



THE HEART OF THE FOREST

Danen Forest, an ancient place full of dangers, and left alone by civilization. However, honor draws you there to retrieve an important object.

5E COMPATIBLE ADVENTURE

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After being rescued from the dungeons of Thamarya by the Juerii guild, the party is taken to the Nsachair, the adventurers' guild, and allies of the jeweler's clan, to lay low while things calm down... however, what should be a simple affair turns sour and complicated as the Nsachair inform the Juerii that they have been betrayed by some of their own, and an important object that would have given the jeweler's guild an advantage over the Verdant Company was taken. The PCs are asked to retrieve the object before it is lost, and destroy the traitors hiding in Danen Forest, a place to the southeast of Thamarya, and considered by many to be one of the deadliest places in the continent.

INTRODUCTION

Welcome to *The Heart of the Forest*, a 5e compatible RPG adventure by Cast n Play.

RUNNING THE ADVENTURE

The Heart of the Forest is a 5e adventure meant for four to six 7th level player characters. The adventure takes place in Danen Forest, a dark place where three imperial armies were defeated by an alliance of barbarians a hundred years ago.

- As a Game Master, you know your players better than anyone. Make your decisions accordingly.
- You have the last word. This adventure is a guide, but you can improvise as you see fit.
- Fun is the ultimate goal. Never forget that.

STORY OVERVIEW

The Heart of the Forest takes place in a forest. The plot is as follows:

- The PCs were taken to the adventurers' Guild to lay low, but were then informed of the Guild's predicament.
- The Juerii Guild needs the stolen object to strengthen their position against their enemies.
- The party has a debt to the Juerii Guild, who has taken a great risk by helping them.
- The traitors are led by Bahlok Kothar, a famous barbarian who descends from one of the tribes that defeated the imperial armies.
- The cleric and half-elf Wunduniik was the only survivor of the treacherous attack, and is the one that informed the rest of the adventurers' Guild.
- The adventure really begins outside the forest, with the background serving as a prologue.

ABOUT THE ADVENTURERS' GUILD

The adventurers' Guild is known as Nsachair, one of the youngest Guilds in Thamarya but amongst the most famous ones. The Guild's members are proud and brave, having been hired by the most affluent individuals and groups in Thamarya and the Empire. Because of the nature of their activities, the Nsachair operates mostly outside of the city, and has remained indifferent to the current political situation, preferring a certain neutrality.

However, they have dealings with the Juerii, the first of the major Guilds that welcomed them to the city. Amongst the deals they have is the protection of some of the jewelers' caravans or the retrieval of valuable rocks or jewels.

Two weeks ago, the Juerii were tipped off by an informant that a certain object existed that proved the dealings of the Verdant Company with some Guilds, authorities and more. Wasting no time, the Juerii hired the Nsachair to retrieve this object and bring it to them. The adventurers' Guild sent their second in command, Bahlok Kothar and other members for this mission. A great mistake, for the barbarian and some members attacked their fellow Guild members and made off with the object, which he intends to sell to the Verdant Company for a vast amount of money, and then use it to rebuild his clan.

ABOUT THE FOREST

Numerous legends surround Danen Forest, and most of them are dark. It is believed to be one of the oldest in the continent whose trees harbor great secrets and knowledge. A hundred years ago a great battle occurred, Thamarya and the Empire sent some of their armies to battle against an alliance of barbarians who refused to bend the knee.

Bahlok Kothar's clan was amongst the barbarians and they were victorious; three armies were annihilated and the empire's reputation was damaged. Howbeit, twenty years after the battle, the empire managed to defeat and disperse the numerous clans that had risen against them. Kothar's clan were amongst the last to disperse, vowing to return one day and destroy the empire once and for all. The barbarian has hidden in the heart of the forest, a place devoid of any hint of civilization and with an altar where the officers and nobles of the imperial armies were sacrificed by the alliance. The forest is cold, misty and dark, with many dangers lurking under the trees.

ADVENTURE HOOKS

For this adventure consider the following character hooks:

A Debt. The party owes the Juerii their lives. Had it not been for them, they would have succumbed to the Verdant Company in the dungeon.

Vengeance. The Verdant Company tried to kill the characters, tarnishing their names in the process. This cannot stand, this will not stand. If the object can bring them down, count on us!

Adventure. A creepy forest? A worthy foe? This is what an adventurer lives for.

PROLOGUE

The adventurer's guild, usually a place of revelry and comradeship, is now beset by pain and anger. The adventurers' leader, the mighty Brow Kurgan, seemed aloof and ashamed as Danaria, the Juerii's representative and one of its leaders, asked about the whereabouts of the object the adventurers had been hired to obtain. Usually firm of voice, Kurgan hesitated, and Madame Elean Ramnulfids took over. The beautiful and brilliant woman stated that they had been betrayed by a fellow member: "The Demon of Violence" Bahlok Kothar, a famous dragonborn barbarian known for his battle skills and savagery. He was also Kurgan's best friend until the betrayal. Kothar and two other members turned on the guild and murdered three of their brethren, and injured others as they stole the object and escaped to Danen Forest, a place avoided by civilized people and where three imperial armies were annihilated by an alliance of barbarian clans a century ago. Bahlok Kothar's clan fought in that battle and were amongst the most brutal.

While Madame Elean Ramnulfids narrated the events, the other adventurers sighed in lament or cursed the betrayers for bringing shame to their guild. By the time the Madame finished, all eyes in the tavern were on you. With the elegance and discretion of the greatest bard, Elean Ramnulfids had slipped a comment that made you the center of attention. The laws of the Nsachair expressly state that its members must aid and guard one another, with all members having sworn an oath to uphold the code. Membership is permanent, with only death freeing a member. Because of this, the adventurers cannot retaliate against the traitors, for if adventurers can't trust and aid each other, then the Guild would have never prospered.

Elean Ramnulfids, being well aware of this and of your debt to the Juerii clan, has asked you to kill the traitors and retrieve the object.

Note for GM: Although it isn't part of the adventure per se, the adventurers' Guild tavern can provide the characters with more information or enhance the experience. Feel free to use it or skip to Danen Forest.

NSACHAIR GUILD

The Adventurers' Guild is located in a secret tavern in the center of Thamarya. The Guild has lost some of its members after Bahlok Kothar and two others betrayed the Guild, killing some and stealing an important object that proved that the Verdant Company was involved with some of the city Guilds and more.



Brow Kurgan

The Juerii had hired the Nsachair to retrieve this object. Danaria, a **genasi**, and one of the Juerii's leaders, brought the PCs to the secret tavern, and expected to hide them there until things calmed down in the city. However, things are now different and the jeweler's Guild needs that object retrieved.

Because of their code, the Nsachair cannot do it and the task has fallen to the PCs who must depart as soon as possible.

If the players decide to interact with some of the Guild members before they set out for the forest, use the table below as a guide for some of the information they gather.

NPC	Information
Danaria, genasi of the Juerii Guild	"Our spy managed to obtain an object which proved the dealings of the Verdant Company with other Guilds. We were going to use it to take it to the authorities and crush the syndicate. Unfortunately, we did not expect the adventurers' Guild to be betrayed by their own. Retrieve the artifact no matter what".
Wundunii, Half Elf cleric	"I barely managed to escape. I think that Kothar didn't strike me with all of his power. Anyways, be weary of Danen Forest, it is a primeval and ancient place with many dangers lurking in the shadows. And beware of poisons..."
Brow Kurgan, Guild leader.	"Bahlok Kothar was my brother in arms... brave and unbeaten. I never believed that he could be capable of treason. Why did he do it? I do not know. One bit of advice, if you challenge him to a one on one he will accept, he has a big ego".
Madame Elean Ramnulids	"Thank you for assisting us. The code strictly forbids fighting between Guild members. I will use my contacts to make sure the city authorities believe you died in the dungeon revolt. The city's a mess ever since King Archibald retired from public view, he hasn't even appointed a new Grand Advisor since the last one died years ago. But I'll see what I can do".
Ukris, bartender	"... You'll also have to watch out for Tundar the Beast Master, and Mindoraan the monk. They joined Kothar and killed some of our brothers and sisters. Have these on the house, 4 <i>potions of superior healing</i> ."

DANEN FOREST

The forest is located to the south east of Thamaraya. It is cold and damp, with the trees being hundreds of years old and having a wide variety of plants and animals.

Although not large, the forest is quite thick, the foliage keeping out most of the sunlight, and some patches are so dense that it is similar to being inside a cave. Numerous rumors and legends exist about this ancient place, including some about creatures and secrets now long forgotten. Adding to the macabre ambience is the fact that a permanent layer of mist covers most of the ground, making the forest a complicated terrain. See Appendix B for the map.

PLACES IN THE FOREST

Getting lost in the forest is relatively simple, between the density and the mist, many wanderers have entered to never be seen again. Before their departure, the players were told of an old trail that leads to the heart of the forest, the place where Bahlok Kothar is hiding.

The players will begin in an opening to the west of the forest, and from there find the trail and follow it. The trail will take them through some places before they reach the heart of the forest, a place even denser which spirals into an altar where officers and nobles of the imperial armies were sacrificed a century ago.

F1. ENTRANCE

The green is otherworldly, like something out of a legend or the tales from travellers who have visited the other planes. The tones are rich and deep, the colors are staggering like a painter's canvas. A single tree seems to project more than five kinds of green. The elves speak of some great spirit, the avatar of nature itself and how its presence sneaks into corners of Eluan sometimes, enticing careless wanderers away from the trodden path, never to be seen again. Danen Forest feels like one of those corners, a primal vision from times immemorial. What was it that truly defeated the imperial armies? Was it the barbarians or some unseen force? Although there's a sense of tranquility, the forest is alive and ravenous, a hungry cannibal awaiting flesh, maybe yours?

The forest's outskirts are the least dense parts, however, they do form a natural wall that closes the forest off. The only exceptions are some gaps which serve as an entrance to Danen, the way the PCs were told about. Danen forest is an ancient and unspoiled place, a living entity in its own regard. The environment will play with the PCs senses, making them see or hear things that may or may not be there, creating an atmosphere of unease and even paranoia. Please roll the table below to select an event that will affect the characters.

D6 Event

- 1 The trees' foliage shakes. Is there something above?
No, it was just the wind but the forest's density makes it difficult to detect unfriendly creatures.
- 2 We are being watched. PCs will feel piercing eyes hidden behind bushes or a tree. All perception checks are done with disadvantage until the characters have a short rest
- 3 The tall trees keep the sunlight out, making this part of the forest almost as dark as a cave. PCs without darkvision cannot see.
- 4 Call of the wild. The forest awakens the beast within the PCs, bringing out their savagery and bravery. The characters will have advantage in their attack rolls during their first combat.
- 5 Characters stink of the city, they do not belong in the forest and it resents their presence. Id8 **vine blights** attack the players.
- 6 Remains of the dead. The PCs come across the body of a lost wanderer. They find 50 gp, Id4 *greater healing potion*, one *potion of gaseous form*, and 13 *ammunition* +2.

THE TRAIL

According to Madame Elean Ramnulfids, there's a hidden trail that leads to the center of the forest, the place where Bahlok Kothar and the other traitors are supposed to be hiding.

A successful DC 18 Wisdom (Survival) check is needed to find the trail. Once it is discovered, it is relatively easy to follow now that the characters know what to look for. If the check is not successful, an hour needs to pass before it can be rolled again. If that happens, please roll a d8 to determine if there's a random encounter.

D8 Encounter

- 1 Two **will-o'-wisp**
- 2 Id6 **giant wolf spiders**
- 3 Two **owlbears**
- 4 One **Kogdraron**
- 5-8 No encounter

See "The Monster Manual" for their stats.

F2. ABANDONED TENT

A revolting smell pollutes the otherwise fresh air as the discreet trail takes a bend and leads to a small clearing. There is a small tent in the middle of it. The smell seems to emanate from inside.

The tent is in the middle of the clearing which is 30 ft. in diameter. Inside the tent is the body of a lost wanderer whose lower half has been devoured.

The trail continues on the other side of the clearing, where, hiding behind some trees are four **kogdraron** who will attack the characters once they approach the tent. See Appendix A for their stats.

F3. THE AMBUSH

The disorientation has increased as the twin suns' light is blocked by the trees. It is as if the deeper one goes into the forest, the more the trees pile up layer after layer, becoming a solid green wall. Fortunately, the trail is clear enough but doubt manifests itself, you wonder if it is day or night?

After two hours the trail descends into a gully from where it continues. It is 10 ft. deep, and goes on for 150 ft. Hiding on top are four **dragonborn barbarians**, all members of Kothar's clan. They were ordered to keep watch on the trail and eliminate any intruders or wanderers.

They have masterfully camouflaged themselves and cannot be detected, giving them advantage when they spring their ambush. However, a successful DC 17 Wisdom (Perception) check reveals markings on one of the trees, and if followed by a successful DC 16 Intelligence (History), the PCs will know that the marking belongs to a barbarian clan and they do so to mark their territory. See Appendix A for their stats.

Treasure. Three *greater healing potions*, one *potion of heroism*, five *bead of force*, and one *cone of cold croll*.

F3. THE WALL OF TREES

You've noticed that the trail has faded as you penetrate the forest further, what was once a slightly hidden path marked by careful footsteps has been now covered by dirt and long grass. There's no doubt that nature is wilder here, and uncontrolled. The trail ends in front of a solid ring of trees which stand so tightly together that it makes it impossible to pass. It is a wall more solid than those that surround Thamarya.

The ring of trees is a gigantic perimeter that separates the heart of the forest from the rest of the woods. The trees are as thick as a house and tall like a siege tower, and much older than the others

There's only one gap through which creatures can pass but it is guarded by a **treant** called Mallick who has been ordered to deny entrance to outsiders.

To enter the heart of the forest, the PCs must defeat the treant or find a way to convince it to let them pass. A successful DC 17 Intelligence (Nature) check reveals that the creature cares for nature, and if any of the characters has shown respect to the trees and animals or is druid, it can be convinced to let them pass. To persuade Mallick, a successful DC 20 Charisma (Persuasion) is needed.



Questboard

ROLEPLAYING MALLICK

Mallick is patient but firm. He will listen attentively, and will take his time in replying or deciding. However, he does not tolerate being deceived or creatures acting rash. The treant will deny entry if the characters get on his nerves. If asked about the heart of the forest, he says that it is a spiral of trees, a sort of cove that leads to the center of the forest where the barbarians sacrificed the invaders a hundred years ago.

If asked about Bahlok Kothar, Mallick will state it respects the barbarian but he is too violent. If the players fail to convince the treant to let them pass, the only way through is by combat. See Appendix A for its stats.

THE GROVE

If the forest could be considered a single living entity, then this place is definitely its beating heart, pumping life into the rest. The rocks, the dirt, everything feels alive. The ground is covered in a thick layer of mist as if the earth itself was exhaling on a cold winter morning.

The heart of the forest follows the shape of a spiral that leads to the center where Bahlok is hiding.

The whole cove is considered difficult terrain because of the layer of mist that covers the ground. Fortunately the only way to move is to follow the shape of the spiral until it reaches the very center. Unlike the rest of the forest, the cove is avoided by creatures and the PCs will only come across the traitors and their minions. See Appendix B for the map.

QUICKSAND

A couple of minutes into the cove, a large patch of quicksand covers the entirety of the ground, covering a 30-foot square area and 15 ft. deep. Because of the mist, there is no way to spot the quicksand unless a character was already probing the ground.

Any PC inside the area will sink $1d4+1$ feet into the quicksand at the start of each turn. A successful DC 15 Strength check is needed to escape.

The players can also use the edge of the trees to avoid the quicksand. A single successful DC 15 Strength (Athletics) check will permit them to climb across the quicksand.

Quiet. Too quiet. Except for the sound of the wind blowing through the leaves, and the echo of your footsteps, the heart of the forest is as silent as a tomb. It is only now that a strange revelation arises, that there are no animals, not even insects in this place. Why?

THE HUNTING PARTY

An hour after the quicksand, the blowing of a hunting horn disturbs the sepulchral silence that governed the Grove until now. It did not sound far away. The source of the sound is **Beast Master** Tundar, who has signalled his six **blink dogs** to start the hunt against the players. The dogs will use their blinking ability and the mist to attack the characters, and then blink out before they can be attacked. Meanwhile, Tundar will attack the characters along with his three mirror images that function the same as the spell.

Only PCs who can't see or rely on other senses than sight or who have truesight will not be fooled by the mirror images that are destroyed the moment they receive damage. Knowing that the adventurers' Guild would send somebody after them, Tundar decided to set up an ambush and wait. If the players manage to defeat Tundar, read the following box out loud:

The Beast Master coughs some blood as he awaits certain death. He focuses his eyes on you, the ones who vanquished him: "And I thought that only a Nsachair could defeat another Nsachair ... Congratulations. But beware, Bahlok Kothar is on another league, and he is aware you are coming".

Loot. See Appendix A for Tundar's belongings.

THE FIELD OF MUSHROOMS

Sometime after the ambush against the Beast Master, the space between the trees begins to get narrower, and a field of mushrooms covers the entire section. The field has a square area of 120 ft. and is poisonous. For each turn a PCs spends inside the field it must make a DC 15 Constitution saving throw. The character takes 4d8 poison damage on a failed save, or half as much on a successful one.

The mushrooms lie hidden by the mist but a successful DC 16 Wisdom (Perception) check allows a character to spot them before the party enters the field.

THE HIDDEN CAVE

Seemingly hidden by the neverending spiral of trees lies a cave. Inside are the remains of some imperial soldiers that, although mortally wounded, managed to escape the clutches of the barbarian clans before being utterly annihilated.

It is so well hidden that it has remained unspotted after all these decades. The cave can be spotted if one of the PCs has been listening or checking the surroundings constantly and rolls a successful DC 18 Wisdom (Perception) check.

Although the mouth is small the cave is large. The ground is moist with numerous plants softly protruding. In the distance something is glittering.

The glitter is caused by the soldiers' remaining items. Etched on a great glowing rock is a message written in thamaryan:

"Here lies the last of the cohort of the Blue Cape cavalry. Stranger, please tell the people of Thamarya that here we lie obedient to their laws". A successful DC 16 Intelligence (History) check reminds the party that Blue Capes are not allowed to be taken alive or made prisoners".

Blue Capes Equipment. Two shields +1, one lance +2, and one bracers of archery.

THE STONE ALTAR

The spiral comes to an end in a large opening.

Unlike in other parts of the grove, this area has no mist and the ground is packed with skulls and bones next to rusty and decayed armor and weapons. Standing in the center of the opening is a great polished rock whose grey color has been painted over by a deep scarlet, the product of dozens of sacrifices. Sitting on the altar is the **dragonborn barbarian** and traitor, Bahlok Kothar, who nods at the characters and stands up. Standing behind him are five **dragonborn clan warriors**.

Bahlok Kothar clears his throat. "Let me guess... Kurgan sent you merry fools after me? Well, according to the authorities, you are dangerous (chuckles). We shall see how really dangerous you are. However, before we begin, there is something I want to confess. The object you seek is no longer in my possession (silence)...

I sold it off to Feilian Pam, a captain of the Verdant Company, and from what I hear, a merciless murderer. I would have loved to fight him, but he paid good coin for it. Oh well...

Kothar places a rock on top of the altar and explains that he has written the name of the place where the object was taken to.

They are free to take the rock if they defeat him, and without any further explanation he attacks the party as do the other dragonborn and Mindoraan, an **elf monk** who swoops down from one of the trees and attacks with advantage. See Appendix A for their stats.

Bahlok Kothar discovered the object's importance to the Verdant Company, and planned to steal it and sell it to them. The reason behind this is that he used the money the syndicate paid him to rearm his scattered clan and take back their ancestral lands. By the time the PCs have reached the altar, both the object and the money are not there anymore.

Loot. See appendix A for Kothar's and Mindoraan belongings.

ROLEPLAYING BAHLOK KOTHAR

The barbarian will howl after every blow, and his eyes will be consumed by fury as the dragonborn will fight with all his might. He will compliment characters that avoid his attacks or when they manage to hurt him. He will not be polite with magic casters, mocking them and trying to take them out with one blow. Kothar won't attack an opponent who is down or stunned, aiming for another opponent if this happens.

THE BARBARIAN'S FINAL WORDS

Kothar's muscles relax, his fingers loosen their grip, and his weapon drops to the ground, causing a great bang as it hits. A small smile forms on his face as a gentle breeze blows inside the opening.

"Well done, take the rock, and go. You have little time before the Verdant Company moves from that place... which (coughs blood) it's a dangerous place... I can't lie to you about your chances, but you have my sympathies," and without another word, the barbarian's eyes close forever as he dies on his feet.

Written under the rock are the words: "**Creekhaven Fortress**".

EPILOGUE

The night cold creeps through clothes and pierces the skin. The left bank of the river Vyr is bleak, devoid of activity, and under what seems a permanent bank of fog.

When you returned to the secret tavern, you were received by Elean Ramnulfids, who was the only one there. She gave many thanks for defeating the traitors, but the object still needs to be retrieved. After hearing about where it was located, Elan implored you to head there immediately and wished you luck. Hesitant to speak about the place, she only tells you it's a place of dread. So you departed and made your way to the left bank of the river, avoiding detection and fatigued, but knowing that time was against you and you had to reach Creekhaven Fortress before the object was lost.

You managed to track a Verdant party and followed them until their tracks suddenly disappeared. And now that you find yourself in this gloomy landscape, besieged by cold and ill at ease because of the silence, you can't help but feel that you are walking into the dragon's mouth.

Milestone. All surviving players reach 8th level after defeating the traitors.

WHAT'S NEXT?

After Bahlok Kothar closes his eyes for the last time, the players will feel the urgency of returning to Thamarya and recuperate the stolen object.

- What is the object?
- Is it true that they have less than two days to find the object?
- Are Thamarya's authorities still after the characters?
- Would a rearmed barbarian clan could change the geopolitical situation in the Empire?



Innkeeper

APPENDIX A: NPCS AND MONSTERS

CLAN WARRIOR DRAGONBORN

Medium humanoid (dragonborn), lawful evil

Armor Class 12 (Hide armor)
Hit Points 11 (2d8+2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	11 (+0)	11 (+0)	11 (+0)

Senses Passive Perception 12
Languages Draconic
Challenge 1/8 (25 XP)

Pack Tactics. The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Dragonborn
Barbarian

BARBARIAN, BAHLOK KOTHAR

Medium humanoid (dragonborn), lawful evil

Armor Class 13 (None)
Hit Points 85 (7d12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

Skills Athletics +7, Perception +1, Survival +4
Senses Passive Perception 11
Languages Common, Draconic and Sylvan
Challenge 7 (2900 XP)

Draconic Breath Weapon. Once between short or long rests, Bahlok can breathe out a 15 ft. cone of fire causing 3d6 fire damage (DC 13 Dex save for half damage) to all caught in area.

Rage. Lasts 1 minute (10 rounds), or until unconscious. Bahlok gains advantage on strength checks, +2 on melee damage and resistance from bludgeoning, piercing and slashing damage.

Special Equipment. Bahlok's Greataxe is magical +2, one potion of hill giant strength, one potion of invulnerability, and two potions of healing.

ACTIONS

Multiattack. Bahlok Kothar makes two greataxe attacks.

Greataxe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: (1d12 + 4) slashing damage.

KOGDRARON

Medium monstrosity, unaligned

Armor Class 13 (Natural Armor)
Hit Points 40 (5d10+30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Senses Darkvision 60 ft., Passive Perception 11
Languages -
Challenge 3 (700 XP)

Avoidance. If the kogdragon is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement. The kogdragon projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the kogdragon is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The kogdragon makes three attacks with its tentacles.

Tentacle. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 4 (1d6) piercing damage.

TREANT

Huge plant, chaotic good

Armor Class 16 (Natural Armor)
Hit Points 138 (12D12+60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances Bludgeoning, piercing
Damage Vulnerabilities Fire
Senses Passive Perception 13
Languages Common, Druidic, Elvish and Sylvan
Challenge 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6+6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/80 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

BEAST MASTER, TUNDAR

Medium humanoid, lawful evil

Armor Class 13 (Leather Armor)
Hit Points 60 (6d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	16 (+3)	12 (+1)	14 (+2)	9 (-1)

Skills Acrobatics +5, Animal Handling +5, Deception +5, Perception +5, Stealth +5, Survival +5
Senses Darkvision 60 ft., Passive Perception 15
Languages Common and Sylvan
Challenge 6 (2,300 XP)

Spellcasting. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:
1st level (4 slots): cure wounds, fog cloud, and detect magic
2nd level (2 slots): beast sense

Special Equipment. One helm of comprehending languages, one potion of flying, four potions of healing, and one manual of gainful exercise.

ACTIONS

Multiattack. Tundar makes two ranged attacks with his longbow.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 10 (1d8 + 2) piercing damage plus 3 (1d6) poison damage.

BLINK DOG

Medium fey, lawful evil

Armor Class 13
Hit Points 25 (4d8+4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (-0)

Skills Perception +3, Stealth +5
Senses Passive Perception 13
Languages Blink Dog, understands Sylvan but can't speak it
Challenge 1/4 (50 XP)

Keen Hearing and Smell. The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Teleport (Recharge 4-6). The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

MONK, MINDORAAN

Medium humanoid, chaotic evil

Armor Class 16

Hit Points 40

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	11 (+0)	14 (-2)	12 (+1)

Skills Acrobatics +7, Athletics +4, Perception +5, Stealth +4, Survival +4

Senses Darkvision 60 ft., Passive Perception 15

Languages Common, Elvish and Orc

Challenge 6 (2,300 XP)

Martial Arts. Counting actions and bonus actions, Mindoraan can make three unarmed attacks or one weapon attack plus two unarmed attacks in a turn.

Shadow Step. As a bonus action, Mindoraan can teleport 60 ft. to an unoccupied space in dim light or darkness, gaining advantage on the first melee attack before the end of the turn.

Step of the Wind. Mindoraan can spend 1 ki to disengage or dash as a bonus action.

Special Equipment. One hat of disguise, one wind fan and one potion of superior healing.

ACTIONS

Multiattack. Mindoraan makes two unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d6 + 4 bludgeoning damage. Strike counts as magical and can also make unarmed strike as bonus.



Monk

APPENDIX B: MAPS

DANEN FOREST



APPENDIX B: MAPS

THE GROVE





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