



## THE WITCH MAIDEN

You've found yourselves trapped inside the tomb and temple of a Witch Maiden, one of the fabled First Sacrifices to the Witch King of ages ago. A powerful Lich in her own right, you hope that you wander through her tomb while she still slumbers, or else your journey this far deep into the evil darkness will come to a swift and abrupt end.

*A 2-hour adventure for 5<sup>th</sup>-10<sup>th</sup> level characters*

# GARY CON

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## Introduction

Welcome to *The Witch Maiden*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Gary Con* storyline. This module is the 3<sup>rd</sup> in a trilogy of modules that debuted at Gary Con X. It follows a prior tier 1 trilogy in content and plotline. It is not necessary to play the first trilogy or the prior module, but it will assist greatly in the continuity.

The town of Aetherglen was founded hundreds of years ago as merchants found the crossroads, and the surrounding forest, to be an excellent defensible location to stop on their travels and make some easy money. It's never been claimed by a nation or has allied itself with any organization, and the town leads itself through a self-elected mayor.

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 7**. Characters outside this level range cannot participate in this adventure.

## Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

### Determining Party Strength

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

## Before Play at the Table

Before you start play, consider the following:

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

## Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

**You're Empowered.** Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

**Challenge Your Players.** Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

**Keep the Adventure Moving.** When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

## Adventure Primer

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your player's characters to the action.

## Adventure Background

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The town of Aetherglen was founded hundreds of years ago as merchants found the crossroads, and the surrounding forest, to be an excellent defensible location to stop on their travels and make some easy money. It's never been claimed by a nation or has allied itself with any organization, and the town leads itself through a self-elected mayor. The mayor's role has been solely to present a face to the outside world, very rarely taking an active part in governing the people of the village. A common destination for refugees from surrounding wars, Aetherglen has grown somewhat over the years, but has never amassed more than a few hundred families.

Buildings in town are primarily one or two stories, with a combination of wood and stone building materials. Only the central Inn has three stories. The Innkeeper, Liam, is the current mayor.

Currently, the town holds tacit trade agreements with Phlan and most of the Moonsea city-states on this side of the water. Our story takes place sometime after the Mists receded from the Quivering Forest and the Glumpen Swamp, and Phlan regained its independence and self-rule.

After arriving in town, the characters discovered that branches of the surrounding trees are exploding out of the ground in the village and taking the lives of villagers by turning them into parts of the tree. While investigating the problem, the party found the village's graveyards covered in recently unearthed undead. An ancient druid by the name of Bonewits pointed them toward the oldest and largest Gulthias trees in the forest as the potential source for this evil.

Travelling deep into the forest, the players encountered the surviving dregs of an Elven tribe that once made their home underneath the roots of the great heart Gulthias Tree of the forest. Battling their way through herds of undead and ancient guardians, the players found themselves in ground that hasn't been trod for centuries: The dusty remains of an ancient underground Elvish city.

Fighting their way to the apex of the city, the players entered an ancient temple devoted to worship of the Gulthias tree. The temple had long since been desecrated by the presence and destruction wrought by huge blackened root systems emerging from below. After conquering the horrors within, the party was presented with an opportunity

to discover the root of this evil, and to descend below the city.

Underneath the elven city, constructed as if a mirror had bisected the tree that housed them both grows a black wood city of the Drow. Climbing over walkways and rope bridges from building to building, the party made their way to another temple, mirroring the temple above. A demonic Drow challenged them in temple, seemingly a part of the invasion of evil roots that have taken over everything. Fighting their way through, the party found a zig zag of a staircase cut into the side of the massive pit underneath the city.

At the bottom of the staircase, at the bottom of the seemingly endless pit, the party finally finds the final temple. A massive construction that was the inspiration for the elven temples far above, this ziggurat appeared to have been assaulted by gigantic tree roots. Making their way inside, they discovered an altar, and defenders of a cursed sword stabbed into the altar. Having conquered these defenders, the temple opened the doors to its final secrets.

## Adventure Overview

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The adventure is broken down into 4 parts:

**Part 1.** The players delve deeper into the reaches of the temple, climbing to a level that resembles an overgrown and diseased greenhouse. An old friend is there to greet them.

**Part 2.** Bonewits retreats to his lair, and the players must fight through him to get to the prize.

**Part 3.** The players come face to face with the projection of the Witch Maiden, and the state of her corporeal being and what she's done to the Gulthias tree is finally revealed.

## Adventure Hooks

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**Continuing Storyline.** The characters may have met and are continuing their adventure after playing through CCC-GARY-06.

**Wandering Strangers.** Aetherglen is a crossroads between neighboring nations and regions and is a natural wayside for wandering adventurers and merchants. As characters of means and power, they are roped into the events of the module.

**Genealogical Research.** Characters may have been hired emissaries from large families or may be members of families seeking long lost relatives. As Aetherglen was the destination for refugees from a variety of wars through the eons, it has long since been a melting pot for otherwise remote nations.

**Emerald Enclave (Faction Assignment).** The Druids of the Emerald Enclave have sensed a disturbance in the ancient grove of Gulthias trees. As an emissary for the faction, you are to document anything that presents itself as a part of the disturbance, and deal with whatever you're capable.

## Part 1: The Giving Tree

(Duration: 40 minutes)

For the first time since you began your descent, your senses are not assailed with death, but with life. Even still, as you mount the last of the steps, the vista of this level of the pyramid is laid before you, and you are stunned.

What was once a majestic greenhouse, a park of wonder and gift of life, is now something twisted. It smells of life, still, and it glows softly with phosphorescent undergrowth, but something is clashing with your sense of what is right and proper in this world.

Trees are twisted in beds of loam and frothy murk that slosh with hidden tentacles and ropey vines. Flowers of hideous color cover thorny vines with dripping ichor. Something slithers through the very air, capturing motes and spoors in wisps of webbing and greasy haired filament.

“Ahhhh...they have arrived. I had hoped they would make it this far,” a sibilant female voice seems to echo quietly, all around you. “Greet them, my priest. Tell them of my visions...”

On a small mound, some distance away, a hooded figure seems to appear from the mass of vines. He clears his hood, and you see a young man before you, a bruise covering his whole face. You recognize him, but you can't recall from where.

### General Features

**Terrain.** “Difficult” is an easy word to describe this terrain. Anyone with spider climb or flying ability will have no difficulty passing through the room unimpeded, but those without machetes or some other large implement for cutting will see their movement rate reduced by half.

**Light.** Moss and lichen provide dim light in a 30' radius from their periodic placement throughout this large room.

**Sound.** The mixed common sounds of jungle and swamp can be heard in this room.

**Scent.** The rotten smells of overgrown life and fetid brackish water fill the air.

This room measures 120 feet by 120 feet. There is an entrance through which the characters have just entered, and a set of double doors on the opposite wall. The room, at one time, appears to have been a greenhouse and indoor park, now fearfully overgrown with all manner of vegetation.

Bonewits the Druid, high priest of the Witch Maiden, greets the party from a mound approximately half way into the room. He'll endeavor to answer their questions. If the party immediately attacks, he'll defend himself. When he eventually attacks the party, he'll retreat to his private rooms after suffering 50% of his maximum hit points in damage.

Bonewits is willing to share the following information:

- Yes, he was once the old man that they met in the village of Aetherglen (see CCC-GARY-04). The Witch Maiden called to him, and he received her grace: Everlasting life, and everlasting youth. When they met him, before, he was a foolish old man trying to hang on to mortality.
- The bruise on his face is a symptom of the Witch Maiden's presence in his body. It doesn't cause him pain.
- The Witch Maiden is a benefactor to this land, to this world. She means for everyone to experience her love. When the Witch King summoned her to his side, a millennium ago, he sacrificed her mortal flesh to give her immense power, and she was at the forefront of his armies. She was one of his dark lords, one of his most trusted advisors, and she was his Maiden.
- When the fool Dragonsbane stole Orcus' wand and defeated the Witch King, the Maiden and the other dark lords were scattered to the winds, left to their own devices and to seek power where they could. In her weakened state, she was defeated by a council of druids that had taken up residence in a glen on Gulthias trees.
- She'd been buried so long, she'd forgotten herself. It was only when her worshippers discovered her tomb that she was reawakened. They released the locks to her tomb and allowed her to regain her power. Now, with the combined might of the Gulthias to support her, she is ready to ascend and reclaim her throne.

### Roleplaying Bonewits

Bonewits is insane. His personality is fragmentary, bearing very little resemblance to the grandfatherly wisdom he presented when he first met the party in Aetherglen. If pressed on any subject or challenged or argued with, he's liable to attack the party outright.

Occasionally, he'll speak to himself as if he's arguing with himself, or with the voice of the Maiden. Beyond the moment when the characters first entered the room, they won't be able to hear the Maiden's voice, but Bonewits seems to be talking to her all the time. It's not immediately apparent if he's legitimately speaking with her, or if it's yet another symptom of his madness.

If combat is joined, Bonewits his *Greenhouse Action* to summon 2 **Wood Woads** to fight the party, and he'll attempt to stay at a distance and do damage to them. If, at any time, he takes over 50% of his maximum hit points, he'll use his *Tree Stride* ability to escape and return to his personal rooms.

Careful investigation of the Greenhouse after the battle reveals a laboratory table buried in the overgrowth where chemistry equipment has been

smashed by the encroaching vines and root systems. Scattered about the table are 4 potions: 2x *Greater Healing*, and 2x *Poison*. They are marked identically, and only sampling them or casting *Identify* can tell them apart.

## Part 2: A Final Defense

(Duration: 40 minutes)

The double doors lead out of that madhouse / greenhouse and to another set of spiral stairs. Above, at the top of the stairs, you can see a faint greenish light and you can hear flowing water.

The characters can progress as carefully as they like, but if Bonewits remains alive, then he awaits the party in his chambers and cannot be surprised.

The room before you is split in two, separated by a fast flowing stream of water that enters the room on the north wall and exits on the south. On your side of the room is a flat featureless platform, and on the other side of the room is its mirror.

In addition to the platform on the other side of the room are two large black tree roots that have burst through the walls some time ago. On the south wall, the root has curled in on itself, while the root on the north side has entered the room and has been destroyed in some fashion.

The spiral stairs open to a floor that has been bisected by a flowing pool of water. The water enters from a flat and 15-foot-wide faucet on the north side of the wall, and the water exits the room in a small 15-foot-wide gap on the south side. The room measures 60 feet by 60 feet square.

The water is only 1 foot deep, and the current isn't enough to impede movement. The water channel itself is 20 feet wide, leaving 20 feet of dry platform on either side.

Broken through the walls across the dry platform opposite the entrance used by the party are two large roots of the Gulthias tree. The roots are 10 feet in diameter, entirely black, and have a rubbery cast to their bark. One of the roots is intact, wrapping around itself and creating a knot in the southern corner of the platform. The other root looks like it has burst from within and ends abruptly right after it enters the room's northern wall. When the party enters, the burst root will be Bonewits' location.

As an opening move, Bonewits will attempt to conjure a **Water Elemental** in the channel. If the players have delayed entering the room in any way,

he'll have had an opportunity to already do this, and the water elemental will be disguising itself as normal everyday water inside the flowing channel.

As Bonewits is a Druid, his strength won't be in offensive spellcasting, but he'll do what he can to delay and combine traps and restraints with the blows of summoned creatures. Additionally, he can utilize the conductivity of water to widen the effects of area-effect electrical damage spells.

When Bonewits is finally defeated, he'll drop the *Staff of the Woodlands* that he wields. Read this to the players:

An angry hissing sound fills your ears.

"He was one of my tools, to be sure, meant to be used and then discarded. But he cost me, and someone will have to pay."

"So, approach now, mortals. Payment is required."

At this time, the players should be allowed a short rest. If they have the means (through spells such as *Leomund's Tiny Hut*, etc.) to protect themselves for a longer duration, then they can manage a long rest.

In the water, the base of the stream bed acts as an aquaculture for oysters in the corners of the pool. An enterprising character can make a DC10 Investigation (Intelligence) check of the oysters. On a success, the character will discover a pearl worth 1000gp. On a success by more than 10, the character will discover a steel-colored pearl that's worth 4000gp. The oyster bed will yield only 3 pearls of a size that can be sold, their nature depending on the success of the oyster shucker.



## Part 3: The Maiden's Rest

(Duration: 40 minutes)

Like the entrance to the rooms below, the spiral staircase leads up to a landing. When the characters make it to the top, read them the following:

The sight of massive blackened tree roots burst through stone walls has become commonplace to you, but there's something different about the roots in this room.

Whereas the roots at the lower levels of the pyramid all appeared to be some sort of attempt by the huge Gulthias tree far above to prevent the escape of the Witch Maiden from her tomb, the roots here have been drawn forcibly through the walls and pulled together in the middle of the room.

Knotted in the middle of the room, the roots surround and encompass the remains of a stone sarcophagus. Whatever was inside the coffin has been subsumed in a tight grip of blackened wood.

Raised from the top center of the knot of wood, almost as if it were a bas relief sculpture, is the form of a prone woman. Even from your distance, you can make out the exquisite features and natural cruelty of one born to nobility.

As you continue to observe, a golden translucent form materializes in front of you: It is the same woman, clothed in some diaphanous gauze that does nothing to obscure her form. She wears a crown that appears to have been fastened to her head with long metal screws, a few drops of fresh blood dripping down the sides of her face. The curling smile on her face matches the depthless void that is her eyes.

### Roleplaying the Maiden

Highborn, the Maiden never lost her air of superiority. Immortality is just another excuse to consider herself better than those around her. She is a religious fanatic, devoted to her lord, the Witch King, and to Orcus.

She is easily insulted by any mortal being that refuses to bend the knee. Destabilized by centuries of speaking to only herself and being trapped at the bottom of this pit, she cannot be reasoned with and views any otherwise reasonable argument as trickery.

The Maiden will gladly share some information with the party:

- She is merely a servant of her lord, The Witch King, who is, in turn, a servant of Orcus.
- She wishes to grant all mortals eternal life. The quality of that eternal life is of no concern to her. The freedom to deny death is all that matters.
- Among the Witch King's inner circle, she was not alone, and she is powerful enough now to sense the others.

- She is willing, now, to grant eternal life to any of the party members that are willing to accept her gift. Regardless of how their mortal forms intend to meet their ending, she intends to hasten the process.

If the characters attempt to leave the chamber, they'll find that their return path has been obstructed by massive blackened tree roots. The Maiden will attack when she feels she's made the offer for eternal life and all players have made their decisions.

### The Maiden's Gift

7 times per day, at a rate of once per round, the Maiden can convert a *willing* recipient to a **Ghoul**. The Ghoul will follow her commands and defend her if she is attacked. The Maiden can communicate and issue commands to the ghoul using telepathy.

The ghoul does not have the intelligence to operate weapons or magical items, or to cast memorized spells. It will continue to wear the armor that it wore in life but doesn't understand how to doff or don the armor.

This transformation can be reversed using a *Resurrection*, *Raise Dead*, or *Greater Restoration* spell.

Note that **Adventurer's League** characters cannot continue to other adventures in this form, and it will be assumed that the condition is reversed at the end of the module if they wish to maintain their **Adventurer's League** legal character.

The projection of the Maiden is the only way that she can see into the room (she does not have blindsight). Any spell that requires that she be able to see the target will require that the projection has line of sight to that target. The projection has an AC20 and has 20HP. Every point of damage the projection takes, her corporeal form takes. For movement, her projection acts like a Ghost, in that she can inhabit squares on the map that are already inhabited or contain solid objects.

If the projection is destroyed, she'll need to generate another one to regain her sight. This process takes 2 rounds (effectively meaning she'll lose sight for one round of combat) but takes no effort or actions on her part. The new projection appears where she wishes it to appear, it need not appear where the last projection was destroyed. She cannot, however, base that positioning on tactics that would require site (i.e. she can't appear behind a character to get the "jump" on them).

While she is blind, she'll continue to use area effect spells or abilities based on the location of characters that she can recall when she last had sight.

Her corporeal form is part of the turned wood of the Gulthias tree and cannot move. Her tactics during battle will be to summon undead as a foil for the melee attackers and then casting direct damage or area effect damage spells on the rest of the party.

The Maiden is killed when her corporeal form is brought to 0HP. If the characters dig into the knotted root system in the center of the room, they'll find the powdered remains of her corpse. However, they can recover the *Crown of Souls* (see Player Handout A) and a golden necklace worth 1200gp.

### Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party:** As written
- **Weak Party:** As written
- **Strong Party:** As written
- **Very Strong Party:** The Maiden is able to utilize the Crown of Souls, but as it's *her* crown, she's able to summon a Shadow Demon 1/day

## Epilogue

As you rest and recover from your battle with the Maiden, you observe the large roots unknitting and retreating from the room. The sound of the slithering gigantic roots is loud enough that you can hear it from all the other floors of the pyramid, as well. The poison that infested the tree appears to be cut out.

But, what about the other servants of the Witch King that the maiden mentioned? Are you the only ones to know of their existence? Are there clues out there to find where they hid after the great wars? Was the Maiden the worst among them or the least?



## Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

## Experience

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Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat.

### Combat Awards

| Name of Foe             | XP Per Foe |
|-------------------------|------------|
| Bonewits                | 5900       |
| Water Elemental         | 1800       |
| Wood Woad               | 1800       |
| The Maiden              | 5900       |
| The Maiden's Projection | 1800       |

The **minimum** total award for each character participating in this adventure is 3750 **experience points**.

The **maximum** total award for each character participating in this adventure is 5000 **experience points**.

## Treasure

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The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

### Treasure Awards

| Item Name                | GP Value |
|--------------------------|----------|
| Pearl                    | 1000     |
| Steel Pearl              | 4000     |
| Golden necklace          | 1200     |
| Crown of Souls (if sold) | 2500     |

### STAFF OF THE WOODLANDS

*Staff, rare (requires attunement by a Druid)*

You can find the description for this item on page 204 of the *Dungeon Master's Guide*.

### POTION OF GREATER HEALING

### POTION OF POISON

## Story Awards

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### CROWN OF SOULS

*Cursed crown. Legendary (requires attunement)*

See Player Handout.

## Renown

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Each character receives **one renown** at the conclusion of this adventure.

**Members of Emerald Enclave** that send back information on the undead in the village and the attacks from the trees earn **one additional renown point**.

## DM Reward

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In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

## Appendix A: Monsters

### Bonewits The Younger (Druid)

Medium human, chaotic evil

**Armor Class** 13 (18 with barkskin)

**Hit Points** 97

**Speed** 30 ft.

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| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 10 (+0) | 14 (+2) | 13 (+1) | 15 (+2) | 18 (+4) | 8 (-1) |

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**Skills** Medicine +4, Nature +3, Perception +4

**Damage Immunities** poison, disease

**Condition immunities** poisoned, diseased, charmed from fey or elementals

**Senses** passive Perception 18

**Languages** Druidic, Common, Fey

**Challenge** 10 (5,900 XP)

**Spellcasting.** The druid is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +7 to hit with spell attacks, +9 to hit with spell attacks while wielding his staff). He has the following druid spells prepared:

Cantrips (at will): *poison spray*, *thorn whip*, *produce flame*, *resistance*, *shillelagh*

1<sup>st</sup> level (4 slots): *entangle*, *charm person*, *thunderwave*

2<sup>nd</sup> level (3 slots): *gust of wind*, *hold person*, *moonbeam*, *heat metal*

3<sup>rd</sup> level (3 slots): *barkskin*, *spider climb*, *sleet storm*, *dispel magic*

4<sup>th</sup> level (3 slots): *ice storm*, *blight*, *conjure minor elementals*, *polymorph*, *grasping vine*

5<sup>th</sup> level (2 slots): *call lightning*, *plant growth*, *conjure elemental*

6<sup>th</sup> level (1 slot): *conjure fey*

### Actions

**Staff of the Woodlands.** *Melee Weapon Attack:* +4 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage, or 6 (1d8+2) bludgeoning damage with *shillelagh* or if wielded with two hands.

**Staff of the Woodlands (spellcasting).** As an action, expend 1 or more of the staff's charges to cast one of the following spells from it at DC16: *animal friendship* (1 charge), *awaken* (5 charges), *barkskin* (2 charges), *locate animals or plants* (2 charges), *speak with animals* (1 charge), *speak with plants* (3 charges), or *wall of thorns* (6 charges). You can also cast *pass without trace* from the staff without using any charges. The staff has 10 charges.

**Staff of the Woodlands (tree form).** As an action, plant one end of the staff in fertile earth and expend 1 charge

to transform the staff into a healthy tree 60-foot-tall and 5-foot diameter trunk.

**Wildshape.** Shape options for Bonewits include Tiger, Giant Spider, Giant Octopus.

**Greenhouse Summon (2/day).** Only when Bonewits is in the Greenhouse, he may summon a **Wood Woad** at a location he can see within 30' of his current location.

### Water Elemental

Large elemental, neutral

**Armor Class** 14 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft., swim 90 ft.

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| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 14 (+2) | 18 (+4) | 5 (-3) | 10 (+0) | 8 (-1) |

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**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

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

**Languages** Aquan

**Challenge** 5 (1,800 XP)

**Water Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Freeze.** If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

### Actions

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Whelm (Recharge 4–6).** Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

## Wood Woad

Medium plant, lawful neutral

**Armor Class** 18 (natural armor, shield)

**Hit Points** 75

**Speed** 30 ft., climb 30 ft.

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| STR     | DEX     | CON     | INT     | WIS     | CHA    |
|---------|---------|---------|---------|---------|--------|
| 18 (+4) | 12 (+1) | 16 (+3) | 10 (+0) | 13 (+1) | 8 (-1) |

---

**Skills** Athletics +7, Perception +4, Stealth +4

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Sylvan

**Challenge** 5 (1,800 XP)

**Magic Club.** In the wood woad's hand, its club is magical and deals 7 (3d4) extra damage (included in its attacks).

**Plant Camouflage.** The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

**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.

**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

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**Multiattack.** The wood woad makes two attacks with its club.

**Club.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (4d4+4) bludgeoning damage.

## The Witch Maiden (Demilich)

*Medium undead, chaotic evil*

**Armor Class** 20 (natural armor), Note: *Prone*

**Hit Points** 80

**Speed** 0 ft.

---

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 1 (-5) | 20 (+5) | 10 (+0) | 20 (+5) | 17 (+3) | 20 (+5) |

---

**Saving Throws** Con +6, Int +11, Wis+9, Cha +11

**Damage Resistances** bludgeoning, piercing, and slashing from magic weapons.

**Damage Immunities** necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons.

**Condition Immunities** charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

**Senses** passive Perception 14, Note: *blind*

**Languages** Common, Elvish

**Challenge** 10 (5,900 XP)

**Legendary Resistance (3/Day).** If the Maiden fails a saving throw, she can choose to succeed instead.

**Turn Immunity.** The Maiden is immune to effects that turn undead.

### Actions

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**Howl (Recharge 5-6).** The Maiden emits a bloodcurdling howl. Each creature within 30 feet of her prone form that can hear the howl must succeed on a DC12 Constitution Saving throw or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn.

## The Witch Maiden's Projection (Demilich)

*Medium undead, chaotic evil*

**Armor Class** 20 (natural armor)

**Hit Points** 20

**Speed** 30 ft., fly 30ft.

---

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 1 (-5) | 20 (+5) | 10 (+0) | 20 (+5) | 17 (+3) | 20 (+5) |

---

**Saving Throws** Con +6, Int +11, Wis+9, Cha +11

**Damage Resistances** bludgeoning, piercing, and slashing from magic weapons.

**Damage Immunities** necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons.

**Condition Immunities** charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

**Senses** passive Perception 14, Note: *blind*

**Languages** Common, Elvish

**Challenge** 5 (1,800 XP)

**Legendary Resistance (3/Day).** If the Maiden's Projection fails a saving throw, she can choose to succeed instead.

**Turn Immunity.** The Maiden's Projection is immune to effects that turn undead.

**Projection** While the Projection is present, any damage it takes is also taken by The Maiden. If the Projection's HP total falls to 0, it dissipates. It will take the Maiden an action to regenerate the Projection.

Because the Projection is an extension of the Maiden's will, the Maiden can only take actions through the Projection if it is present in the room. For example: The Maiden can only *Howl* through the Projection if it is present.

The Projection is the only way that the Maiden can see into the room. Otherwise, the Maiden is blind. When the Maiden expends an action to recreate the Projection, she cannot tactically operate with knowledge of where the characters are currently in the room.

### Actions

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**Howl (Recharge 5-6).** The Maiden emits a bloodcurdling howl. Each creature within 30 feet of her prone form that can hear the howl must succeed on a DC12 Constitution Saving throw or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn.

### Legendary Actions

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The Maiden's Projection 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 Maiden's Projection regains spent legendary actions at the start of its turn.

**Flight.** The Maiden's Projection flies up to half its flying speed.

**Energy Drain (Costs 2 Actions).** Each creature within 30 feet of the Maiden's Projection must make a DC15 Constitution saving throw. On a failed save, the creature's hit point maximum is magically reduced by 10 (3d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the *greater restoration* spell or similar magic.

**Vile Curse (Costs 3 Actions).** The Maiden's Projection targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The

target can repeat the saving throw at the end of each of its turns, end the curse on a success.

## Shadow Demon

*Medium fiend (demon), chaotic evil*

**Armor Class** 13

**Hit Points** 66 (12d8 + 12)

**Speed** 30 ft., fly 30 ft.

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| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 1 (-5) | 17 (+3) | 12 (+1) | 14 (+2) | 13 (+1) | 14 (+2) |

---

**Saving Throws** Dex +5, Cha +4

**Skills** Stealth +7

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, lightning, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 4 (1,100 XP)

**Incorporeal Movement.** The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

**Shadow Stealth.** While in dim light or darkness, the demon can take the Hide action as a bonus action.

## Actions

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**Claws. Melee Weapon Attack:** +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.



# Player Handout A: The Crown of Souls

*(Note: Only give this handout to the Player where the character has placed the Crown on his/her head)*

**NOTE THAT MAGICAL EFFECTS ITEMIZED BELOW ONLY OCCUR IN CCC-GARY-XX MODULES. OUTSIDE OF CCC-GARY-XX MODULES IT QUALIFIES ONLY AS FOUND TREASURE WORTH WHAT IS LISTED BELOW.**

A purring voice whispers in your ear: “Mmmmmm....I live still...” You recognize this voice as the Witch Maiden. This must be her phylactery!

You try and take off the crown, but it’s stuck on your head. As you try, you hear her laughter in the back of your mind.

While you’re wearing this crown, you can summon a **Shadow** once per long rest. The Shadow will follow your commands and act on your behalf for 10 minutes before it returns to the afterlife from whence it came. While it remains, you can communicate with it telepathically up to a range of 200’.

While you’re wearing this crown, you can cast the cantrip *Message* at will. Unfortunately, the target of your message will hear the voice of the Witch Maiden delivering your information.

While you’re wearing this crown, your Maximum Hit Points will fall by 1HP each day, immediately after waking from a long rest. If you are dropped to OHP due to this effect, you have died. You cannot be returned to the living unless the crown is removed from your body.

The crown can only be removed by removing your head, or by a *remove curse* spell.

The crown has a particularly evil cast to it, and you’ll only be able to sell it a vendor with a successful contested Deception check. If you can sell it, it is worth 2500gp.

The crown can only be destroyed by dropping it into molten lava.