

Hunt for the Archdruid

A One-Shot D&D Adventure for 3rd-Level Characters



Leander the Archdruid entered Druid's Sleep 500 years ago without passing on the druid teachings. Now, a horde of bullywugs – sinister frog creatures – led by an evil mage descend into Drakewood, imperiling the nearby towns. Bold adventurers venture into Drakewood to find the Archdruid's resting place, wake him, and enlist his aid against the bullywug menace!



HUNT FOR THE ARCHDRUID

This adventure is converted from “*Hunt for a Hierophant*” (by Chris Doyle, DUNGEON #63), heavily adapting the story beats from that adventure to fit into a 3-4 hour one-shot gaming session. While the original called for 6th-8th level PCs, most of the challenges are better suited to a lower level party; thus I converted it to 5th edition for a party of four pre-generated 3rd level characters.

An immense horde of frog-like bullywugs descended from the Cragmoor, surging into the dark reaches of Drakewood, laying waste to the inhabitants and corrupting the land. The bullywugs muster under the banner of an evil mage, ready to press south into civilized lands. Preparing too late for the horde, human towns bordering Drakewood seem doomed as the bullywugs show unusual intelligence, are well-armed, and even use magic. Walls are fortified, food is stockpiled, and militias are drilled. However, the only real chance of survival for the towns and for the good creatures of Drakewood lies in the legend of the Archdruid.

500 years ago the Archdruid Leander mysteriously vanished, the druids' teachings vanishing with him. Recently, however, a party of adventurers unearthed the tattered remains of Leander's journal, learning that the Archdruid foresaw a terrible horde and entered Druid's Sleep, a form of magical hibernation similar to what some animals enter in winter, so he would be alive to lead the fight. But something has gone wrong. The Archdruid has not awoken. There are leads in Leander's journal about leaving a map and several items useful in finding his resting place to his close friend, a treant named Evergreen. Among these items is one necessary to entering his resting place: “a key that is not a key.” Thus, the adventurers set forth into the bullywug-infested Drakewood to find the Archdruid's resting place, wake him, and enlist his aid against the bullywugs...

Pregen PCs

Alfie McDoozel: ♂ stout halfling paladin (ancients), sheriff whose family swore an oath to protect the Archdruid.

Before play starts... Alfie's player decides how he accidentally cooked a shapeshifted bullywug & the chief out for revenge against him (appears in encounter #2).

Etre Ervelayn: ♀ high elf fighter (eldritch knight), sent by elven sages to awaken Archdruid and learn whether the evil mage is a fallen elf.

Before play starts... Etre's player decides on her family crest; the crest appears on the Magically Locked Door (Area M) & can be used for a hint.

Hans Lefthanded: ♂ human rogue (scout), stole the bullywug's idol while scouting and secretly is guilty that bullywug aggression is his fault.

Before play starts... Hans' player decides what the frog god idol whispers to him; it's actually a sentient cursed magic item!

Martisse: ♀ sprite ranger (#), on a quest to save her dryad friend Mistle by planting an acorn from a dying oak in magic soil of Archdruid's lair.

Before play starts... Martisse's player chooses the name of her racoon animal companion; it's actually the disguised leprechaun Thomas O'Malley!

Squib the Chameleomancer: ♂ lizardfolk wizard (illusionist), tribal exile who seeks to end bullywug menace forcing tribe from the woods.

Before play starts... Squib's player chooses his prepared spells.

Watha: ♂ grung monk (drunken master), wanderer cursed by the Archdruid to reincarnate until it finds the Archdruid and atones.

Before play starts... Watha's player decides its previous incarnation; that incarnation's body is found during the adventure with a hint.

Zarese of the Silver Moon: ♀ human bard (glamour), first “moon priestess” in centuries who escaped convent to find Archdruid to teach her.

Before play starts... describe to Zarese's player her dream of Leander's resting place lying beyond a treant's grove inside a cave overgrown with fungi that reeks of sickness.

Bullywug Tactics

- Watch and learn from hiding, making false assumptions, and share info via frogs.
- Ambush at a place with water / swamp.
- Demand surrender (in Bullywug), making attacks to subdue and using *tanglefoot bags*, grappling, *entangle* spell, or giant frog's Swallow action to take captives.
- When a bullywug is hurt, it will be cowardly, leaping away to water or get reinforcements.

Bullywug Names (Male). Brillup, Buhmb, Bullgup, Chirk, Grugenos, Haari, Horglash, Kermshugg, Labllup, Pubble, Quaffodun, Quortle, Touddun. **(Female).** Begritha, Gertrudd, Kaillum, Mershent, Swumpiff, Quagmire, Quon, Ruue, Wuon.

Bullywug Trinkets (d6). **(1)** totem necklace, **(2)** giant snake jaw bone helmet, **(3)** shiny shell or rock, **(4)** pouch of 10 gold pieces, **(5)** doll of a frog eating an adventurer, **(6)** *tanglefoot bag*.

Bullywug Culture

- Nasty, brutish, and wet
- Always hungry
- Frog-eat-frog politics
- Foul aristocracy with grandiose titles
- Take captives and make them beg for mercy
- Don't realize others can't speak Bullywug
- Inferiorty complex
- Quick to revere "avatars of Ramenos"
- Frog messengers & giant frog mounts

BULLYWUG

Medium humanoid, neutral evil

Armor Class 13 (hide armor)

Hit Points 9 (2d8)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	11 (+0)	7 (-2)	10 (+0)	7 (-2)

Skills Stealth +3 (with advantage in swampy terrain)

Senses passive Perception 10

Languages Bullywug (speak simply with frogs/toads)

Challenge 1/4 (50 XP)

Amphibious. The bullywug can breathe air and water.

Leaping Assault. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without running. If it hits with a spear attack at the end of this jump and doesn't move further on its turn, it deals a critical hit. However, if a creature hits with a readied attack at the end of the bullywug's leap, that creature deals a critical hit to the bullywug instead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4+1) bludgeoning damage.

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

BULLYWUG SUB-CHIEF

Medium humanoid, neutral evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (4d8+4)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	9 (-1)	10 (+0)	7 (-2)

Skills Stealth +3 (with advantage in swampy terrain)

Senses passive Perception 10

Languages Bullywug (speak simply with frogs/toads)

Challenge 1/2 (100 XP)

Amphibious. The bullywug can breathe air and water.

Leaping Assault. (see bullywug)

Rancid Aura. Warm-blooded creatures starting their turn within 10 feet of the bullywug lose temporary hit points, and cannot benefit from healing while in the bullywug's aura.

ACTIONS

Multiattack. The bullywug makes two melee attack: one with its bite and one with its spear.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4+2) bludgeoning damage.

Long Spear. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. Hit: 7 (1d10+2) piercing damage.

BULLYWUG SHAMAN

Medium humanoid, neutral evil

Armor Class 13 (hide armor)

Hit Points 22 (4d8+4)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Stealth +3 (with advantage in swampy terrain)

Senses passive Perception 11

Languages Bullywug (speak simply with frogs/toads)

Challenge 1/2 (100 XP)

Amphibious. The bullywug can breathe air and water.

Leaping Assault. (see bullywug)

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6+1) bludgeoning damage.

Spellcasting. The bullywug is a 3rd level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11). The bullywug has the following druid spells prepared:

At-will: *light*, *thorn whip*

1st level (4 slots): *beast bond* (frogs only), *entangle*, *fog cloud*

2nd level (2 slots): *healing spirit*

Change Shape (1/short rest). The bullywug turns into a giant frog for 1 hour, gaining those statistics (except INT, WIS, CHA).

1. Drakewood (optional)

Drakewood is a dark forest of oak trees and brambles growing over elven ruins and streams. Though it is morning (8:00am), the canopy cuts off most direct sunlight. The streams have flooded over and become tainted, and a noxious haze hangs in the air. Though you've managed to find the one trail not yet totally overgrown, the haze makes it easy to get lost. In the distance you can hear the thrumming and croaking of bullywug hunting parties searching the Drakewood.

In this exploration scene, the party traverses Drakewood in 5 hours, and each player rolls d10 on the events table below:

1. Frog Temple. Bullywug chanting comes from down in a valley. A PC (or the party, as a group check) can make a DC 10 Intelligence (Investigation) check to eavesdrop/spy safely: "Zerrick... chub chlub... Ramenos bloop... glub glub... Yoorble mucka wizit!" (Zerrick is big frog with Ramenos who sleeps, yes yes, much more magic than Yoorble). There are over two dozen **bullywugs** chanting in a trance, surrounded by frogs, as a **bullywug shaman** holds up a magic wand as if receiving it from the giant frog statue.

2. Druid Stone Marker. A moss-covered stone bears carvings in Druidic: "Tread lightly, not brightly in the treant's cave, lest you awaken the shrieking stave."

3. River Crossing. Crossing the river requires a DC 10 group Strength (Athletics) or Dexterity (Acrobatics) check; on a failure, each PC loses an item of gear chosen by the DM. **If Squib is in the party, he can swim to automatically succeed.**

4. Noxious Haze. A green cloud makes it hard to focus and navigate; the entire party makes a DC 10 group Wisdom (Survival) check or they become lost for 5 hours. **If Martisse is in the party, ignore this event.**

5. Man-Traps. Each PC makes a DC 10 Dexterity saving throw or is swallowed by a man trap, taking 1d6 piercing damage and losing any rations which the man trap eats. **If Alfie is in the party, he can appease the man-traps with his cooking, letting party pass safely.**

6. Elven Scout. A wounded wood elf **scout** named Lathleriel offers information about Bullywug Hunting Parties if PCs provide healing. **If Etrea is in the party, the scout gives information for free.**

7. Tree Hut. A primitive hut lies high in an oak tree, offering a vantage point (and 2 spears & *tanglefoot bag*) allowing foreknowledge of any remaining Drakewood events, but reaching it requires a DC 14 Strength (Athletics) check; if failed by 5+ the PC falls for 2d6 bludgeoning damage. **If Hans or Watha is in the party, they automatically climb successfully.**

8. Deep Dark Woods. The party makes a group DC 10 Wisdom (Perception) check in dim light (with disadvantage if they don't have darkvision); on a failure they imagine shadows of brambles are a group of ambushing bullywugs. **If Zarese is in the party, she automatically succeeds as a sliver of light mysteriously guides her.**

9-10. Bullywugs. The party makes a DC 10 group Dexterity (Stealth) check or the bullywugs catch up with them and each PC must choose one of the following:

- *Run Away!* Spend a Hit Die to outpace the bullywugs.
- *Drive Them Back!* Expend 5 pieces of ammunition or a 1st/2nd-level ranged spell to drive off the bullywugs. An ally can expend 5 more pieces of ammunition or another spell to cover another PC.
- *Trick Them!* Make a DC 14 skill check (with the DM's consent), but subject to 3 bullywug spear attacks if failed.

Tanglefoot Bag

As an action, a character can throw the tanglefoot bag up to 20 feet. Make a ranged attack against the target, treating the bag as an improvised weapon. On a hit, if the target is touching the ground, target's speed becomes 0, and it can't benefit from any bonus to its speed, for 1 minute. If the target is flying with wings, it must make a Dexterity saving throw or fall. Once it hits the ground, it is affected as a creature touching the ground.

On its round, the target can spend its action to make Strength saving throw. If successful, the creature is no longer affected.

2 (and ongoing). Bullywug Hunting Party

Five bullywug hunting parties scour Drakewood in search of captives and treasure in elven ruins to bring before the evil mage Zerrick. Each is made up of 12 **bullywugs**, a **bullywug sub-chief**, and a **bullywug shaman** during the day. At night each hunting party grows to 16 **bullywugs**, a **bullywug sub-chief**, a **bullywug shaman**, and 3 **giant frogs**. Each hunting party has 2 *tanglefoot bags* and the shaman wields a *wand of magic missile*.

A hunting party catches up with the PCs near the entrance to the treant's cave, throwing a few spears at long range, but unwilling to enter the cave for fear of the treant (until they have superior numbers).

Wand of Magic Missiles

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to cast *magic missile*. For 1 charge, you cast the 1st-level version (with 3 missiles dealing 1d4+1 force damage each). You can increase the spell level (and number of missiles) by one for each additional charge you expend.

The wand regains 1d6+1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1 it crumbles into ashes.

Lore: Bullywugs

Arcana DC 15: Bullywugs slowly desecrate the lands they inhabit in a manner similar to an evil use of the *hallow* spell.

History DC 15: The bullywugs of Cragmoor never left their swamp before; their odd behavior may be due to the influence of an evil mage named Zerrick who has hunted down the druid teachings.

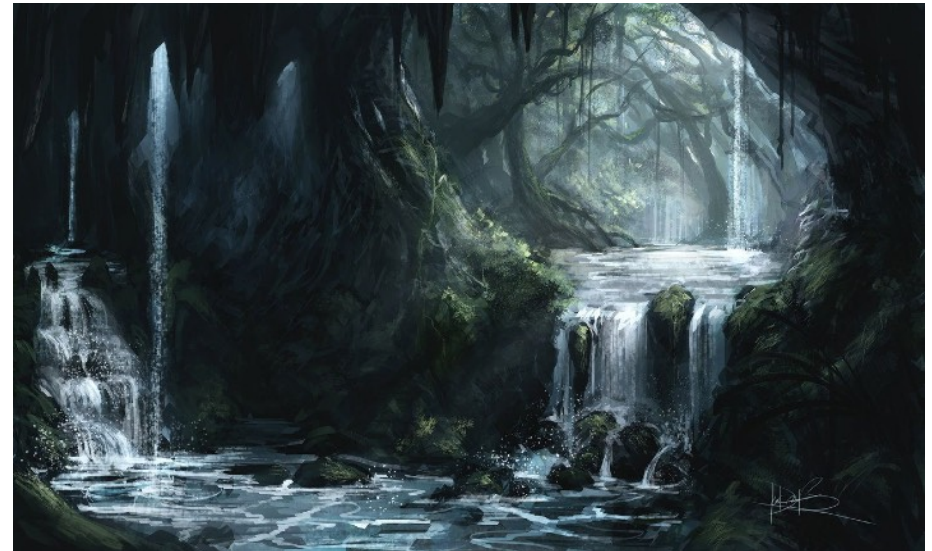
Nature DC 10: Bullywugs are nasty and noisome swamp-dwelling humanoids that ravage and deplete the lands they occupy.

Nature DC 15: Bullywugs are lead by foul aristocracy ruling by brute strength, ransoming captives, and the occasional bit of cannibalism.

Religion DC 15: Many bullywugs revere the sleeping god Ramenos whose ancient crumbling idols can be found in swamps and jungles. If bullywugs encounter a froghearth or ancient giant toad, they treat it as an avatar of Ramenos, propitiating it with sacrifices and food.

3. Treant's Cave

A curtain of water pours over the mouth of a cave flanked by two majestic oak trees, feeding the stream you followed. Inside, the air is stale and earthy. Shelf fungus grow from rotting roots emerging from the walls. Strange floating fungal spheres provide dim light. A shallow putrid pool of water lies at the center, overlooked by a gnarled mushroom-infested ancient oak. Tables covered with alchemy supplies line the northern wall, while casks, a coffer, and a chest line the western wall. A tapestry depicting a serene forest sunset covers the northeastern wall.



A **shrieker** (AC 5, hp 13) is at the left side of cave. It screams if bright light or a Small+ creature comes within 30 feet, alerting Evergreen (Chaotic Neutral **treant**) and all creatures within 300 feet. Evergreen is bitter about Leander's magic unnaturally extending his life (he should have "put down roots" long ago), obsessed with finding the kayloe herb to treat his fungal madness, and reluctant to talk with the PCs. They must get him to talk and answer his questions to gain his aid:

PCs wielding fire or axes, who've been careless with fire, who poison the forest or its natural denizens, or who destroy or harm great trees suffer disadvantage on any Charisma checks made to convince Evergreen. And if Evergreen witnesses a PC looting treasure unbidden, they get a **failure**.

- 1. The Tree Disturbed:** If Evergreen isn't alerted, PCs find him muttering "must find that herb" while rummaging through supplies; they begin with one **success**. If he is alerted to the PCs, he stops tinkering with his alchemy lab and becomes motionless (False Appearance). He can be coaxed to talk with 2 successes:
- A DC 14 Intelligence (Arcana or alchemy kit) or DC 14 Wisdom (Medicine or herbalism kit or brewing kit) check demonstrating competence with the alchemical equipment earns a **success**.
 - A reasoned and/or compassionate argument why Evergreen should hear the PCs earns a **success**.
 - A pleasing song, use of Bardic Inspiration, or DC 14 Charisma (Performance) earns a **success**, soothing Evergreen.
 - DC 14 Charisma (Intimidation) or use of fire threatening his alchemy lab earns **2 successes**, though doing so also earns a **failure**.

2. Why do you think the Archdruid will help you? The Drakewood has fallen. The Archdruid has forgotten us. The PCs need 2 successes to convince Evergreen that there is hope.

- A DC 14 Wisdom (Insight or Medicine) realizes that Evergreen is sick, infected by fungus driving him mad. Sharing this knowledge with other PCs or using it to get through to Evergreen earns a **success**.
- Using *comprehend languages* on Evergreen so it can read Leander's journal or convincing it of the truth of Leander's journal read aloud.
- A rousing speech about hope or unity earns a **success**.
- A DC 14 Charisma (Persuasion) check mentioning that once the Archdruid is risen he will surely release Evergreen from being oathbound earns a **success**.
- Charming Evergreen earns **2 successes**, but if at any point during negotiation he realizes he was charmed it earns a **failure**.

3. Maybe he will help, maybe he will... But I alone am master of the Drakewood! If I could not repel this evil, what makes you think mere

saplings like yourselves will succeed? The PCs need 3 successes to convince Evergreen that they are capable adventurers.

- Presenting a token taken from the bullywugs earns a **success**.
- Performing a demonstration of skill using a limited resource like a spell or class ability with uses/day earns a **success**.
- Storytelling a PC's past adventures earns a **success**.
- Using healing or restorative magic on Evergreen earns **2 successes**.
- Charming Evergreen earns **2 successes**, but if at any point during negotiation he realizes he was charmed it earns a **failure**.

4. Very well. You ARE formidable adventurers... so my final question should be easy. The Archdruid left behind "a key that is not a key." Of what item in my cave did he speak? The PCs need only 1 success to prove they have the necessary wisdom to Evergreen.

- Selecting the *harp of charming* earns a **success**.
- A DC 14 Charisma (Deception) convincing Evergreen they know the answer and tricking him into revealing it earns a **success**.
- Selecting anything else earns a **failure**.
- A DC 14 Intelligence saving throw gets a clue: given the lengths Leander must have gone through to protect his sleeping body it's likely that there are multiple barriers, so the key may be something used multiple times, not a consumable item like a potion.

RESULTS

8+ successes: Gives them all treasure, shows them The Silver Panel (Area A), warns them of the trapped coffer, and advises they can attune to Leander's *staff of the woodlands* by eating one of his leaves.

6-7 successes: As below, plus gives them each choice of one item from treasure, and warns them of the trapped coffer.

4-5 successes: As below, plus gives them the *harp of charming* and animates trees to block off the cave from bullywugs.

3 or less successes: Shows them The Silver Panel (Area A), but won't give them further help.

1 failure: Evergreen warns the PCs that his patience is not endless.

2 failures: Evergreen growls and smashes the table in his lair, destroying the potions & causing curtain covering The Silver Panel (Area A) to fall away.

3 failures: Evergreen loses his patience, threatening the PCs unless they leave his cave immediately.

TREASURE

on table: *potion of healing*, *potion of flying*, alchemist's supplies
in chest: *harp of charming*, *wand of light* ("Llanibrice"), fine silks (85 gp) wrapped around a excellent vintage of elven wine (125 gp), a black cloak, a *ring of protection*, a small mahogany box (60 gp) with a clay vial of *universal solvent* and parchment note "This can get you out of a sticky situation", and a pouch holding 14 small rubies (100 gp each).
in coffer (*fire trap*; 5-feet; 1d4+18 fire damage; DC 17 Dex save for half damage): 148 false keys – 85 iron, 22 silver (2 gp each), 12 brass, 12 stone, 8 gold (25 gp each), 4 platinum (75 gp each), 3 bronze, 1 copper, and 1 adamantite (100 gp).
casks: spoiled wine.



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, 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 60/180 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.

Potion of Healing

Potion, common

When you drink this potion as an action, you regain 2d4+2 hit points. When agitated, the potion's red liquid glimmers.

Potion of Flying

Potion, very rare

When you drink this potion as an action, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

Harp of Charming

Wondrous item, very rare

This beautiful and intricately carved harp can be held comfortably in one hand, but both hands are required to utilize its magic. When played, it enables the harpist to cast a subtle *suggestion* (Wisdom save DC 14) into the music for each minute of playing if the harpist succeeds on a DC 14 Charisma (Performance or stringed instruments) check. If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours.

Wand of Light

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 charge to cast *light* on the wand, shedding bright light in a 20-foot radius and dim light for an additional 20 feet.

The wand regains 1d6+1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1 it crumbles into ashes.

Ring of Protection

Ring, rare (requires attunement)

While wearing this ring, you gain a +1 bonus to AC and saving throws.

Universal Solvent

Wondrous item, legendary

This bottle holds milky liquid with a strong alcohol smell. You can use an action to pour the contents onto a surface within reach. The liquid instantly dissolves up to 1 square foot of adhesive it touches, including *sovereign glue*.

Leander's Staff of the Woodlands

Staff, rare (requires attunement by a druid)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls. While holding it, you have a +2 bonus to spell attack rolls. Even an unattuned creature may cast *find the path* from the staff once per day if they know the command word.

The staff has 10 charges. It regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its magical properties and becomes an ordinary quarterstaff.

Spells. You can use an action to cast the following spells from the staff, using your spell save DC: *animal friendship* (1 charge), *awaken* (5 charges), *barkskin* (2 charges), *find the path* (6 charges), *locate animals or plants* (2 charges), *pass without trace* (2 charges), *speak with animals* (1 charge), *speak with plants* (3 charges), or *wall of thorns* (6 charges).

Tree Form. As an action, you can plant the staff in fertile earth and expend 1 charge to transform the staff into a healthy tree. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot-radius. The tree appears ordinary but radiates a faint aura of transmutation magic. While touching the tree and using an action to speak its command word, you return the staff to its normal form. Any creature in the tree falls when it reverts to a staff.

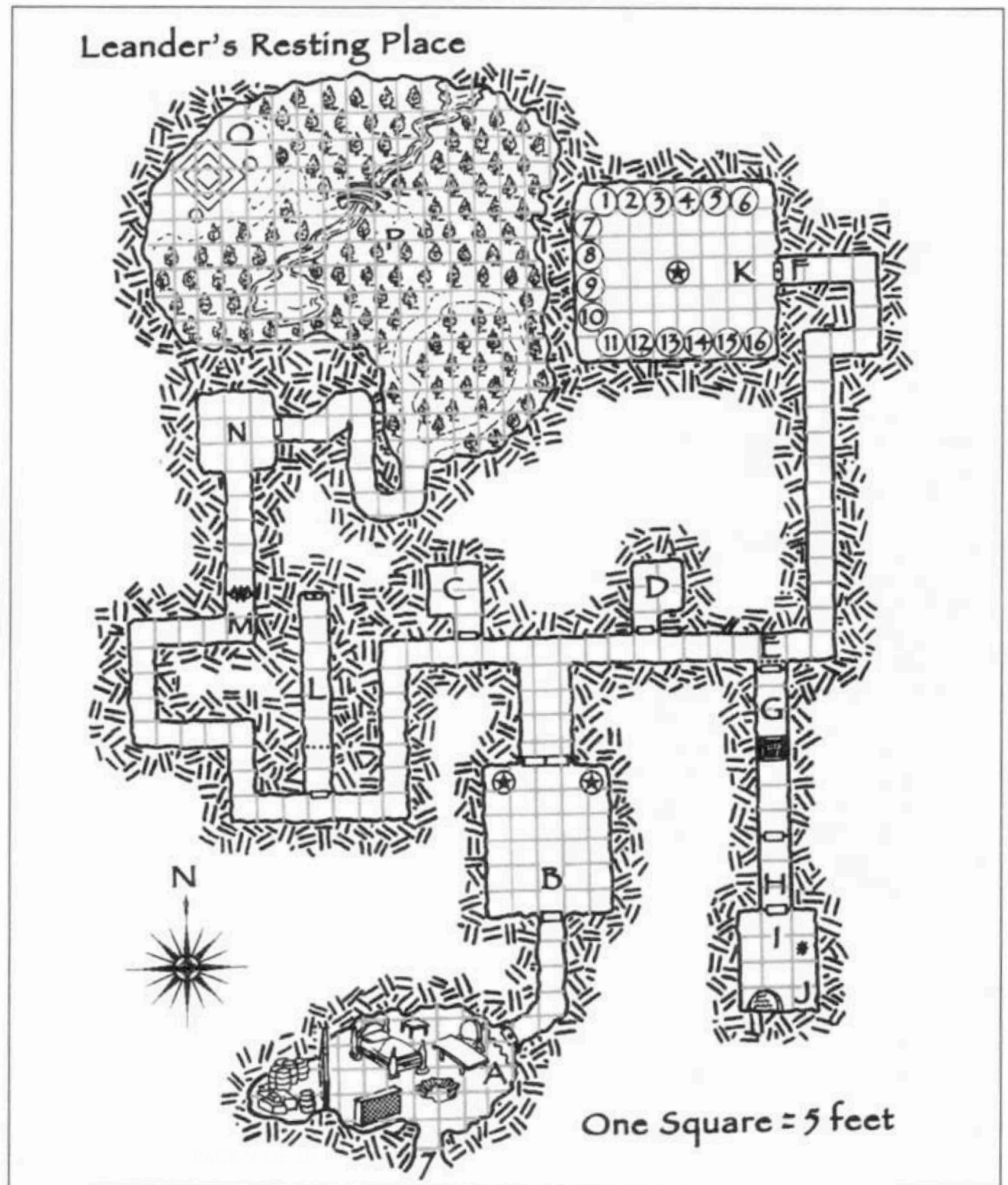
#4. The Archdruid's Resting Place

- A. **The Silver Panel**
- B. **Entrance Hall:** 2 caryatid columns
- C. **Weapon Storeroom:** flying bastard sword
- D. **Wine Storeroom**
- E. **Illusory Wall**
- F. **The Riddle Door**
- G. **Test of Air:** spiked pit & *gust of wind*
- H. **Test of Fire:** *fire trap*
- I. **Test of Earth:** earth elemental (riddle)
- J. **Test of Water:** water weird
- K. **The Staff Room:** owlbear
- L. **Trapped Corridor:** portcullis & *glyph of warding*
- M. **Magically Locked Door:** puzzle
- N. **The Puzzle Wall:** puzzle
- O. **Meeting Thomas O'Malley:** leprechaun
- P. **The Hidden Path**
- Q. **Leander:** archdruid

A. The Silver Panel

Hidden behind the tapestry hanging on the northeast wall is a glistening panel of black polished onyx with a silver border.

Panel enchanted with *arcane lock*. When approached a set of 3 silver musical notes (D, A, G) appear on the onyx. When the notes are played on the *harp of charming*, the panel swings open to an 8-ft high corridor & the notes on the panel chnge to a new set of 3 notes (E, A, D).



B. Entrance Hall

The door opens into a hall with mosaics on each wall depicting a peaceful forest inhabited by gentle creatures. At the far end is an intricately carved oak double door flanked by a pair of dwarven statues. At the base of each is a bronze plaque with Dwarvish script.

Plaque #1: *Agrij Agranni, chief of Clan Ironblade. Her strong arms and generous folk shaped this complex with fortitude.*

Plaque #2: *Dirkin Stoneshaper, master engineer. His genius was the cornerstone with which this complex was designed.*

Door is locked (DC 15, hp 12, immune to non-bludgeoning non-axe damage). If door or statues are touched, statues animate as **caryatid columns** to block access to the door. If second set of musical notes (E, A, D) is played on *harp of charming*, it deactivates the caryatid columns for 10 minutes. **If Alfie is in the party, caryatid column of Agrij won't attack him due to distant stout halfling relations with Clan Ironblade.**

C. Weapon Storeroom

Weapon racks line the walls of this storeroom, holding swords and spears of various sizes. The entire west wall is covered with shields bearing Celtic knotwork design. Several crates are stacked in the middle of the room. A bastard sword with a ruby in its pommel rests on a table against the northeast wall.

Racks: 120 longswords, 200 spears; **Crates:** 30 light crossbows, 100 shortswords, 200 arrows, 250 crossbow bolts; **Wall:** 40 shields.

If the bastard sword or any of the items are touched, it animates as a **flying bastard sword** to fight off the "intruders", engaging in a bit of verbal sparring as it does so. If the sword is talked down or otherwise defeated without being destroyed, it acts as a sentient *longsword* +1 ("Sir Kay", speaks Common, N, protect Archdruid's resting place).

D. Wine Storeroom

This storeroom is crowded with at least 100 oak wine barrels. However, instead of the scent of sweet grape, it reeks of fermenting vinegar. Most of the barrels are empty and haphazardly open.

A snoozing raccoon can be found among the wine barrels (actually the shapeshifting leprechaun Thomas O'Malley!).

If Matrisse is in the party, then her "raccoon" pet will sniff around the barrels and lap distastefully at a bit of sour wine.

CARYATID COLUMN

Medium construct, unaligned

Armor Class 13 (hide armor)

Hit Points 28 (3d8+15)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantine

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands languages of its creator but can't speak

Challenge 2 (450 XP)

Immutable Form. Immune to magic alerting its form.

Magic Resistance. Advantage on saves vs. spells and magic.

Magic Weapons. Weapon attacks are considered magical.

False Appearance. Indistinguishable from a normal statue.

Magic Resistance. A non-adamantine weapon that scores a critical hit on a caryatid column is shattered after the damage is resolved. This does not affect unarmed attacks. Ammunition that hits the caryatid column is destroyed.

ACTIONS

Multiattack. The caryatid column makes two melee attacks.

Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 8 (1d8+4) bludgeoning damage.

E. Illusion of a Wall

When the PCs first pass, this appears to be a normal wall, unless they can see through illusion or examine it with a DC 17 Intelligence (Investigation) check. When the inscription on the door to The Staff Room (Area F) is read, this illusion is dispelled, revealing a door carved with swirling ivory arabesques leading to Areas G - J.

FLYING BASTARD SWORD

Small construct, unaligned

Armor Class 18 (natural armor)

Hit Points 24 (7d6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	11 (+0)	9 (-1)	9 (-1)	9 (-1)

Saving Throws Dex +5

Damage Immunities poison, psychic

Condition Immunities blinded, deafened, paralyzed, petrified, poisoned

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

Languages Common

Challenge 1 (200 XP)

Antimagic Susceptibility. The sword is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sword must succeed on a Constitution save against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. Indistinguishable from a normal sword.

ACTIONS

Multiattack. The sword makes two attacks and uses Vicious Mockery.

Bastard Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10+2) slashing damage.

Vicious Mockery. The sword unleashes a string of insults at a creature within 60 feet. The creature makes a DC 12 Wisdom save or takes 1d4 psychic damage and suffers disadvantage on the next attack roll it makes before the end of its next turn.

F. The Riddle Door

The dusty corridor overgrown with vines ends at a reinforced oak door decorated with swirling ivory arabesques. A hefty gold lock is set in the left side of the door about waist high.

Touching the door releases a *magic mouth* spell: "Go back to find the door where there wasn't one before. Retrieve the key of gold to pass beyond this threshold."

The door can't be picked open, bashed down, or opened with *knock*. *Detect magic* or *knock* reveals it requires a magical key. The only way to open the door is by using the gold key located in Area J.

G. Test of Air

The door creaks open in protest, revealing a dusty undisturbed corridor with a pit trap revealed by rotting timbers which have begun to fall away. Beyond the pit is a reinforced oak door carved with fluid designs in a fire motif.

10-ft Spiked Pit Trap: 3 (1d6) falling damage, 7 (2d6) piercing damage. Door at end is magically trapped (abjuration & evocation) such that when touched it unleashes a *gust of wind*: Anyone in corridor must make DC 17 Strength save or pushed back 15 feet, falling into the pit.

If **Watha** is in the party, the remains of his past incarnation may lie in this pit, with a journal fragment cautioning about the four elemental tests and a *scroll of find traps* (2nd-level cleric, druid, ranger).

The corridor continues, with another reinforced oak door at the end boasting hefty iron reinforcing bands. The door is inlaid with black-and-white marble in a flowing labyrinthine design.

H. Test of Fire

Door at end is magically trapped (abjuration & evocation) with a *fire trap*: One creature by the door takes 17 (5d6) fire damage or half as much damage on a successful DC 17 Dexterity save. The *fire trap* can be disarmed with a DC 14 Dexterity (thieves' tools) check.

I. Test of Earth

This chamber's floor is covered in black loamy soil crawling with earthworms and filled with an overpowering scent of damp earth. At the south end is a stone basin filled with murky water.

When the PCs enter, an **earth elemental** begins to form over the course of 2 rounds. Once fully formed a *magic mouth* on it recites:

*Though the blood in my veins is not blue
Prince and pauper bow before me.
When my blood boils, I am no wroth
But instead I leave the sweetest of kisses.
And when I weep it is never in the darkest hour,
But tears of blood for a new spring.
How can this be?* (answer: maple tree)

It gives each PC one guess; if any of them guess correctly, it lets them pass unmolested. If all the PCs guess wrong, one PC tries to give multiple answers, or 10 minutes pass, the elemental attacks.

J. Test of Water

Closer examination reveals the source of the water is a decanter wedged into the rocks spewing forth water – a *decanter of endless water*

On closer inspection, the outside of the stone basin is engraved with wave-like patterns. A tiny shaft of water trickles out of a carved fish mouth set into the south wall. Within the water-filled basin is a small drain covered by a bronze gate corroded with age, and at the bottom of the 8-foot deep pool rests a golden skeleton key.

EARTH ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (–1)	20 (+5)	5 (–3)	10 (+0)	5 (–3)

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages Terran
Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

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

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.
Hit: 14 (2d8 + 5) bludgeoning damage.

– which was placed with sovereign glue and can only be removed by applying *universal solvent*.

The basin contains a **water weird** (turned evil with the bullywug's corrupting influence) which launches a surprise attack when a PC is next to the basin, and on a hit can use a bonus action to drag the PC into the pool. Cold damage slows the water weird so it can't react in time to a PC diving into the pool to retrieve the key, while *purify food & drink* restores its alignment and makes it docile.

WATER WEIRD					
<i>Large elemental, neutral</i>					
Armor Class 13					
Hit Points 58 (9d10 + 9)					
Speed 0 ft., swim 60 ft.					
STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)
Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons Damage Immunities poison Condition Immunities exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious Senses blindsight 30 ft., passive Perception 10 Languages understands Aquan but doesn't speak Challenge 3 (700 XP)					
Invisible in Water. The water weird is invisible while fully immersed in water. Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.					
ACTIONS					
Constrict. <i>Melee Weapon Attack:</i> +5 to hit, reach 10 ft., one creature. Hit: 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.					

Decanter of Endless Water

Wondrous item, uncommon

You can remove the stopper of this flask as an action and speak one of three command words: "Stream" produces 1 gallon of water. "Fountain" produces 5 gallons. "Geyser" produces a geyser of 30 gallons, and you can aim it at a creature or 200-lb. object you see within 30 feet as a **bonus action**; a creature makes a DC 13 Strength save or takes 1d4 bludgeoning damage and falls prone, while the object is pushed 15 feet.

K. The Staff Room

Upon turning the golden skeleton key in the lock, the door silently glides open of its own accord, revealing a large high-ceiling room. In the center is a life-sized bronze statue of an aging bearded human man in robes leaning on a staff. Against the walls of the room are sixteen life-sized statues of sylvan creatures: six to the north, six to the south, and four to the west. All are incredibly lifelike. A colorful bas-relief mural wraps around all the walls depicting a serene forest setting. There are no other doors.

The statue depicts Leander, however the staff is actually *Leander's staff of the woodlands* covered with a thin coating of bronze. The other statues are real creatures (Leander's allies) placed in temporal stasis: (1) satyr, (2) wood elf scout, (3) black bear, (4) centaur, (5) giant eagle, (6) voadkyn (wood giant), (7) forest gnome bard, (8) pixie, (9) wolf, (10) owlbear, (11) pegasus or griffon, (12) unicorn or faerie dragon, (13) giant weasel, (14) leopard, (15) giant skunk, (16) nymph.

However, touching the staff without saying "stoor" (the reverse of "roots" – one of the staff's command words) dispels the stasis on the **owlbear** which immediately attacks. Once it ravaged the Drakewood until Leander captured it and, unwilling to kill the beast, put it into stasis as a guardian.

L. Trapped Corridor

This dusky corridor leads north and ends at a locked oak door inscribed with floral designs. The center is dominated by a majestic oak tree carving with a hole in its bark corresponding to an actual hole in the wall. Something shiny subtly glows within the hole.

This door appears to lead to a dead-end, unless they can see through illusion or examine it with a DC 17 Intelligence (Investigation) check.

When the inscription on the door to The Staff Room (Area F) is read, this illusion is dispelled, revealing a corridor. However, this is a decoy left by Leander to trap the greedy – the hole in the false door is merely illuminated by a *continual light* spell.

When the false door is unlocked (DC 10), a metal portcullis falls, trapping the PC(s); any PC caught underneath makes a DC 14 Dexterity save or takes 14 (4d6) piercing damage. Additionally, the portcullis is enchanted with a *glyph of warding* (abjuration), triggered if anyone touches the portcullis, dealing 22 (5d8) lightning damage or half as much damage on successful DC 17 Dexterity save (with disadvantage if wearing metal armor).

OWLBEAR						
<i>Large monstrosity, unaligned</i>						
Armor Class 13 (natural armor)						
Hit Points 59 (7d10 + 21)						
Speed 40 ft.						
STR	DEX	CON	INT	WIS	CHA	
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)	
Skills Perception +3						
Senses darkvision 60 ft., passive Perception 13						
Languages —						
Challenge 3 (700 XP)						
Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.						
ACTIONS						
Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.						
Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.						
Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.						

M. Magically Locked Door

The dusty corridor ends at a high arched iron door covered from top to bottom with intricate curved designs simulating a tangled forest. At the top, the word “Leander” can be found above a small circle. Five fist-sized moveable wood carvings are attached to the middle with pegs; from left to right the carvings are: a pouncing wolf, a maple tree, a hunter aiming a bow, a rain cloud partially eclipsing the sun, and a bounding deer. The door has no knob or lock mechanism.

If **Etrea** is in the party, her family’s crest will be within the circle by Leander’s name; pressing her signet ring to the crest triggers a *magic mouth* giving this clue: “Not a chain of prisons, but a chain of hungry mouths to feed.”

The door can be opened with *knock* (or possibly other spells may circumvent it) or by solving the puzzle. The puzzle’s solution is to rearrange the carvings in the order of a typical food chain: rain cloud/sun, maple tree, deer, wolf, and hunter.

N. The Puzzle Wall

This small chamber is bare save for a single door on the east wall. The entire north wall is covered by a bronze mural with fourteen bronze plates set on the wall, five horizontally and three vertically. The bottom center square is bare wall. On each bronze plate are scribed a few large letters (See handout).

The door out is neither locked nor trapped. However the slide puzzle provides a valuable clue. When unscrambled, the puzzle reads: “To awaken my slumber you must have my staff.”

The Chasm

The corridor weaves to and fro before opening to a chasm so large it is more like a cavern. Trees grow thick along the walls of the chasm and a river rages down below. Above a thin sliver of the sky is visible. A natural landbridge of moss-covered stone and fallen trees crosses the chasm, with Druidic markings etched at stone posts on either side about which a thick tangle of vines have been trained to grow. On the other side are a dozen cave entrances partially covered by vines and moss.

The Druidic markings read: “Here lies Leander Elf-Friend.”

It is here that the Bullywug Hunting Party will attempt to ambush the PCs in earnest, coming up from the river below or scaling down the cliffs from above. The party makes a group DC 14 Wisdom (Perception) check to notice the lurking bullywugs; if they fail this check, the bullywugs gain surprise. While they fight, they attack to subdue not kill, and keep croaking in Bullywug (regardless if anyone understands them) demanding the party’s surrender. Should the PCs surrender, go to Confronting Zerrick. If they are losing the fight badly, the **leprechaun** Thomas O’Malley can secretly intervene with illusions imposing disadvantage on the bullywug attacks.

O. Meeting Thomas O’Malley

At an opportune moment after the fight, Thomas O’Malley the **leprechaun** reveals his presence:

Suddenly a diminutive bearded man pops into sight, perched on a rock. Standing a mere two-feet-tall and dressed in green stocking hat, coat, and leggings, he tips his hat toward you. “Top o’ the afternoon!” he speaks in a thickly accented voice. Then he disappears only to reappear seated next to you smoking a pipe. “Have ye come for the riddle of the staff’s command word then?”

Thomas knows a command word to *Leander’s staff of the woodlands*; he was entrusted with this knowledge by Leander who fear writing it down, lest his resting place was invaded by evil. The command word “roots” allows a creature wielding the staff to cast *find the path* to locate Leander’s true resting place.

However, Thomas guards this knowledge with a riddle, but won’t share the riddle unless he is given one of three things first:

- Fine wine, such as the bottle from Evergreen’s lair.
- A poem of their adventures thus far composed on the spot.

*“Trees and royalty need me to succeed,
Families need me to remember their culture,
And words need me for formation. What am I?”* (answer: roots)

If the PCs get stuck, they can buy hints from Thomas with offers of rare treasures or magic items.

P. The Hidden Path

This path can be found by uttering “roots” using *Leander’s staff of the woodlands*:

After you invoke the magic of the staff, a soft green glow illuminates a footpath crossing the landbridge, meandering down the other side of the chasm toward the stream below. It leads you toward a narrow fissure in the rock that opens into a clearing with a white marble dais at the north side. On the dais is a slab of marble where rests the body of a white-bearded old man wearing brown robes, gnarled hands folded on his chest. His face is wrinkled with lines of kindness.

Q. Leander

Leander is an **archdruid** (*Volo’s Guide to Monsters*); he is woken by touching him with the *staff of the woodlands*. He slowly awakens, asking the PCs to introduce themselves and inform him of the current

crisis. After having a bite to eat, healing the PCs, and awakening his allies from temporal stasis, Leander reveals that the mage Zerrick was once an elven friend of his who helped create the Archdruid's resting place, but Leander didn't trust him with knowledge of the site's actual location, concealing it from Zerrick's magic. He theorizes that Zerrick is approaching the end of his natural elven lifespan and seeks the secret of the Druid's Sleep to gain immortality. While Leander doesn't know how Zerrick gained dominion over the bullywugs, he suspects that the clever mage found a way to impersonate a deific figure of the bullywugs. Leander then asks the PCs what they think is the wiser course of action:

- **Attacking Cragmoor:** He can cast *transport via plants* to take himself and the PCs to Zerrick's hideout in Cragmoor, using his magic and shapeshifting powers to distract the bullywug horde while the PCs sneak up on Zerrick. If Zerrick has disguised himself with magic, Leander can provide a *scroll of dispel magic* to penetrate the disguise, hopefully turning the bullywugs against the mage. However, they'd have to rely on his allies to defend the towns, and the bullywugs would remain a problem in Drakewood.
- **Attacking the Frog Temple:** He and his allies can go with the PCs to the Frog Temple in Drakewood, and defeat the bullywugs and destroy their idol. This would allow Leander to reclaim Drakewood and heal Evergreen. However, Zerrick would still be at large with his bullywug army.
- **Defending the Towns:** He and his allies can go with the PCs to the towns, bringing the armaments and magic from Leander's resting place to fortify themselves against the coming bullywug assault. However, the Drakewood would be lost to corruption.

Depending on time, create an epilogue with the players.

5. Confronting Zerrick (optional)

Zerrick (Neutral Evil high elf **archmage**)

ARCHMAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

Magic Resistance. The archmage has advantage on saving throws against spells and other magical effects.

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor*,* *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.