for aid and pursue Shard Iron. If the PCs choose to aid Zorna and Endost, proceed to Encounter Grey Spruce. If the PCs choose to pursue Shard Iron, proceed to Encounter Cleft Stone.

ENCOUNTER GREY SPRUCE

Zorna expresses her thanks to the PCs for agreeing to help (and Endost looms over Zorna silently). Zorna and Endost travel with the PCs through 10 miles of dense forest. Throughout the journey, the PCs see signs that the beasts of the forest are disturbed and the forest pulses with tension. Zorna finally leads the PCs and Endost into a large, beautiful forested area (Wynmerrow Grove) and stops with the PCs behind a Grey Spruce Tree.

Zorna kneels near the Grey Spruce and commences the ritual, while her guardian Endost stands behind her. Closing her eyes, she reaches out to Silvanus and begins to commune with the spirits of the forest. The wood woad, rooted in the spot over where its once living druid body is buried, uses its powerful connection to the forest to cause the limbs of the trees to flail about and moonbeams to flash down from the night sky. Endost says -

"The wood woad you see over there is the guardian of this grove. His unrest is the cause for the growing aggression we have seen signs of in the forest beasts. Zorna is communing with the spirit of the forest. She must calm the wood woad with this ritual. Zorna needs our aid in every way you can muster. You must call upon all you have learned, all the varied abilities you have mastered on your journeys."

THE GREY SPRUCE SKILL CHALLENGE (5 SUCCESSES BEFORE 3 FAILURES) - The PCs are now tasked to aid Zorna in her ritual using their PC skills.

ATTEMPT LIMITS - A PC can only contribute one skill check of any particular skill, but other PCs can attempt a skill check for a particular skill another PC failed at. PCs may only attempt a skill check if they have proficiency in the skill. Five successes are needed to win the Grey Spruce Skill Challenge. Three failures means the the Grey Spruce Skill Challenge has been lost.

IMPORTANT SKILLS - Strength (Athletics), Dexterity (Acrobatics), Wisdom (Animal Handling), Charisma (Persuasion), Intelligence (Nature), Intelligence (Religion)

SKILL CHALLENGE LENGTH - The Grey Spruce Skill Challenge lasts for three rounds. On each round each PC may attempt to succeed on one Skill Check.

SKILL CHALLENGE DANGERS - During each round of the Grey Spruce Skill Challenge each PC, Zorna and Endost will be attacked with flailing branches (3d6 bludgeoning damage) and/or a moonbeam blasts (2d10 radiant damage), all of which are controlled by wood woad in conjunction with the spirit of the High Forest.

SKILL SELECTION - The DM should encourage the PCs to suggest what skills they will use to aid Zorna and Endost in calming the wood woad and then drawing the players out to describe how they intend to use their skill. The DM determines results of each skill check after the player description and the roll. If at all possible let the skill check ideas be generated by the players but if you have a quiet group here are example skill checks.

DC 15 Strength (Athletics) or DC 15 Dexterity

(Acrobatics) - A PC interposes themselves between Zorna and one of the flailing tree limbs that attempt to batter at her during the ritual. The PC takes 3d6 bludgeoning damage this turn and Zorna does not take any damage from the flailing tree limb attacks this turn. On a critical the PC takes 0 bludgeoning damage this turn and Zorna does not take any damage from the flailing tree limb attacks this turn.

DC 15 Intelligence (Arcana) - A PC gains an understanding of the pattern of moonbeam blasts, warning another of the impending strikes. The PC may select one other PC or Zorna or Endost who will automatically succeed against the next moonbeam blast they are attacked with without rolling.

DC 15 Charisma (Persuasion) - A PC cries out the wood woad, trusting that some semblance of its past druid life remembers spoken language, trying to convince the wood woad to calm its hostility.

DC 15 Intelligence (Nature) - A PC quickly constructs crude totems to help focus the energy Zorna is channeling.

DC 18 Intelligence (Religion) - A PC calls on the spirits of the druids buried in the grove to help calm the wood woad.

DC 18 Wisdom (Medicine) - A PC focuses their own positive life energy to aid in the ritual.

DC 18 Dexterity (Stealth) - A PC retreats farther back from the periphery of the Wynmerrow Grove so as not cause the wood woad to feel threatened.

DC 15 Wisdom (Insight) - A PC character senses the wood woad's mistrust and lays down their weapons near the wood woad's heart tree and backs away 20 feet.

If the PCs achieve 5 successes before three failures occur, then they have won the Grey Spruce Skill Challenge and the following occurs -

Zorna opens her eyes and stands. She, through the communing ritual, has calmed the wood woad. The wood woad will continue to act as a guardian of the forest but has grown to trust Zorna and Endost and the PCs. The beasts and plants lose their hostility and resume normal behavior. Zorna say -

"Your courage and fortitude have allowed us to calm the wood woad and give solace to the spirit of the forest. Please accept these tokens of my thanks."

Zorna present the PCs with a pouch containing 8 Seeds of Shelter and an Amulet of the Green.

If the PCs have three failures occur before they achieve 5 successes, then they have lost the Grey Spruce Skill Challenge and the DM should advance Encounter Heart Tree.

ENCOUNTER HEART TREE

The ritual has failed to calm the hostile wood woad. Zorna rises from her kneeling position and watches with the PCs as the wood woad uproots itself and attacks with all of its fury.

For every failed Wisdom (Animal Handling) skill check attempted during the Grey Spruce Skill Challenge, roll 1d20 to determine which beasts join the fray. 1-4: Giant poisonous snake (2) \ 5-8: Giant boar \ 9-12: Wolf (8) \ 13-16: Brown bear \ 17-20: Giant wolf spider (4).

For every failed Charisma (Persuasion) skill check Needle Blights (4) joins the battle.

Zorna and Endost will battle with the PCs to defeat the Wood Woad. If the wood woad kills all of the PCs, Zorna and Endost retreat. Zorna and Endost will come back days later, drag out the PCs bodies. After Zorna and Endost bury them at the edge of a Claybrook open field Zorna says -

“They gave all to aid us. May the spirit of the High Forest be with them.”

If the PCs and Zorna and Endost defeat the wood woad, its body shrinks and becomes a small heart-shaped mass of roots with two motes of light that swim about in a hollow within the object. This is the Heart of the Wynmerrow Grove. Zorna say - “Sorrow fills my heart. We failed this guardian of the spirit of the forest. Thank you for aiding Endost and I. I know our lives would have ended here in this grove today without your aid.”

ENCOUNTER CLEFT STONE

The PCs have decided not to aid Zorna and Endost and instead to dedicate their efforts to hunting Shard Iron and killing Markis.

The PCs trek forward through the forest heading east of the path that Zorna and Endost will take to Wynmerrow Grove, because it matches the direction Colton Claybrook indicated when he told the PCs where Shard Iron had headed when Shard Iron left Duskdale Village.

The PCs walk over a bluff covered with scrub and come across a large black stone. The black stone juts 20 feet above the ground and is cleft. As the PCs look around the cleft stone a wren flies onto the top of the stone. After a moment pecking at the top of the stone, the wren transforms into Shadow.

If the PCs attack Shadow, she will fight them to the death.

If the PCs do not attack Shadow, she says -

“Ho, adventurers. I am Shadow of the Tall Grass pride.

Ayson Shardgale, the Eyeless Seer from Ulthganya and another time sends me to to guide you. In exchange for aiding you, the Eyeless Seer shall give to me the fifth name of third queen of the Jafet sphinx dynasty. The Eyeless Seer asked me to relay his thanks to you for remaining dedicated to the task he charged you with. In my form as the wren I have seen where Shard Iron is. Shard Iron now travels along the Thistleburr Creek, below Odkire Ridge. They are one and a half miles to the south-east. You will come upon them if you hurry.”

Shadow will answer any questions she can for the PCs but she also warns them not to delay and allow the information she has given them to grow stale if they ask more than two questions.

The PCs are able to easily catch up to Shard Iron. From 30 feet above on Odkire Ridge, the PCs see Shard Iron traveling directly beside Thistleburr Creek. Markis is shouting at Dru Mon Kaas, telling him that he must learn to move faster and leave less of an obvious trail.

Tailandi is watching Markis as he shouts and has a small smile. Dueraim is ignoring the rest of Shard Iron and is sweeping the area with his eyes.

DECISION POINT - The PCs must decide. They can 1) CRY OUT to one of Shard Iron members for whom the information that Dhanya gave them was specific to or 2) ATTACK Shard Iron immediately and receive one turn for each PC before initiative is rolled (as a surprise bonus).

If the PCs CRY OUT to Shard Iron, then the PC that cries out does a DC 18 Charisma (Persuasion) skill check. If successful, the member of Shard Iron that Dhanya gave the information about to the PCs will immediately ally with the PCs and fight with them. If fail, the PCs do not gain an ally within Shard Iron. Proceed with the PCs ATTACK paragraph directly below (with or without an ally as per the skill check success or failure).

If the PCs ATTACK Shard Iron, then the PCs each get their free turn against Shard Iron and then initiative is rolled and combat commences. If Shard Iron kills all of the PCs, Markis will use their corpses in a profane ritual that opens a tear to to a new plane where Shard Iron will continue their sweep of evil. If the PCs kill Markis, Dru Mon Kaas and Dueraim will scatter immediately and Tailandi will fight to the death (fueled by her love for Markis).

If the PCs kill Markis and kill, scatter or capture the remainder of Shard Iron they will immediately gain all of the gear carried by the members of Shard Iron that they captured or killed. Shadow will fly to the PCs again, gives each one of the PCs an Ioun Stone of their choice (Absorption, Fortitude, Insight, Intellect, Leadership, Agility, Strength, DMG 176) and says -

“Thank you for ridding this world and Olthganya of the evil of Shard Iron.”

AYSON SHARDGALE

Human, Neutral Good

Class: Wizard, Level 13

School: Evocation

- **Background:** Criminal
- **Hit Points:** 79
- **Speed:** 30 feet
- **Armor Class:** 14

	STR	DEX	CON	INT	WIS	CHA
Score	11	13	14	16	13	09
Modifier	+0	+1	+2	+3	+2	-1

PROFICIENCIES

- **Proficiency Bonus:** +5
- **Initiative:** +3
- **Saving Throws:** Intelligence, Wisdom
- **Skills:** Arcana, Investigation, Insight
- **Languages:** Common and Halfling
- **Feats** Spell Sniper, Twin Spell

SPELLS

- Cantrips 5 \ 1st Level 1 \ 2nd 2 \ 3rd 3 \ 4th 3 \ 5th 2 \ 6th 1 \ 7th 1
- Asyon knows all PHB spells for the spell levels he can cast

EQUIPMENT

Weapons

- Quarter Staff

Gear

- Explorer's Pack

Currency

- 1,000 gp gem (Blue Sapphire Sphere in Asyon's Right Eye Socket)
- 1000 gp gem (Fire Opal Sphere in Asyon's Left Eye Socket)
- 1,000 gp Umbral ShardGold

MAGIC ITEMS

- (Rare, DMG 191) - Ring of Protection +1
- (Wondrous Item, DMG 193) - Robe of Eyes

DHANYA GHEZELEN

Dragonborn (Silver), Neutral Good

Class: Wizard, Level 13

Archetype: Diviner

Background: Hermit

Hit Points: 67

Speed: 30 feet

Armor Class: 12

	STR	DEX	CON	INT	WIS	CHA
Score	14	14	13	17	14	9
Modifier	+2	+2	+1	+3	+2	-1

PROFICIENCIES

- **Proficiency Bonus:** +5
- **Initiative:** +2
- **Saving Throws:** Intelligence, Wisdom
- **Skills:** History, Insight, Medicine, Religion
- **Senses:** Passive Perception 12
- **Languages:** Common, Draconic, Goblin
- **Tools:** Herbalism Kit
- **Feats:** None

ACTIONS

ATTACKS

Weapon	Save	Damage
Breath Attack	Con (DC14)	4d6 Cold

ABILITIES

Cold Resistance, Portent, Expert Divination, The Third Eye

CANTRIPS

• *Light* • *Prestidigitation* • *Dancing Lights* • *Mending* • *Message*

SPELLS

Arcane

- Light
- Prestidigitation
- Mending
- Message

MAGIC ITEMS

Magic Item (Very Rare, Custom) - Timegrasp Lorgnette - Once per day, a character can hold the handle of the lorgnette, look through it and say the trigger word "scribe". A magical imprint of whatever the character is looking at is stored within the lenses. Later, when the character shines firelight through the lense, the character will project the image stored there like a shadow on whatever surface they point the lenses at. If this surface is paper or parchment, it will be burned into it like an etching. Once the image has been projected it will disappear from the lenses freeing it for further use.

Magic Item (Very Rare, Custom) - The Testament of the Mad Prophet - A leather bound handwritten journal full of the feverish scribbles of a half-mad hermit. Many scribbles are crossed out. Many are not. The book itself appears to be enchanted and the pages tend to migrate to different parts of the book or sometimes appear and disappear altogether. Once per day, a reader may make a DC 17 Intelligence (Investigation check). If they pass, the reader finds something useful within the pages. Roll a d6. On a 1-2, the useful passage (supplied by the Dungeon Master after the roll) is something that happened in the past. On a 3-4, the useful passage is something useful happening in the present. On a 5-6, the useful passage is something that has yet to happen. Reading the book 20 times will make a reader familiar with the magical layout of the book and give them advantage when they try to read it. (Reading the book once takes 50 hours divided by a character's Intelligence modifier, rounded up.)

Magic Item (Very Rare, Custom) - The Sensing Cent - This lone copper piece looks at first as though it may just be an ordinary coin, but a use of a Detect Magic spell reveals that it is enchanted. The coin will begin to vibrate when in the presence of an invisible person, almost imperceptibly at first but more and more the longer it is in the presence of the invisible person. It can be able felt through a character's pocket if they are in the presence of the invisible person for more than 6 seconds. Magic Item (Common, DMG pg 187) - Potion of Healing - HP Regained 2d4+2

Dhanya Ghezelen

Female Dragonborn (Silver) Diviner



ZORNA

Medium half-elf, chaotic good

Cleric (nature domain) Level 8

Hit Points 67

Speed 30 ft.

Armor Class 17

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	16 (+3)	10 (+0)	18 (+4)	14 (+2)

Saving Throws STR -1, CON +3, WIS +7, CHA +5
Skills Animal Handling +7, Deception +5, Medicine +7, Nature +3, Religion +3, Stealth +5, Survival +7

ACTIONS AND SPECIAL ABILITIES

Racial abilities Fey Ancestry.

Class abilities Channel Divinity: Turn Undead, Charm Animals and Plants; Dampen Elements; Divine Strike.

Spellcasting. Spell save DC 15, +7 to hit with spell attacks. Cleric spells prepared: Cantrips (at will): guidance, light, mending, shillelagh, thaumaturgy; 1st level (4 slots): animal friendship, cure wounds, shield of faith, speak with animals; 2nd level (3 slots): barkskin, blindness/deafness, calm emotions, lesser restoration, spike growth; 3rd level (3 slots): bestow curse, dispel magic, plant growth, revivify, spirit guardians, wind wall; 4th level (2 slots): banishment, dominate beast, freedom of movement, grasping vine

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target, Hit: 3 (1d8 -1) bludgeoning damage.

Armor of Fallen Leaves. Bonus action move up to 30 feet to unoccupied space she can see as the misty step spell (once per short rest); Action to transform as the gaseous form spell (once per long rest).

Amulet of the Green. Action to cast speak with animals or speak with plants (once each per short rest); Action to cast transport via plants or tree strike (if either cast, neither may be used again until the next dawn).

Equipment. Armor of Fallen Leaves, quarterstaff, potion of greater healing.

MAGIC ITEMS

Items Vestments made of leaves in the color of autumn foliage, simple gnarled staff

Wondrous Item (Very Rare, Requires Attunement) - Armor of Fallen Leaves - +1 Breastplate \ Leaf Cloud - As a bonus action, the armor transforms the wearer into a swirling cloud of leaves that allows the wearer to move up to 30 feet to an unoccupied space they can see, moving through occupied spaces without interference and not provoking attacks of opportunity. Once this effect is used, the wearer must complete a short rest before using it again. \ Leaf Swirl - As an action, the armor transforms the wearer into a swirling mass of leaves with an effect as the gaseous form spell. Once this effect is used, the wearer must complete a long rest before using it again.

Wondrous Item (Rare) - Seeds of Shelter - If one of these seeds is buried in soft earth, one minute later a tree magically grows from the spot. The tree acts as a Leomund's tiny hut, except instead of an immobile dome of force, the tree is hollow inside to accommodate up to nine creatures of medium size or smaller.

Wondrous Item (Very Rare, Requires Attunement) - Amulet of the Green \ Speak with Plants and Animals - While wearing this amulet, wearer can speak with animals or speak with plants as per the spells. If either of the abilities are used, it cannot be used until after a short rest. \ Transport via Plants - Wearer may cast transport via plants or tree stride as per the spells. Once either of these abilities are used, neither may be used again until next dawn.

ENDOST

Medium firbolg, neutral good | Oath of Ancients | Reclusive giant | Zorna's Guardian | Over seven feet tall | Soft yellow eyes and a kind face

Paladin (oath of ancients) Level 8

Hit Points 60

Speed 30 ft.

Armor Class 21

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	8 (-1)	14 (+2)	18 (+4)

Saving Throws STR +6, DEX +4 CON +5, INT +3, WIS +9, CHA +11

Damage Resistances Ranged weapon attacks, spell damage

Immunities Disease

Skills Athletics +6, Insight +5, Intimidation +7, Survival +5

ACTIONS AND SPECIAL ABILITIES

Racial abilities Firbolg Magic, Speech of Beast and Leaf, Hidden Step.

Class abilities Aura of Protection, Aura of Warding, Channel Divinity (Nature's Wrath), Divine Smite, Fighting Style (Protection), Lay on Hands (40).

Spellcasting. Spell save DC 15, +7 to hit with spell attacks. Paladin spells prepared: 1st level (4 slots): compelled duel, ensnaring strike, heroism, protection from evil and good, shield of faith, speak with animals; 2nd level (3 slots): aid, branding smite, lesser restoration, misty step, moonbeam, zone of truth

Extra Attack. Endost makes two attacks.

Flail of the Ancients. Melee Weapon Attack: +6 to hit, reach 5 ft., one target, Hit: 8 (1d8 +3) bludgeoning damage.

Shield of the Guardian. Whenever a ranged weapon attack is made against Zorna while she is within 10 feet of him, Endost becomes the target instead.

Stunning Strike. (1/day) Flail of the Ancients target must succeed on a DC 15 CON saving throw or be stunned until end of Endost's next turn.

Equipment. Potion of greater healing, potion of hill giant strength, Ironwood plate, Shield of the Guardian, Flail of the Ancients

MAGIC ITEMS

Wondrous Item (Uncommon, Requires Attunement)

Flail of Ancients - This expertly carved wooden flail is more akin in appearance to the farming tool than the martial weapon derived from it. \ Initiative Advantage - Grants advantage on initiative rolls when carried or wielded. \ Surprise Guard - Companions within 30 feet cannot be surprised, except when incapacitated by something other than non-magical sleep. \ Awaken - Awakens those who possess the flail and their companions within range if any of them are sleeping naturally when combat begins. \ Stun - When a creature is struck with the Flail of the Ancients, the wielder may attempt to stun them. The target must succeed on a DC 15 Constitution saving throw or be stunned until the end of the wielder's next turn. When the stunning strike is used, the wielder must complete a long rest before they can use it again.

Wondrous Item (Rare, Requires Attunement) -

Shield of the Guardian - Ranged Damage Resistance - Wielder has resistance to damage from ranged weapon attacks \ Guard Bound - Whenever a ranged weapon attack is made against Zorna while she is within 10 feet of the shield, the binding of the shield causes the wielder to become the target instead \ Shield is made of a tree stump with living, leafy radiating branches. Magic Item (Rare) - Ironwood Plate - +1 Plate Armor \ Cannot be targeted by effects that affect metal, such as heat metal or a rust monster's antennae \ Appears to be made of wood polished to a gleaming finish and carved with intricate patterns and representations of woodland creatures.

SHADOW

Medium tabaxi, chaotic neutral

Druid (circle of the land - grassland) Level 8

Hit Points 46

Speed 30 ft., climb 20 ft.

Armor Class 16

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	14 (+2)	18 (+4)	14 (+2)

Initiative +8 (with advantage)

Saving Throws DEX +3, INT +5, WIS +7, CHA +2

Skills Animal Handling +7, Insight +7, Perception +7, Stealth +6, Survival +7, Herbalism kit, Dice

Senses darkvision 60 ft., passive Perception 22

Languages Common, Elvish, Dwarvish, Druidic

Feats Alert, Observant

Challenge 4 (4780 XP)

ACTIONS

Racial abilities. Feline Agility, Cat's Claws.

Class abilities. Natural Recovery, Land's Stride, Wild Shape.

Dagger of Warning. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target, Hit: 5 (1d4 +3) piercing damage. Shadow can't be surprised while the Dagger of Warning is on her person.

Spellcasting. Shadow is an 8th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following druid spells prepared: Cantrips (at will): druidcraft, produce flame, shillelagh, thorn whip; 1st level (4 slots): cure wounds, faerie fire, goodberry, speak with animals, 2nd level (3 slots): invisibility, pass without trace, beast sense, enhance ability, lesser restoration, moonbeam; 3rd level (3 slots): daylight, haste, water breathing, water walk; 4th level (2 slots): divination, freedom of movement, blight, dominate Beast

Equipment. Dagger of warning, club, shield, leather armor, cat totem, explorer's pack, dice set, maps of her current location, cat's eye gem (10 gp), 6 healing potions, 2 greater healing potions.

BACKGROUNDS

Tall Grass - Shadow hales from the Tall Grass pride, a Grasslands Druidic tribe that have long settled in the city Phraed. They're the only Tabaxi that live in the city. They've adapted to city life, but continue to keep their traditions rooted in the culture of their wild ancestors that are native to the wild lands. Tabaxi have little need for gathering wealth and power, and Druids even less so. As civilization sprung up around the Tabaxi, many of them didn't adapt well. The Tall Grass pride were a rare exception. They didn't accrue wealth, but they did integrate themselves into society. Enough to ensure their continued survival, and maybe even become integral to the local culture. The pride established itself in the northern portion of Phraed, where it provides a number of services, including herbal medicines, Druidic worship, nature healing, and wilderness guides. The Tall Grass pride also provide stability from weather and prevent environmental calamity when called upon.

Sphinx Journey - From the age of 16, Shadow worked as a wilderness guide for the Tall Grass pride. She was much sought after for jobs that went deeper into the wild than most guides were willing to go. Her innate ability to navigate through treacherous, and even unfamiliar, terrain was rare. As was their way, the Tall Grass pride didn't ask a lot for her services. Shadow, didn't begrudge the Tall Grass pride, because their ways were her ways, and she knew the city would take care of the Tall Grass pride if they were to ever fall on hard times. One day, when guiding a group of prospectors, one of the members of the party got drunk and started making comments about sphinxes. The other people in the party were embarrassed by their friend and apologized for his brash behavior. Shadow dismissed the apology as she had little concern for the opinions of a small man from a far off land. She was, however, fascinated by the idea of another race of cat people. Night after night, she poked and prodded the party for more information, her excitement growing as her knowledge of the sphinxes grew. An entire kingdom given to the sphinxes by the gods themselves. From then on, Shadow spent as much time as she could reading about the sphinxes. If there was something to learn about them, she found find it, until there was nothing left to learn. When that happened, Shadow felt there was only one thing left to do. Shadow determined to go and discover the remnants of the sphinx kingdom. Shadow got permission from the Tall Grass pride elder and set out on her mission. Shadow is in the region as a part of her search for the history of the sphinxes.

DRU MON KAAS

Medium human, Neutral Evil, Bald with many tattoos, Subservient to Markis

Cleric (death domain) Level 8

Hit Points 65

Speed 30 ft.

Armor Class 17

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	18 (+4)	8 (-1)

Saving Throws STR +2, DEX +1 CON +2, WIS +7, CHA +2

Skills Arcana +3, Insight +7, Medicine +7, Perception +7, Religion +3

Senses passive Perception 17

Languages Common, Elvish, Abyssal, Infernal

ACTIONS AND SPECIAL ABILITIES

Class abilities Channel Divinity (2/day): Turn Undead, Destroy Undead, Touch of Death; Divine Strike; Inescapable Destruction; Reaper.

Feat Warcaster.

Spellcasting. Spell save DC 15, +7 to hit with spell attacks. Cleric spells prepared: Cantrips (at-will): Chill Touch, Light, Mending, Sacred Flame, Thaumaturgy; 1st level (4 slots): False Life, Healing Word, Inflict Wounds, Ray of Sickness, Shield of Faith; 2nd level (3 slots): Blindness/deafness, Hold Person, Lesser Restoration, Ray of Enfeeblement; 3rd level (3 slots): Animate Dead, Dispel Magic, Mass Healing Word, Speak with Dead, Vampiric Touch; 4th level (2 slots): Blight, Death Ward, Freedom of Movement, Guardian of Faith

Mace of Terror. Melee Weapon Attack: +5 to hit, reach 5 ft., one target, Hit: 5 (1d6 +2) bludgeoning damage. Action (3/day): Each creature of Dru Mon Kaas' choice within 30-ft. radius must succeed on DC 15 Wisdom saving throw or become frightened of him for 1 minute.

Reaper. Chill Touch can target 2 creatures within range within 5 feet of each other.

Divine Strike Once per turn when Dru Mon Kaas strikes creature with weapon attack deal extra 1d8 necrotic damage.

Equipment. Cloak of Displacement, Dagger of Warning, Mace of Terror

BACKGROUND

Servant of Death - Dru Mon Kaas wishes to learn to raise the dead in order to join his sister in eternal unlife. Dru Mon Kaas' sister raised him and was everything to him. Dru Mon Kaas believes his sister now sits at the right hand of his dark god in death awaiting her rebirth. No one and nothing will shake his belief and as such he will see his god's will be done. The living will join the dead and the dead will rise to walk in eternal night. Now he has joined with those with similar dark intent. Specifically, he has devoted himself to the dark paladin Markis, whom Kaas views as an avatar of Death itself. Together Dru Mon Kaas and Markis have lain many to eternal rest in their surge to bring about the goals of Death. Dru Mon Kaas will peacefully try to parlay with necromancers and those that work death magics that do not attack him first.

Dru Mon Kaas

Male Death Cleric



TAILANDI

Medium tiefling, chaotic evil

Warlock (hexblade) Level 8

Hit Points 64

Speed 30 ft.

Armor Class 15

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	14 (+2)	10 (+0)	16 (+3)

Saving Throws STR -1, DEX +1 CON +2, INT +2, WIS +3, CHA +6

Damage Resistances fire

Skills Arcana +5, Deception +6, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 15

Languages Common, Infernal

ACTIONS AND SPECIAL ABILITIES

Racial abilities Infernal Legacy.

Class abilities Eldritch Invocations (Improved Pact Weapon, Burning Hex, Thirsting Blade, One with Shadows), Pact of the Blade.

Spellcasting. Spell save DC 14, +6 to hit with spell attacks. Warlock spells: Cantrips (at-will): Eldritch Blast, Chill Touch, Prestidigitation; Two 4th-level slots: Dimension Door, Elemental Weapon, Fly, Hex, Invisibility, Phantasmal Killer, Shield, Staggering Smite

Extra Attack. Two attacks with Hexblade.

Hexblade. Melee Weapon Attack: +7 to hit, reach 5 ft., one target, Hit: 8 (1d8 +4) slashing damage.

Hexblade's Curse. Bonus action: range 30 feet, one target. Gain +3 bonus to damage against target, attack rolls against target are critical hit on roll of 19-20, if target dies regain +11 hit points; Duration: 1 minute. Bonus action: Burning Hex: Cursed target takes 3 fire damage.

Shadow Hound Bonus action: range 60 feet, one target can't gain benefits of half or three-quarters cover against Tailandi and she knows distance and direction to target. Ends if target on different plane of existence, Tailandi incapacitated, or dispel magic, remove curse used on target.

Equipment Hexblade, Elven Chain, Ring of Spell Storing, Rod of the Pact Keeper +2

ACTIONS AND SPECIAL ABILITIES

A Cursed Blade - Tailandi has never known a time when life was easy - born into poverty and born as a tiefling in a world that does not trust tieflings. Tailandi had to fight for everything she wanted. That changed when she found a cursed blade that promised her power, happiness and purpose. Following the advice of the blade, Tailandi left her home, never to return. She traveled as the blade dictated using the magics granted by an enigmatic patron. One day, at a crossroads, she found what she believes to be her purpose, what the blade had guided her to, the dark paladin Markis. Now Tailandi follows Markis devoutly, secretly in love with him. Tailandi is blind to the fact that Markis barely acknowledges her beyond her ability to kill. She is nonetheless dedicated to seeing Markis' vision of a world filled with death to come to reality.

MARKIS THE DEATHBRINGER

Aasimar (fallen), Lawful Evil

Class: Paladin, Level 8

Archetype: Treachery \ **BG:** Noble

HP: 90 \ **Speed:** 30 feet \ **AC:** 24

	STR	DEX	CON	INT	WIS	CHA
Score	16	8	14	12	10	16
Modifier	+3	-1	+2	+1	0	+3

PROFICIENCIES

- **Proficiency Bonus:** +3 \ **Initiative:** -1
- **Saving Throws:** Con, Wisdom, Charisma
- **Skills:** History, Intimidate, Persuasion, Religion
- **Feats** Resilient, Shield Master

ACTIONS

ATTACKS

Weapon	Attack	Damage
Sword	+6	1d8+5 S

ABILITIES

Divine Sense, Lay on Hands, Fighting Style: Dueling, Divine Smite, Divine Health, Sacred Oath (Treachery), Aura of Protection, Channel Divinity: Poison Strike, Channel Divinity: Conjure Duplicate, Aura of Treachery, Spell Casting Ability Charisma - Spell Save DC 14, Spell Attack Bonus 6
Aura of Treachery

SPELLS

LEVEL 1

Charm Person, Expeditious Retreat, Wrathful Smite, Heroism, Cure Wounds, Compelled Duel

LEVEL 2

Invisibility, Mirror Image, Branding Smite, Aid, Lesser Restoration*

EQUIPMENT

Weapons - Sword, Shortbow \ **Armor** - Plate, Shield

BACKGROUND

Fallen Angel - Markis was born into a noble family and was afforded every opportunity to be trained in martial and devout practices. When Markis became a man, he put away what he saw as childish things such as living for the betterment of others. He devoted himself to a life at the cost of others and the pursuit of immortality. Markis believes that if everyone else dies, he will live forever. To this end, he killed his own parents and their servants. Along his journey, Markis has acquired followers, those like him that believe there is life within death. The most prominent of which are the devout Cleric of Orcus, Dru Mon Kaas, and the Hexblade Warlock Tailandi. Together, they have gained knowledge and have begun a quest that Markis believes will bring his goals to fruition. Markis believes with unshakable certainty that no one, not even the failings of his underlings, can stop his quest to be lord over the land of the dead.

DUERAIM

Hill Dwarf, Neutral Evil

Class: Ranger, Level 8
Archetype: Deepstalker
Background: Criminal
Hit Points: 85
Speed: 25 feet
Armor Class: 17

	STR	DEX	CON	INT	WIS	CHA
Score	12	17	16	10	14	8
Modifier	+1	+3	+3	+0	+2	-1

PROFICIENCIES

- **Proficiency Bonus:** +3
- **Initiative:** +3
- **Saving Throws:** Strength, Dexterity, Wisdom
- **Skills:** Animal Handling, Deception, Perception, Sleight of Hand, Stealth
- **Senses:** Passive Perception 15
- **Weapons:** Simple Weapons, Martial Weapons
- **Tools:** Mason's Tools, Thieves Tools, Dice
- **Feats** Skulker

ACTIONS

ATTACKS

Weapon	Attack	Damage
Shortsword	+6	1d6+3 P
Longbow	+6	1d8+3 P

ABILITIES

Darkvision: 90 feet, **Stonecunning**, **Dwarven Combat Training**, **Dwarven Resilience**, **Favored Enemy:** Humanoids, **Greater Favored Enemy:** Giants, **Natural Explorer**, **Primeval**, **Fleet of Foot**, **Iron Mind**

SPELLS

Animal Friendship, **Cure Wounds**, **Hail of Thorns**, **Disguise Self**, **Animal Messenger**, **Beast Sense**, **Rope Trick**

BACKGROUND

Scout and Hired Killer - Dueraim's true name was taken from him as punishment for his actions. He has never been a man of honor, nor one of tradition as dwarves typically exemplify. Dueraim has stolen the hard-forged craft of other dwarves and even stolen from the dwarven kings of old in the worst way possible. Though his clan tried to steer him on the right path, even the implacable loyalty of the dwarves could not forgive him when he sold the bones of a past dwarven clan king to an Orcus necromancer. Now Dueraim wanders, banished for a thousand years per bone stolen. In those years, Dueraim has made a name for himself as a mercenary who will do near anything, without qualms, for money. To this end, he has been hired as a scout and hired killer for the dark paladin Markis. Dueraim holds no loyalty to Markis and is now considering leaving Markis' employ before the backlash of Shard Iron's actions stops Dueraim's profit from coming in through jail or death. Dueraim speaks in single word sentences whenever possible and tends to not look at the one he is talking to, instead watching entrances for approaching potential enemies. He also counts his money in his head, occasionally mumbling the numbers aloud.

USKURA

Wood Woad, Medium Plant, Lawful Neutral,
Primeval Guardian of Wynmerrow Grove

Type: Wood Woad

HP: 75

Challenge 6

Speed: 30 feet

AC: 24

	STR	DEX	CON	INT	WIS	CHA
Score	18	12	16	10	13	08
Modifier	+4	+1	+3	+0	+1	-1

SKILLS

- Athletics +7, Perception +4, Stealth +4

ABILITIES

- **Core:** Damage Resistances (Bludgeoning, Piercing), Condition Immunities (Charmed, Frightened), Senses (Darkvision 60 ft.), Passive Perception 14, Languages Sylvan
- **Ability: Plant Camouflage** - The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.
- **Ability: Regeneration** - The wood woad regains 10 hit points at the start of its turn if it is in contact with the ground. If the wood woad takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.
- **Ability: Tree Stride** - Once on each of its turns, the wood woad can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or bigger.
- **Actions - Multiattack** - The wood woad makes two attacks with its club.
- **Lair Actions: General** - When fighting inside the Wynmerrow Grove, the wood woad can invoke the primal energy of the forest to take lair actions on initiative count 20 (losing initiative ties).

- **Lair Action: Flailing Limbs** - The wood woad can take one lair action to cause one of flailing tree limbs to batter at the wood woad's enemies within the Wynmerrow Grove. The wood woad can target a single creature it can see within 90 feet of it. The target must succeed on a DC 13 Dexterity saving throw or take 10 (3d6) bludgeoning damage.
- **Lair Action: Grasping Vines** - The wood woad can attempt to restrain its enemies within the Wynmerrow Grove. The wood woad can target a single creature it can see within 90 feet of it. The target must succeed on a DC 13 Dexterity or Strength saving throw (their choice) to dodge or break free from the vines. A failed saving throw means the target is restrained until the end of their next turn, when they may make another saving throw to escape restraint.
- **Lair Action: Moonbeam** - A moonbeam strike down through the open canopy above the Wynmerrow Grove. The wood woad can direct the moonbeam at a single creature it can see within 90 feet of it. The target must succeed on a DC 12 Constitution saving throw. It takes 12 radiant damage (2d10) on a failed save, or half as much on a successful one.
- **Club** - Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (4d4 +4) bludgeoning damage.

MAGIC ITEMS

- **Wondrous Item (Very Rare)** - The Heart of Wynmerrow Grove - Item is only existent if the wood woad has been killed \ Create wood woad - When the heart-shaped twisted mass of roots is placed on soft earth, a character can use an action to speak the heart's command word and summon a wood woad. It grows from the Heart of the Wynmerrow Grove and disappears when it drops to 0 hit points or after 1 hour, when it transforms back into a mass of roots. It cannot be used again until the next dawn. \ Wood woad Ally - The wood woad is friendly to the character that spoke the command word and their companions. The wood woad obeys any verbal command that the character that spoke the command word issues. If the character that spoke the command word does not issue any commands to the wood woad, it defends itself from hostile creatures but otherwise takes no action.

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