

the sylvan harp



By simon collins

the sylvan harp

“The Feywild, also called the Plane of Faerie, is... a place of music and death...

Away from the settled areas ruled by the seelie fey... the land is a tangle of sharp-toothed brambles and syrupy fens – perfect territory for the unseelie fey to hunt their prey... The darker regions of the plane are home to such malevolent creatures as hags, blights...”

– From the entry on the Feywild, *Dungeon Master’s Guide*

‘The Sylvan Harp’ is a short adventure (estimated to run approximately 8 hours) for 4-5 PCs of any level in the first tier (1-4). The adventure is set in a generic forested area inhabited by wood elves and fey creatures. It would be perfectly at home in the High Forest or Moonshae Isles in the Forgotten Realms.

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INTRODUCTION

The Sylvan Harp is an adventure for 4-5 PCs of the 1st tier (levels 1-4). The adventure should ideally start in spring or early summer and takes place in a forested area inhabited by wood elves and the fey.

In the Forgotten Realms, the adventure could take place in the Moonshae Isles, Neverwinter Wood or the High Forest, with some minor changes.

This adventure requires the Dungeon Master to own *Volo's Guide to Monsters* (VGtM) as it references creatures from this tome and provides no stat blocks for them.

BACKGROUND

A satyr bard's prized magical harp has been stolen. The satyrs blame the villagers of nearby Woodsham, a settlement on the edge of the forest and a centre for logging in the area, which has already caused some tension with the local fey. Furious, the satyrs have sent a threatening note to the leader of the village stating that unless the harp is returned, war will be declared. The village leader calls on the PCs to help broker peace.

However, the harp was stolen by a band of strange evil fey, known as gwerthin, for an unusual type of hag known as the Thorn Hag. The Thorn Hag wants the harp to raise an undead army against the Elf Queen, who she despises.

A sprite saw the harp stolen and knows the hag's lair lies in the Feywild but the sprite has been affected by cackle fever caused by the gwerthin and can't stop laughing when asked any details about the situation.

When the gwerthin stole the harp, they broke a string. The Thorn Hag sent the gwerthin back out to find a replacement harp string but the gwerthin are just attacking random people in the vain hope of finding one as they have no idea where to get one otherwise.

The hag's lair in the Feywild can only be accessed by passing through the wood ruled over by the Elf Queen. No-one may pass through without her

agreement as she guards the Feywild portal against invasion by dark fey. The Feywild portal lies in a darkling tomb at the centre of an eerie area of the forest. The entrance to the portal is haunted by an undead treant who searches for the harp because the harp's wood is made from his dead body and only the harp's song can end his cycle of ghostly rejuvenation.

ADVENTURE SUMMARY

After foiling an attack by the Thorn Hag's maniacal minions on the local wood elves, the PCs are asked to track down a missing magical harp by the head of a woodland village. They must enter the Feywild to retrieve it from the Thorn Hag before she can use the harp to raise an undead army. On the way, the PCs must deal with a guilty satyr bard, a regal Elf Queen, a hysterical, invisible sprite, and a brooding undead treant. But once they find the magic harp, what do they do with it?

PLOT HOOKS

The PCs might visit the area for a number of possible reasons:

- One of the PCs has family in the village of Woodsham, and they are visiting.
- One of the Woodsham villagers is sent in search of adventurers to aid their cause against the threat of the satyrs.
- The Sylvan Forest is rumoured to hold the rare four-leaved hollyhock, an ingredient for a cure the PCs need.
- The PCs get lost in the forest.
- A thief who stole one of the PC's prized possessions flees into the forest.
- One of the Archfey sends a mysterious dream or vision to one or more of the PCs in relation to the harp, the Thorn Hag or the Elf Queen.
- The PCs are hunted by an influential organisation – an ally suggests holing up in the forest for a while to let the heat pass.

Once the PCs are in the forest, run the scene 'Manic Attack'.

timeline

For those DMs who wish to run the adventure as a countdown scenario with consequences for delays, see below the possible timeline of events with notes on how the PCs could disrupt it:

Tarsakh 24th: A gwerthin, a minion of the Thorn Hag, sees Gardilaun the Satyr create the Eerie Wood with the Sylvan Harp. The gwerthin follows Gardilaun back to the Satyr's Glen.

Tarsakh 25th: The gwerthin steals the Sylvan Harp from the satyrs' camp but breaks one of the strings in the process.

Tarsakh 26th: The gwerthin returns to the Feywild and gives the Sylvan Harp to the Thorn Hag. The satyrs deliver a letter to Woodsham, blaming the humans for the stolen harp and threatening them.

Tarsakh 27th: The Thorn Hag sends bands of gwerthin back to the Material Plane in search of a replacement harp string.

Tarsakh 28th: The PCs encounter the gwerthin and likely arrive in the village of Woodsham. They have a chance to interrogate one of the gwerthin if captured and discover some useful information. Willem of Woodsham asks the PCs to help the village prove their innocence to the satyrs. The PCs can visit the satyrs, go to the ruler of the forest realm, the Elf Queen, or directly to the Eerie Wood.

Tarsakh 29th: The gwerthin steal a spare harp string from the satyrs, perhaps before the PCs arrive. The satyrs or the PCs may capture one of the gwerthin and more information can be gleaned in this case. The satyrs are about to mount a mission to get the harp but when the PCs turn up the satyrs request the party retrieve the harp for them. The PCs can give chase to the gwerthin but may need to seek more information and help from the Elf Queen. If the party catch the gwerthin before they get the string back to the hag, they can confront the hag, perhaps kill her and/or reclaim the harp, and thus return it to the satyrs or the Elf Queen or keep it for themselves.

Tarsakh 30th: If the PCs fail to catch the gwerthin, they return the string to the Thorn Hag and she fits the string to the Sylvan Harp and attunes to it overnight.

Greengrass: The Thorn Hag travels back to the Elf Queen's realm and begins to play the Autumn Melody. If the party have made good time, they can stop the hag before she starts the melody. No undead are raised and the PCs can fight the hag and her minions to reclaim the harp. If the party have been slower to find the hag, she has started the Autumn Melody and some undead have been raised but not all of them. The PCs have a much tougher job to reclaim the harp as they must contend with the hag, her minions, and some undead. If the PCs are very slow in tracking down the hag and the harp, the full undead army is raised, and the PCs stand no hope of fighting alone. Instead, they must garner help from all their allies to put an end to a significant threat to all the lands of the Elf Queen.

The Thorn Hag's Reactions to the PCs Interference

There are a few things the PCs can do to interfere with the Thorn Hag's plans and the Thorn Hag will react in different ways depending on the extent of the PCs' meddling:

1. **The PCs protect one or more of the harp string owners or destroy their harp strings.** The Hag Queen's minions will search for other harp strings. There are three harp string owners in the general vicinity of the forest – the elf queen's bard, the satyr Gardilaun, and a wandering half-elf minstrel. If all the harp strings in the local area are protected or destroyed the Thorn Hag's minions will eventually find a harp string elsewhere but the Thorn Hag will not be able to complete the playing of the Autumn Melody until the morning of Mirtul 1st.
2. **The PCs destroy all the gwerthin minions.** In this case, the Thorn Hag herself leaves the Feywild and comes looking for harp strings, along with awakened plants and more gwerthin minions. The PCs can encounter her in the Eerie Wood, or as she attacks the Satyrs' Glen or the Elf Queen's Court. Again, if repelled, the Thorn Hag will eventually find a harp string elsewhere, but she will not be able to complete the playing of the Autumn Melody until the morning of Mirtul 1st.

The PCs encounter the gwerthin at midday on Tarsakh 28th. Sunrise is around 6am and sunset 8pm. The following tables assist the DM in calculating the impact of the characters' actions on the plans of the Thorn Hag from that point onward:

Thorn Hag/Minions Actions	Time Taken	Date/Time Completed
Gwerthin search for the harp string	8 hours	Tarsakh 28 th 8pm
Gwerthin take a long rest	12 hours	Tarsakh 29 th 8am
Gwerthin continue to search for the harp string	6 hours	Tarsakh 29 th 2pm
Gwerthin find and steal the harp string	1 hour	Tarsakh 29 th 3pm
Gwerthin return to the Darkling Tomb	4 hours	Tarsakh 29 th 7pm
Gwerthin attempt to sneak past the elves and Magog to enter the tomb	1 hour	Tarsakh 29 th 8pm
Gwerthin take a long rest	12 hours	Tarsakh 30 th 8am
Gwerthin travel back to the Thorn Hags' lair incl. short rest	9 hours	Tarsakh 30 th 5pm
Thorn Hag fits the harp string, attunes to the harp	1 hour	Tarsakh 30 th 6pm
Thorn Hag takes a long rest	12 hours	Greengrass 6am
Thorn Hag travels back to the Elf Queen's realm incl. short rest	13 hours	Greengrass 7pm
Thorn Hag plays the Autumn Melody	½ hour	Greengrass 7.30pm

Assume travel through the forest is at a rate of 1½ miles per hour (normal movement, **difficult terrain**) unless otherwise specified. If the PCs move faster or slower the DM will need to adjust this as per the **Travel Pace table (PHB, p182)**. This is not a definitive list of possible delays or gains – the DM will need to account for any additional actions or decisions the PCs may take such as further exploration, extensive roleplaying encounters, or forced marching (**PHB, p 181**).

PCs' Actions/Decisions	Time Taken
Long Rest	8 hours
Short Rest	1 hour
Getting Lost (see DMG, p111/112)	1d6 hours
Travel to Woodsham from the gwerthin battle, normal terrain	1 hour
Woodsham	Min. ½ hour
Travel to the Elf Queen from Woodsham	8 hours
Travel to the Elf Queen from the Darkling Tomb	4 hours
Travel to the Elf Queen from Satyrs' Glen	7 hours
Audience with the Elf Queen	Min. ½ hour
Travel to Satyrs' Glen from Woodsham	8 hours
Travel to Satyrs' Glen from Elf Queen	7 hours
Travel to Satyrs' Glen from Darkling Tomb	3 hours
Satyrs' Glen	Min. ½ hour
Travel to the Darkling Tomb from Woodsham	8 hours
Travel to the Darkling Tomb from Elf Queen	4 hours
Travel to the Darkling Tomb from Satyrs' Glen	3 hours
Delayed by the elf guards at the Eerie Wood border	Min. ½ hour
Magog and the Darkling Tomb	Min. ½ hour
Travel to the Thorn Hag's Lair from the Feywild Cave	8 hours

PCs Actions/Decisions	Time Gained
Gwerthin raiding party with harp string defeated by the PCs before Tarsakh 30 th 6pm	8 hours
A harp string owner protected before Tarsakh 29 th 12pm	4 hours
Finding information on the exact location of the darkling tomb	1 hour
The elves warned of gwerthin returning to Eerie Wood before Tarsakh 29 th 4pm	1 hour
Magog warned of gwerthin returning to the Feywild before Tarsakh 29 th 5pm	1 hour

THE SYLVAN FOREST AREA MAP



MANIC ATTACK

Read or paraphrase the following:

The going has been tough through this area of the forest, along a rough track pitted with boulders and roots. Finally, the trees thin slightly and the path comes out at the top of a low bluff overlooking an open glade. You make out the sounds of battle and then spot the cause - three wood elves stand back to back at the edge of the glade, protecting a fallen comrade. Surrounding them are over half a dozen strange-looking creatures. Small and green-skinned with rictus grins and sharp, pointed teeth, the creatures are lashing at the elves in a berserk fury with thorn-covered swords and attempting to bite their opponents. Strangest of all, they are cackling madly, the manic laughter echoing around the glade. It appears the elves are doomed as one of them falls beneath the onslaught of two of the cackling creatures. Another of the elves begins laughing madly along with the creatures, whilst trying to also defend against their attacks.



Number of Gwerthin by PC Level

PC Level	Number of Gwerthin
1	3
2	4
3	7
4	8

Several **gwerthin (new monster, see Appendix A)** are attacking **three wood elf scouts (MM, p349)** they have come across by chance whilst roaming through the forest in search of a new harp string for the *Sylvan Harp*. The gwerthin shriek and laugh insanely as they attack. The gwerthin leader holds up the broken harp string to the others and screams at them in Sylvan, telling them to find one like it and bring it to the Thorn Hag. A successful **DC 15 Wisdom (Perception) check** identifies the object as a broken silver harp string; otherwise, it's too far away to make out. One of the three elves has been affected by the gwerthins' cackle fever bite, whilst another elf lies dead on the ground near the other three elves, and another is reduced to 0 hit points on the round the PCs first notice the battle. If the PCs do nothing, the last of the elves are overcome in three rounds. After killing them, the

gwerthin search the bodies and scream in frustration at finding no harp strings. They then run off towards the village of Woodsham ahead, intending to sack the village in search of a harp string.

If the PCs attack, the DM can adjust the behaviour of the gwerthin to suit the requirement of the story and the strength of the PCs. The following options are suggested:

1. The gwerthin run off heading for the village once the PCs have completed their first round of attacks. The PCs can follow their tracks with a successful **DC 13 Wisdom (Survival) check**.
2. The gwerthin run off heading for the village once the PCs have killed the gwerthin leader that holds the silver harp string.
3. The gwerthin flee the area once the PCs have killed more than half of the group.
4. The gwerthin fight to the death, too afraid of returning empty-handed to the Thorn Hag. Note that this could potentially be a Deadly encounter depending on the help of the elves.

If the PCs capture a gwerthin and question it they must make a successful **DC 15 Charisma (Intimidation) check** to get it to stop laughing, as well as resisting the effects of the cackle fever. If successful, they must then succeed with a **Charisma (Persuasion, Deception or Intimidation) check** to convince the gwerthin to tell them anything. The gwerthin's response depends on the roll:

Roll	Result
1-4	The gwerthin lies to the PCs and any Insight checks are made at disadvantage. The gwerthin says the elves have killed other gwerthin and it is only taking its rightful revenge. The Elf Queen has persecuted all unseelie fey in the area for years, even though the land originally belonged to them.
5-9	The gwerthin lies as above but the PCs don't suffer disadvantage on Insight checks.
10-14	The gwerthin lies as above but gives one true piece of information from below.
15-19	The gwerthin lies as above but gives the PCs three true pieces of information.
20+	The gwerthin does not lie and gives the PCs all the information from below.

The gwerthin knows the following:

- It saw a satyr playing the harp near a darkling tomb in the forest and the tune turned the forest around about to autumn. He refers to the area as the Eerie Wood.
- The gwerthin followed the satyr back to its camp and stole the magical harp from it for the Thorn Hag. Unfortunately, he broke one of the strings and the Thorn Hag has sent them out to find a replacement.
- The Thorn Hag is a witch who lives in the Feywild. She lives in a hut surrounded by rose gardens. He knows the way there and can give directions.
- A portal to the Feywild lies in the darkling tomb, which is how the gwerthin entered the Material Plane. The portal is haunted by a horrible undead tree creature (it doesn't know any more than this about Magog), which some of them managed to sneak past.
- The Thorn Hag intends to use the harp to wage war on the Elf Queen's realm (it doesn't know why or how). It is only a matter of time before the Thorn Hag leads the unseelie fey and her plant minions to defeat the Elf Queen and take over the realm.

If any of the three elves, two males (Carric and Peren) and one female (Enna), survive the attack, they can inform the PCs they are scouts for the Elf Queen ensuring that humans are not logging within the realm of the satyrs. There has been tension since some human loggers cut down trees in the area assigned by the Elf Queen to the satyrs. The satyrs have complained to the Elf Queen and she has spoken with the villagers of Woodsham, who deny they had anything to do with it, blaming outsiders who had no knowledge of the arrangement they have had for many years with the Elf Queen for restricted logging rights near the village. The elves note that there is a healer in the village of Woodsham who may be able to cure the

cackle fever for any who have become infected, if the PCs have no facility to cure the disease through a paladin's Lay on Hands ability or other healing magic. The elves will show the PCs the way to Woodsham if requested and will even accompany them to the Elf Queen's court, as they need to report the incident to her as soon as possible. They can inform the PCs that it is many years since gwerthin have been seen in this area. In fact, the last time they were seen were as minions of an evil creature, the Thorn Hag, who waged war against the Elf Queen many years ago. However, they believe the Thorn Hag was killed in the battle by a satyr named Gardilaun so believe this to be a new threat.

The elves have a subtle distrust of humans that can be identified with a successful **DC 15 Wisdom (Insight) check**. They are otherwise friendly and helpful if a little brusque. They are keen to return and report to their queen, so become quickly frustrated with any delays or side quests, leaving the PCs to their own devices unless they go straight to the Elf Queen's court.



WOODSHAM



As the PCs arrive at the village of Woodsham, read or paraphrase the following:

Ahead you see a small village surrounded by a thick wooden palisade. Wood smoke drifts from the chimneys of a couple of dozen wooden houses and you can smell it on the breeze. You also hear axes ringing and children playing.

The village of Woodsham is primarily a settlement based on woodcutting for charcoal burning. In the early days of the settlement, the first settlers invoked the ire of the Elf Queen and the local fey by overcutting the forest. Now, the Elf Queen has set fair but firm limitations on how many trees can be cut by the human settlement, and the villagers abide by the ruling for the most part.



Willem Dodds (male human Veteran; MM, p350) is the ostensible leader in Woodsham, mainly because he was both one of the first settlers, he stepped forward in negotiations with the

Elf Queen and has had experience of combat (though twenty years ago now).

When the PCs enter the village, Willem is the first person to meet and greet them, asking after their business and inviting them to his home for food and drink. Willem is keen to explain the current difficult situation - a group of satyrs threaten the village, claiming the humans stole a valuable harp from the satyrs. Willem shows the PCs the letter the villagers

received three days ago from an angry satyr bard, giving them one week to return the harp or war would be declared. They have only four days left before violence erupts.

Willem vociferously denies anyone in the village would steal the harp and asks the PCs to help the village by raising the situation with the Elf Queen or

negotiating with the satyrs on their behalf. A villager, Bran Allanson, left three days ago to go to the Elf Queen but has not returned and Willem fears him dead - the journey there and back should only take two days. The villagers are too busy to leave their work to accompany the PCs if asked.

Willem can draw a rough map for the PCs of the location of the Elf Queen's Court. He has only been there once and tells the PCs the court is set high in the trees reached by rope ladders. He can also describe where he believes the satyrs are located, in a narrow vale only an hour or so's travel from the Elf Queen's court.

If the PCs bring a gwerthin prisoner into the village, the villagers are very fearful and will seek to kill it surreptitiously. They have heard tales of the gwerthin and associate them with the evil of the Thorn Hag.

If any of the PCs have been infected by cackle fever, and have been unable to cure themselves,

Old Mother Allanson (female human priest, MM p348) can cast *lesser restoration* on up to three characters and has access to additional *potions of vitality* if any other characters need curing. However, in return, she asks that they keep an eye out for her son, Bran, and bring him back home safe and sound to her from the Elf Queen's court as he is her only child.



THE SYLVAN FOREST

Beyond the village lies the vast Sylvan Forest. Both the Elf Queen's Court and the Satyrs' Glen lie about 12 miles away from Woodsham through the forest, along animal tracks and occasional paths. The forest is considered **difficult terrain**, allowing PCs travelling at a normal pace to reach either site within a day's travel. The PCs become lost unless the guide

makes a successful **DC 15 Wisdom (Survival) check (DMG, p111-112)** and must spend 1d6 hours re-finding their route on a failed check.

As the PCs travel through the forest, roll 1d8 twice on the encounter table below or choose as required:-

Random Encounters in the Sylvan Forest

Roll 1d8	Monster	Number	Challenge	EC	Source	Page
1	Pixies	8	1/4	3	MM	253
2	Sprites	8	1/4	3	MM	283
3	Warlock of the Archfey	1	4	4	VGM	219
4	Dryads	4	1	4	MM	121
5	Elf Scouts & Druid	6	½ & 2	5	MM	351/346
6	Unicorn	1	5	5	MM	293
7	Wood Woad	1	5	5	VGM	198
8	Treant	1	9	9	MM	289

When the PCs first enter the Sylvan Forest, read or paraphrase the following (assuming it is spring or early summer):

As you step out into the forest, majestic oaks stretch as far as the eye can see. Everywhere you can hear birdsong, and game is plentiful – you spot deer, rabbits and even a pair of young boar playing on a grassy bank. The forest almost shines with a golden-green light and the smell of sap permeates the air.

RANDOM ENCOUNTERS IN THE SYLVAN FOREST

Pixies: These young pixies are out for mischief and play some amusing but harmless pranks on the PCs, such as loosening the straps on their backpack or sword belt, or dropping water on their heads from the trees above. The PCs can hear mischievous laughter when these situations occur. These pixies know little of the wider situation in the Sylvan Forest but do know that the pixie graveyard is located within the area where the Eerie Wood now stands, and that the pixie leaders are concerned.

Sprites: These sprites are looking for a sprite called Windhover (see below), who went missing a few days ago. They search the hearts of the PCs to see if they tell the truth when they meet them. Any PCs who lie are followed and occasional mischief

bestowed upon them until they decide to be truthful. If the PCs provide information on, or return, Windhover, the sprites offer some helpful insight to one or more of the PCs, either referencing a PC's flaw or other personality trait, or giving a little help with the PCs' goals (such as information on the gwerthin and their relation to the legendary Thorn Hag, or even some history of the Thorn Hag).

Warlock of the Archfey: The Queen of Air and Darkness sent this elven Warlock of the Archfey to secretly investigate the Eerie Wood and report back on the Elf Queen's plans and actions in response to its appearance. The warlock questions the PCs on anything they know in this regard and promises to pay handsomely for any useful information they bring him. He knows little of the Archfey's true plans regarding the Elf Queen but suspects the Archfey mistrusts the queen. He refuses to travel with the PCs to help them on their quest as he dares not disobey the Archfey's orders and insists on travelling onwards separately. The warlock has no interest in combat or confrontation, immediately disappearing using his *Misty Escape* ability, augmented by other spells such as *dimension door* and *misty step* to outdistance the PCs in this circumstance.

Dryads: These four dryads have come together to discuss the Eerie Wood, concerned at the changes

wrought (well, three of them at least!). Each dryad has taken on the mantle of one of the four seasons – a young dryad called Niamh has greenish skin and hair, and has the body of a young sapling, embodying Spring; Bellastria has just reached maturity, has bronzed skin and deep green hair, and embodies Summer; Haralin is a mature dryad with dark brown skin and hair of deep reds and yellows, embodying autumn; whilst Angharad is an elderly dryad with white hair and almost black skin, embodying Winter. Haralin argues the Eerie Wood is in keeping with natural law, whilst the others disagree. They look to embroil the PCs in their argument. If any argue well, Bellastria is attracted to that PC, seeking to keep them longer in her company with her charm.

Elf Scouts & Druid: These elf scouts and their druid leader are one of several patrols roaming the outskirts of the Eerie Wood, guarding against possible incursions from within the area. They question the PCs as to why they are here. If they have permission from the Elf Queen, they allow the PCs to pass; otherwise they insist the PCs leave the area for their own protection. If the PCs refuse to leave, they call upon other nearby scouts to give a show of numbers and send a messenger to inform the Elf Queen of the characters' actions. If the PCs insist on entering, the elves will not fight them, letting them move forward with dire warnings.

Wood Woad: This wood woad, once an elven ranger who served the unicorn of the Sylvan Forest, now serves as the guardian of the forest. The PCs can see the wood woad from afar, watching them carefully but never approaching – unless they start to cause damage to the forest. If this is the case, the wood woad attempts to forcefully stop the PC who is causing the damage, but refrains from killing the PC, retreating before the final blow or knocking them unconscious.

Unicorn: The PCs should only catch glimpses of this unicorn through the trees ahead. If the PCs are

lost the unicorn leads them where they want to go (e.g. the satyrs, the Elf Queen, the Eerie Wood) if they follow it. Alternatively, the unicorn can lead the PCs to Windhover (see below).

Treant: This treant, called Gog, is the brother of Magog. He has recently come to the Sylvan Forest in search of his brother and is not aware of Magog's death and the Sylvan Harp. Once discovered, the treant falls into heavy grief, wailing and gnashing his teeth in despair. If the PCs try to physically comfort him he might lash out at them in mindless fury but is immediately sorry afterward if he does.

EVENT: CROSSING THE RIVER

At some point between Woodsham and the Elf Queen's Court or Satyrs' Glen, the PCs come across a fast-flowing, deep river. The PCs have three choices:

1. Jump from rock to rock across the river – the rocks are slippery, and the crossing requires a successful **DC 15 Dexterity (Acrobatics)**

check or the PC falls in and must swim across (see below).

2. Tall trees flank the river and at a couple of points within view, strong vines connect the trees. By making a successful **DC 15 Strength (Athletics)** check, a PC can climb a tree, cut a vine and swing across the river. If they fail, they fall in and must swim across (see below).

3. Swim across the river, requiring a successful **DC 15 Strength (Athletics)** check. On a failure, the PC is dragged towards an area of white-water and starts to drown (see **PHB, p183, Suffocation**). A successful **DC 15 Strength saving throw** is also required each round to avoid taking 3 (1d6) bludgeoning damage from sharp rocks as they're pulled downstream.



EVENT: WINDHOVER THE SPRITE

This event can be run before or after meeting the satyrs or the Elf Queen, or in between, depending on the pacing the DM feels is appropriate for their players – the event provides significant direction for the PCs. At some point during their travels through

the Sylvan Forest, the PCs hear laughter coming from seemingly nowhere. If they can track the laughter down (she is half-way up a tree) with a successful **DC 15 Wisdom (Perception) check** they can find by touch the small, invisible body of a **sprite (MM, p283)**, called Windhover, shaking with laughter. Windhover contracted cackle fever when invisibly following the gwerthin to see what they were up to when they were sneaking up on the satyrs to steal the harp, and the disease has both caused the uncontrollable laughter and stopped the sprite becoming visible.

A *calm emotions* or *lesser restoration* spell, or similar magic, allows the sprite to speak. Helping the sprite should earn a **100 XP Story Award per PC level (e.g. 1st level PCs would earn 100 XP, 2nd level 200 XP, etc.)**.

Windhover can impart the following information once she is cured, even temporarily:

- She saw the gwerthin exit from the darkling tomb and followed it invisibly.
- She saw and heard Gardilaun playing a strange song on a harp nearby, and witnessed the creation of the Eerie Wood.
- She saw the gwerthin steal the harp from the satyr's glen.
- She heard the gwerthin mutter he would bring the harp to the Thorn Hag for a reward.
- She knows the Thorn Hag is a legendary figure who was believed to have died in a battle several

years ago between the seelie and unseelie fey in the Feywild.

event: the wandering minstrel

Whilst following the paths through the Sylvan Forest, the PCs come across a **half-elf bard (VGtM, p211)** named Aileran Elmsong, wandering through the forest towards Woodsham, hoping to earn some coin there. Aileran is a harp player and carries several spare harp strings with him as well as a normal small harp. He is in danger of being attacked by the gwerthin. If the PCs can secure his safety, they can gain time as per the **Timeline** above. Protecting the minstrel should earn the PCs **100 XP Story Award per PC level**.

event: the eerie wood

Again, the DM can choose to run this event at any time from leaving Woodsham and before the PCs enter the Eerie Wood. At a time of the DMs choosing, read or paraphrase the following:



As you reach the top of a treeless knoll, you look across the forest and notice a strange sight. Some distance away, you can see the leaves in a large swathe of forest have turned the red and gold of autumn. The effect seems from this angle to be almost circular in shape.

If the PCs head towards the area they are likely to come across the elven scouts guarding the perimeter (see below).

Audience with the Elf Queen

If the PCs decide to travel to the Elf Queen's Court, read or paraphrase the following, amending to a night-time description of twinkling lights if the PCs got lost:

This area of the wood is filled with flowers, butterflies, and bees – the area feels more alive and more beautiful than the rest of the forest. This seems to match the description Willem gave you of the Elf Queen's Court, and it's not long before you spot one of the tree-houses he described. However, it seems the wood elves have seen you too, as one of them looks down from on high and gives a series of whistles across the treetops.



If the PCs come in peace, the elves descend from the trees and lead the PCs up into the treetops via carefully hidden rope ladders. The elves mistrust any non-elves and a successful **DC 10 Charisma (Persuasion) check** is required to gain entry to the court for non-elves. If the wood elves from the gwerthin attack accompany or precede the party, they can help smooth any introduction if necessary. Otherwise, non-elves are excluded from the court for 1 hour until the queen's bard can cast a *zone of truth* spell and interview the relevant PCs to ensure the queen's safety. The court is an exquisitely decorated treetop lodge clasped in the embrace of five giant white birches.

The Elf Queen (**female wood elf noble; MM, p348**), seated on a carved white-birch throne, has an aura of natural beauty and grace. Swathed in a luxurious dark brown cloak to set off her eyes and hair, she wears or carries the following magical items: **Dagger of Warning (DMG, p213)**, **Mantle of Spell Resistance (DMG, p180)**, **Ring of Mind Shielding (DMG, p191)**, and **Rod of Security (DMG, p197)**.

The queen is guarded by **nine veterans (MM, p350)** and **nine scouts (MM, p347)**, **three knights (MM, p347)**, as well as a **bard (VGM, p211 but with the**

zone of truth spell instead of shatter), an **illusionist (VGM, p214)** and a **druid (MM, p346)**; all are wood elves.

The Elf Queen is keen to avoid conflict between the satyrs and the humans. Since the PCs are acting as negotiators in this potential conflict, she tasks the PCs with visiting the satyrs if they have not already done so. She explains the missing harp was a gift from her to the leader of the satyrs, a bard named Gardilaun. She will provide a note of introduction for the PCs to smooth the way if requested.

If the PCs have already spoken with Windhover, they must try to broker a deal with the Elf Queen if they wish to enter the Eerie Wood – the queen

has set guards surrounding the area in concern about what might emerge from this area. However, the guards also stop anyone from outside entering the area, both for their own protection but also in case they are in league with anything evil within the area.

If the players request entry into the Eerie Wood, play out the interaction with the Elf Queen, who favours interaction with any elves in the group (i.e. you as the DM should allow more leeway when roleplaying the interaction if the character is an elf). If the player roleplays and negotiates well, give advantage to any **Charisma-based skill check** the player decides to use. Refer to the table below after the check is made:

Roll	Result
1-4	The queen refuses to let the PCs enter the Eerie Wood. In addition, she gives instructions to her scouts to keep a watch out for the PCs trying to gain entrance. Any Stealth checks made to enter the Eerie Wood without permission are made at disadvantage . However, one of the scouts is corrupt and approaches the PCs afterward looking to take a 50 gp bribe to let them through – what do they do? If the PCs report the scout's corruption to the Elf

- Queen, she retracts her decision and allows them to enter.
- 5-9** Though she will not inform her scouts to watch out for the PCs, the queen refuses to let the PCs enter the Eerie Wood until they discover who created the area in the first place and why. She can tell the PCs she gifted the harp to Gardilaun and they can start there. If the PCs know already and tell her, she lets them into the wood, but treat the result as per a roll of 10-15 below.
- 10-15** The queen allows the PCs to enter the area and imparts one piece of information to the PCs (from the list below) but sends Tirana, a pompous official (**female wood elf noble; MM, p348**), with them to keep an eye on them – Tirana constantly berates the PCs for any trivial disrespect to the forest or typical adventurers’ attitudes. She also takes stupid risks in dangerous situations, making the PCs’ life harder.
- 16+** The queen allows the PCs to enter the Eerie Wood without an escort, plus gives them each a **potion of healing**. In addition, she provides the PCs with all three pieces of information from the list below.



Magog’s oaken heart. As a commemoration, the Archfey forged a magical harp from the heart and gave it to the Elf Queen. The Elf Queen found it rather macabre and passed it on as a gift to Gardilaun to thank him for his support and bravery during the battle against the Thorn Hag’s forces. The Elf Queen knows little of the harp’s magic as she never attuned to the item.

- A strange wood recently appeared in the middle of her realm, which was dubbed the Eerie Wood. She is concerned about how it appeared and what it might presage. She has set round-the-clock patrols along its perimeter.
 - Her spies have informed her of an entrance to the Feywild set in the tomb of an unseelie fey race known as the darklings, cursed by the Summer Queen of the Feywild for betraying her many centuries ago. She fears the tomb lies within the Eerie Wood and could be the source of another attack from the unseelie fey. She is now on high alert and all her forces are stretched to the limit – she cannot afford the time to resolve the differences between the humans and the satyrs, which is why she needs the PCs’ help.

In addition to the aid the queen can provide, the druid can cast *longstrider* on each of the PCs increasing their speed by 10 feet for an hour, allowing them to reach the next destination more quickly.

The Elf Queen knows the following information:

- The Thorn Hag has been a problem for the elves and seelie fey for hundreds of years. A few years ago, the Elf Queen called upon her allies to protect her realm against an incursion of unseelie fey from the Feywild led by the Thorn Hag. She was joined by her great friends, Magog the treant, the band of satyrs led by Gardilaun the bard, and was even provided help by the Archfey. Unfortunately, Magog was killed in the battle. Before he was buried in the forest (the site now lies within the Eerie Wood), several of the Archfey appeared and took

The elf queen’s bard owns several harp strings, which are the target of a raiding party of six gwerthin. The gwerthin attempt to sneak into the bard’s house and steal the harp strings. If the PCs warn the bard of this possibility, he recovers the strings from his house and remains under the protection of the queen’s guard for the next few days, frustrating the plans of the gwerthin and delaying the completion of the Thorn Hag’s plans (**see Timeline section above**). Protecting the harp strings should earn the PCs **100 XP Story Award per PC level**.

SATYRS' GLEN

When the PCs approach the satyrs' glen, read or paraphrase the following:

This beautiful glade at the end of a narrow, wooded valley holds a circle of standing stones. Beyond the stone circle lies a clear pool.

Eight satyrs (MM, p267) comprise this small clan. Based in a narrow valley known as Satyr's Glen, the group is led by a satyr bard named Gardilaun. The satyrs are especially wary of humans and will hide in the trees around the outside of the glade, bows drawn unless the PCs make it clear that they come in peace.

Gardilaun was up until recently the owner of the *Sylvan Harp*, a gift from the Elf Queen for services rendered in defence of the Sylvan Forest when it was threatened by an evil hag of the forest known as the Thorn Hag, a few years back. He is distraught at its loss, partly because he valued the instrument but mostly because it was a gift from the Elf Queen and he is worried she might somehow find out he accidentally created the Eerie Wood with the gift.

He created the Eerie Wood when in singing a dirge to his friend Magog at the treant's burial site – playing the harp he became lost in reverie and ended up playing the Autumn Melody of the harp without considering the possible long-term consequences. When the treant's spirit rose, he fled. He was intending to explore the Spring Melody as a way of reversing the effects he had wrought but the harp was stolen by the gwerthin in the meantime. His guilt fires his wrath at the loss and he blames the humans of Woodsham, but with no proof other than previous attempts at logging in the Sylvan Forest.

If questioned regarding the creation of the Eerie Wood Gardilaun lies, as he cannot bear to admit his guilt, unless the PCs have already learned most of the story from



other sources. A successful **Wisdom (Insight) check** against Gardilaun's **Charisma (Deception) check** enlightens a PC as to the truth. Alternatively, the PCs can get the information from Windhover (see above), or one of the gwerthin who also saw the act, if interrogated. In these circumstances, Gardilaun admits the truth with shame and self-loathing, asking the PCs for advice and most likely deciding to travel to the Elf Queen to admit his part in the situation. If requested, he can provide a crow's feather earring that the treant spirit may recognise as belonging to Gardilaun. Gardilaun cannot say if this will have a positive or negative influence on the treant spirit's reaction to the PCs.

If questioned regarding any spare strings for the harp, the satyr looks even more concerned. Though the spare strings were not stolen in the first theft of the harp, they have recently gone missing from his stash in the bole of an oak tree. A successful **DC 15 Wisdom (Survival) check** identifies the tracks of a gwerthin nearby, which can be followed into the Eerie Wood and the Darkling Tomb (see below).

Protecting Gardilaun's harp strings earns the PCs **100 XP Story Award per PC level**.



THE EERIE WOOD

The Eerie Wood is currently surrounded by a perimeter of **wood elf scouts (MM, p347)**. The guards stand watch in pairs, often hiding in the trees, and each pair is within calling distance of another pair of guards. The PCs can spot the scouts with a successful **DC 20 Wisdom (Perception) check** as they are well hidden in the treetops or behind thick foliage.



If the PCs have been denied access by the Elf Queen, the scouts insist on the PCs leaving, refusing them entry to the area. The PCs can talk their way past the scouts with a successful **DC 20 Charisma (Persuasion, Deception or Intimidation) check**. Otherwise, if they spot the scouts they can attempt to sneak past them with a successful **Dexterity (Stealth) check vs. the Scouts' Perception check** (the PCs are at **disadvantage** if they incurred the Elf Queen's ire and the scouts are watching for them).

If the PCs have agreed on access, or sneak past the elven scouts, read or paraphrase the following when they enter the Eerie Wood for the first time, assuming the current season is not autumn:

Entering this strange forest is like stepping into another world. From one step to another you seem to cross time itself, as the vibrant green foliage of the forest you leave behind turns to the reds, golds, and browns of autumn. The dank aroma of rotting

leaves emanates from the forest floor, and fungi seem to grow everywhere. A thick, curling mist drifts through the trees, restricting sightlines to around 30 feet. Between the autumn leaves and the fog, the light dims within the forest here and all sound is dulled.

This area of the forest was affected by the **Autumn Melody** power of the **Sylvan Harp**, through experimentation by Gardilaun the satyr when he was first attuning to the harp. The environment gives a taste of what would be to come for all the surrounding forest if the Thorn Hag can find a replacement string for the harp. Any PC can ascertain the effect in the area is magical with a successful **DC 10 Intelligence (Arcana) check**. If the current season outside the area is also autumn, the roll is made with disadvantage. A **detect magic** identifies the magical aura as from the transmutation school. If the **identify** spell is cast, it recognises a **hallow** spell is in effect, though the affected area seems to be much larger than normally possible.

Because of the **Autumn Melody's** effect, forest creatures attracted to dark, damp woodland have multiplied in the area, as well as undead created by the harp's secret power. As the PCs traverse the eerie wood, searching for the entrance to the Feywild, roll 1d6 twice on the encounter table below or choose two encounters to suit (you may choose one undead and one plant encounter to reflect the nature of the wood). Any of the below encounters can be complicated if desired by adding one or more **awakened shrubs (MM, p317)** or **awakened trees (MM p317)**, since a half dozen have been awakened by the magic of the **Sylvan Harp** in this area.

1d8	Monster	Number	Challenge	EC	Source	Page
1	Four-leaved Hollyhock	-	-	-	New	See text
2	Russet Mould	-	-	-	VGM	196
3	Darkling	1 + 1 per PC lvl.	1/2	1-3	VGM	134
4	Myconid Adult	1 + 1 per PC lvl.	1/2	1-3	MM	232
5	Thorny	1 at lvl. 1, +1 per additional lvl.	1	1-4	VGM	197
6	Darkling Elder	1 at lvls. 1 & 2; 2 at lvls. 3 & 4	2	2-4	VGM	134
7	Chief & Vegepygmies	Chief +1 per PC level	2 & 1/4	3-4	VGM	196/7
8	Green Dragon Skeleton	1	4	4	New	Appx. A

RANDOM ENCOUNTERS IN THE EERIE WOOD

Four-leaved Hollyhock: The PCs come across a swathe of unusual plants with only four leaves and large black and purple flowers. Any PC making a successful DC 15

Intelligence (Nature) check can identify these as four-leaved hollyhocks. The bulb of this flower, if ground to a pulp and the juices added to water, can be applied to the skin to give a +1 bonus to **Armour Class for 1 minute**. There are enough plants here to make applications for all the PCs – correct preparation requires a successful DC 10 **Wisdom (Nature) check**; use of a Herbalism Kit provides advantage on the check.

Russet Mould: Bran Allanson, the missing villager from Woodsham, became lost in the Eerie Wood and stumbled into a nasty patch of russet mould. The mould overpowered poor Bran and his remains now lie in the centre of a small pine grove. The PCs might mistake the mould on his attractive dagger for actual rust unless they make a successful DC 15 **Intelligence (Nature) or Wisdom (Survival) check**, but the dagger is covered in **russet mould**.

Darklings: Darkling elders sent these **darklings** to search out those who desecrated the darkling tomb (see below). They are on their guard and suspicious of the PCs – can the PCs convince them they were not to blame for desecrating the tomb, and what do they answer if asked where they are going?

Myconid Adults: These **myconids** are thrilled to have discovered such a suitable area for spore growth and are busy laying spores through the forest in the hope of an abundant creation of myconid sprouts. They are wary of the PCs but do not attack them unless aggravated.

Thornies: Four wolves came across the body of Bran Allanson soon after he was affected by the russet mould (see below). They, in turn, became infected by the mould and now roam the eerie wood as **thornies** – they are hungry and attack the PCs immediately upon sight unless offered some alternative food.



Darkling Elders: These **darkling elders** are returning from the darkling tomb (see below), having spent time cleaning the area and tidying it after the chaotic passage of the gwerthin through the sacred halls. They are angry at the disturbance and unsure who to blame – a wrong word by the PCs could see battle ensue, but the PCs would be wise to negotiate their way around these creatures.

Vegepygmies: These **vegepygmies** and their **chief** wander the Eerie Wood looking for fresh meat and suitable hosts to spread russet mould. The **vegepygmies** try to surround the PCs, to let the chief near enough to release his spores.

Green Dragon Skeleton: The PCs come across a large sinkhole in the forest. Through the curling fog, the animated skeleton of a green dragon emerges, using the hooks on its tattered wings to crawl out from the earth.

EVENT: PIXIE ROT ZOMBIES

The PCs come across a gorge, crossed only by a half-rotten huge tree. As the PCs approach the gorge, read or paraphrase the following:

The forest ahead is lighter and the game trail you are following eventually leads out of the forest, opening onto a view of a deep, steep-sided gorge cutting directly across your path. The gorge appears to be nearly 100 feet deep with a raging river occupying the full width of the gorge at its base. The only immediately apparent way to cross the gorge is via a gargantuan tree that has fallen across the gorge. The tree probably fell since it had rotted, as you can see that the inside of the tree is hollow and even the thick bark has fallen away in places.

The walls of the gorge are sheer and slippery requiring a successful **DC 20 Strength (Athletics) check** to scale them to the river bed. Another check must be made to climb up the other side. The gorge is 100 feet deep and any character falling takes **1d6 bludgeoning damage per 10 feet fallen** (roll 1d10 to discover where the PC was when they fell).

The river at the bottom of the gorge is full of raging white water and a PC must make a successful **DC 20 Strength (Athletics) check** to control their direction to reach the other side safely once they enter the water. If a PC fails this check, the river hurtles swiftly towards a rock-strewn waterfall downstream, where an additional **14 (4d6) bludgeoning damage** is incurred unless a PC makes a successful **DC 15 Dexterity saving throw**.

The hollow inside of the ancient, rotting tree is full of holes and weak parts of the bark that easily collapse when any weight is applied to these areas (the inside of the tree should be considered **difficult terrain**). All PCs crossing the tree should make a successful **DC 15 Wisdom (Perception) check** to spot weak areas. Those failing the check crash through the weakened area. If the character succeeds on a **DC 10 Dexterity saving throw** they manage to grab onto a safe part of the trunk and can pull themselves back up. Those failing take **28 (8d6) bludgeoning damage** from the fall as they plunge into the river beneath.

Once the PCs attempt to cross the gorge, they are attacked by **pixie rot zombies (new creature, see Appendix A)**, turned to disease-ridden undead by the Sylvan Harp's secret power and looking for brains.

The pixie rot zombies arrive once most of the PCs start to cross the gorge. If they cross via the hollow trunk of the tree, one pixie rot zombie flies in after the PCs whilst another enters the hollow trunk from the other side

of the gorge. The remaining pixie rot zombies pop in and out of holes in the hollow trunk, aiming to get close to the PCs' heads as they cross (for the brains!). Any pixie using this tactic has **full cover** when outside the tree against those inside. Killing a pixie rot zombie within the hollow trunk causes an almighty mess when its **death burst** feature is activated.

Equally, the pixie rot zombies attack those climbing the walls of the gorge, using magic to cross, or dangling from a rope.

PC Level	Number of Pixie Rot Zombies
1	3
2	6
3	8
4	12

EVENT: TUMULT OF THE DARKLINGS

Once the PCs have experienced a couple of the random encounters and encountered the pixie rot zombies, they eventually come across a series of strange earthen mounds. A successful **DC 10 Intelligence (Religion) check** allows a PC to know these are ancient burial sites. A successful **DC 15 Intelligence (History) check** allows the PC to discover from the markings around the seals to the barrows these are old graves of darklings, a race said

to have been cursed by the Summer Queen of the Fey for once betraying her. Exploring the area, the PCs finally come across an open tomb (see the next section, **Spirit of the Sylvan Harp**).



SPIRIT OF THE SYLVAN HARP

Read or paraphrase the following:

Ahead you can see the dark opening of an ancient tomb, leading into blackness. Atop the tumuli lies the twisted figure of what must once have been a treant, though now the creature looks haunted and broken. As you look at it, the creature seems to grow thin like smoke for a moment before once again appearing more substantial.

The treant is an undead spirit called **Magog (new creature; see Appendix A)**. His heart was used to create the *Sylvan Harp*, and he is caught in undeath until the harp's **Winter Melody** can release him.



The spirit of the treant wants to be released from his torturous existence. Torn between seeking the harp on the Material Plane or in the Feywild, he sits atop the tumuli undecided about either and rages against his dilemma.

He tries to bargain with any who wish to pass through the portal to the Feywild to search for the harp and bring it to him and only let through those who swear a vow to help him.

If the PCs talk with Magog rather than attack him, they can impress him by offering to release him from his undead state if they can, and gain advantage on any social interaction checks made. If the PCs are rude to, or attack, Magog they suffer **disadvantage on any subsequent social interaction checks**.

Once the interaction with Magog is roleplayed, the PCs can attempt a **Charisma-based social check**, with the following results, depending on the roll:

Roll	Result
1-4	Magog, furious at the attitude of the PCs, attacks them.
5-9	Magog refuses to let the PCs pass until they bring him news of the Sylvan Harp – if they already know information on the harp and provide it to Magog, he lets them through.
10-15	Magog lets the PCs pass and gives them one piece of information of the DMs choosing (see below).
16+	Magog lets the PCs into the tomb and gives them all the information below.

Magog knows the following pieces of information, which he can impart to the PCs:

- The *Sylvan Harp* was made from Magog's heart after he died but he thinks the harp was somehow cursed, as he rose from death when Gardilaun played it. He instinctively knows that only a certain tune played on the harp can release him from his undead state.
- Magog died at the hands of an evil hag known as the Thorn Hag – perhaps she cursed the harp?
- He recalls she was obsessed with roses.

TOMB OF THE DARKLINGS

This tomb is completely dark unless the PCs bring light with them. The ceilings are 6 feet high, so tall characters must bow their heads. The doors are of roughly chiselled stone and 2 feet thick, set on a bevel, and swivel cleanly when pushed or pulled (all doors open inwards). The interior walls are made of chiselled stone and are damp with moisture.

1. Crossing of the Dead

Two shadow mastiffs (VGM, p190), trained by the darklings to protect the tomb from looters, guard this area. They are chained to the wall, but the chain allows them to reach all doors and as far as the bottom step of the entrance.

2. Crumbling Transformation Room

This room is clearly a ritual room with painted sylvan and elvish symbols on the floor, walls, and ceiling. Anyone making a successful **DC 20 Intelligence (Arcana) check** can decipher this room is used by darklings to undergo the transformation ritual that turns a darkling into a darkling elder. A small set of drawers is attached to the wall in one of the corners of the room, containing vials of powdered minerals, paintbrushes, and coloured chinks and paints (altogether worth around 50 gp) but one of the pots is a *Nolzur's Marvellous Pigment (DMG, p183)*. A successful **DC 10 Dexterity check using thieves' tools** is required to unlock the drawers. If a PC attempts to move the drawers, the brackets holding it to the wall break, and half the wall and ceiling collapse on top of the PC, causing **10 (3d6) bludgeoning damage** unless they make a successful **DC 15 Dexterity saving throw**.



beautiful elven spirit. A small altar rests against the far wall and holds three obsidian statues (worth 50 gp each), a black velvet mask stitched with silver thread (25 gp), a silver cup (15gp) and a potion bottle set within a jet casing with a gold and pearl lid (worth 150 gp). The potion bottle contains a greenish, effervescent liquid, a *Philter of Love (DMG, p184)*.

4. Alcoves of the Elders

The interred ashes of six darkling elders lie in funeral urns in stone alcoves embedded into the walls. A small body of a halfling clad in leather lies curled in one of the corners. By its side lies an opened urn, the ashes spilled across the floor. If the body is searched, a successful **DC 15 Intelligence (Investigation) check** reveals a set of thieves' tools hidden in a secret pocket in the leather armour. A successful **DC 10 Wisdom (Medicine) check** reveals that no obvious injury caused death (the thief was recently killed by one of the tomb's guardians). If one of the urns is opened, an **ash guardian (new monster, see Appendix A)** emanates from the urn and attacks the looters. There is one ash guardian in each urn. Combat in this room may disturb further urns – a natural 1 on a PC's attack roll releases another ash guardian as they knock over another urn. Alternatively, an initial ash guardian could deliberately open further urns calling upon its erstwhile comrades to join the fray.

5. Darkling Crypt

This room is similar to Room 4 except there are 36 smaller urns in alcoves – these urns hold the ashes of darklings. If any urn is opened, a **light guardian (new monster, see Appendix A)** coalesces in the room and attacks.

6. The Feywild Portal

This large room is supported by four giant stone monoliths, each decorated in esoteric sylvan and elvish symbols (see **Appendix C, Player Handout**). Anyone making a successful **DC 20 Intelligence (Arcana) check** can make out this room contains a portal to the Feywild. Anyone who can read Elvish or Sylvan can also make out a short poem in an

archaic form of both languages with one line of the poem on each monolith:

*Thrice, circuit menhirs deosil,
Face as if thee'd had thy fill,
Tilt head down betwixt thine pins;
Then, half asleep, back up, thee's in.*

The poem gives enough information to open the portal to the Feywild:

1. Walk clockwise (deosil) around the edge of the stones (menhirs) three times.
2. Turn around, facing away from the centre of the room.

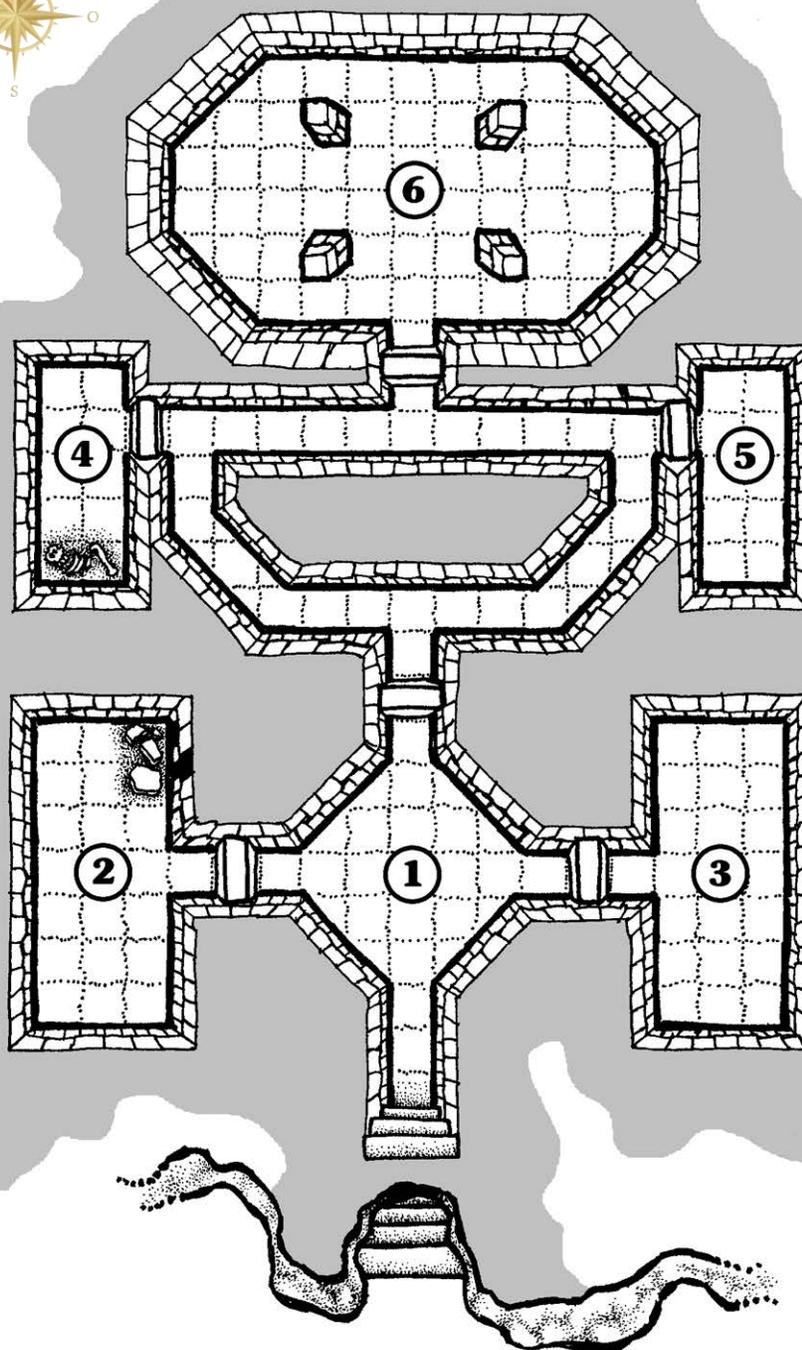
3. Bend down and look backward between (betwixt) your legs (pins).

4. Close one eye (half asleep) and walk backward into the centre of the room to enter the Feywild.

If the players are having trouble understanding this archaic poem, they can succeed with a successful **DC 10 Intelligence check** instead (or allow them to access the internet to check meanings of words). Once they perform this ritual, the PCs step into the Feywild.



1 square = 5 ft.



MAP OF THE DARKLING TOMB

into the Feywild

When the characters step through into the Feywild, read or paraphrase the following:

The light changes subtly around you as you finish the ritual. Looking up, the high roof of a cave, lit dimly by dull blue light, stretches darkly above you. A huge column of stone, where a stalagmite has joined with a stalactite, stands next to you like a huge tree branching into the ceiling of the cave. The column is etched with a similar rhyme to the one in the darkling tomb. Golden fungi cover the nearby walls of the cave, luminous in the semi-darkness. The light seems to be coming from around the corner of the nearest wall where the floor rises and curls up to your right.

The cave is relatively small and there is only one exit. When the PCs exit the cave, they find a strange land outside. Read or paraphrase the following:

The strange light does not change when you exit the cave, giving a bluish tint to all you see. Stranger still, there are no normal trees or plants here. Everywhere you look the landscape is covered with fungi of all sizes. Some coat the ground in strange speckles of bright scarlet or livid purple, whilst others, white with red spots, tower high above you, some perhaps as tall as 50 or 60 feet high. It seems that it is now suddenly dusk since the light begins to fade.

The ground around the fungi is muddy, and clear tracks lead away from the cave through the fungi forest. If PCs make a **successful DC 10 Wisdom (Survival) check**, they can identify the tracks as like those of the gwerthin they encountered at the beginning of the adventure.

The fungi in the forest include **gas spores, shriekers and violet fungi (MM, p138)** that the DM can use to liven up travel through the fungal forest if required.

If the PCs follow the tracks they eventually pass through the fungi forest and enter a dense pine forest, dark and silent as the grave. As the PCs travel through the fungi and pine forests, roll 1d6 twice on the encounter table below or choose two suitable encounters.

Random encounters in the Feywild

Gwerthin. One to four gwerthin are returning to the lair of the Thorn Hag to report back that they have failed to find a harp string. They are dawdling along the path, reluctant to face the wrath of the hag. Any captured gwerthin will inform the PCs the location of the Thorn Hag's lair with a **successful DC 10 Charisma (Intimidation) or DC 20 Charisma (Persuasion) check**.

Needle Blights. These needle blights are only found within the pine forest – re-roll the encounter if the PCs are still within the fungi forest. The pine forest is the territory of the blights and they dislike intruders. They gather their forces for a concerted attack on the PCs whilst the party remains in the pine forest and choose to attack the PCs at night if the opportunity arises.

Quickling. One to four quicklings have come to annoy the yeth hound, and they are currently on the lookout for it, intending to pull its tail and set off its howling. If they come across the PCs, they will attempt to lead the PCs towards the yeth hound to

Roll 1d8	Monster	Number	CR	EC	Source	Page
1	Gwerthin	1 per PC level	½	½-3	New	Appx A
2	Needle Blights	2 per PC level	1/4	½-3	MM	32
3	Quickling	1 per PC level	1	1-4	VGM	187
4	Will-o'-Wisp	1 at lvls 1 & 2, 2 at lvls 3 & 4	2	2-4	MM	301
5	Darkling Elder & Darkling	2	2/½	3	VGM	134
6	Banshee	1	4	4	MM	23
7	Yeth Hound	1	4	4	VGM	201
8	Meenlock	1 at lvls 1 & 2, 2 at lvls 3 & 4	2	4	VGM	170

create havoc, and then watch the fun. In the meantime, they may play nasty pranks on the PCs such as stealing an unattended item or placing a dead animal in a PC's backpack.

Will-o'-Wisp. One or two will-o'-wisps appear in the distance to the characters. The light remains steady, looking like a lamp lit in the window of a distant cottage. If the PCs move towards the light, they find themselves wading into a syrupy fen, unless they make a successful **DC 15 Wisdom (Survival) check**. Once into the fen, movement becomes awkward – the fen counts as **difficult terrain**. If the PCs flounder into the fen, the will-o'-wisp heads straight for the PCs to attack.

Darkling Elder & Darkling. The darkling elder is accompanying a darkling to the darkling tomb to carry out the process of transforming into a darkling elder. Neither have any wish to fight the PCs and will try to avoid confrontation by attempting to sneak around the party if they see or hear the PCs before the PCs see them. If not, they will be courteous and seek to be on their way as soon as possible. If they are attacked, they will seek to escape combat and continue on to the darkling tomb but will inform their kin of the attack and the PCs will face retribution from a larger group of darkling elders on their return to the Material Plane.

Banshee. This banshee is the spirit of Kallilieth, a beautiful but malevolent elf that once was a neighbour of the Thorn Hag. She now roams the area in undeath. However, after her death, the Thorn Hag took Kallilieth's territory and belongings. If the PCs talk to her, they may discover

her abiding hatred of the Thorn Hag, and use this information to negotiate safe passage and further information with a successful **DC 10 Charisma (Persuasion) check**. The banshee is limited to within five miles of her home and cannot otherwise seek revenge on the hag as the hag's cottage lies beyond Kallilieth's range. Kallilieth can inform the PCs of the hag's love of roses and the fact that the roses in her garden are awakened and aggressive.

Yeth Hound. This yeth hound was gifted to the Thorn Hag by the Queen of Air and Darkness. The hound guards the edges of the hag's territory and will attack any intruders. The PCs may hear the baleful baying of the yeth hound from time to time anyway in the distance. The DM may choose to limit the encounter to howling only for lower-level PCs.

Meenlock. A nearby creature has been frightened by the yeth hound's baleful baying. One or two meenlocks arise from beneath the forest floor and come across the PCs, using Shadow Teleport and Telepathic Communication to unsettle the characters, concentrating any final attack on lone PCs if possible.



EVENT: SHARP-TOOTHED BRAMBLES

Finally, after 4 hours travel at normal walking pace, the PCs reach a large hedge of brambles, **razorvine (DMG, p110)** and wild roses. Spotting the razorvine hidden within the hedge requires a successful **DC 15 Wisdom (Perception) check** and identifying it requires a successful **DC 10 Intelligence (Nature) check**. In addition, the hedge is laced with **vine blights (MM, p32)**, which attack the PCs if they attempt to chop through the hedge. There are two vine blights for 1st-level PCs, plus one vine blight per additional PC level after 1st. The hedge runs all the way around the thorn hag's lair and is 20 feet high by 10 feet thick. The

hedge is AC 15 and has 27 hit points per 10-foot square. It is immune to piercing, resistant to bludgeoning and vulnerable to fire damage.

LAIR OF THE THORN HAG

If the PCs manage to get through the hedge, read or paraphrase the following:

As you reach the other side of the thorny hedge, a strange sight lies in front of you – a formal garden full of lavender and roses of all colours; and beyond, a little cottage, but an odd one. It is formed from living brambles and briars. Small puffs of smoke drift out from the top of the cottage and the sickly smell of burnt rose petals wafts through the air. Someone in the cottage is singing what sounds like a rhyme in a scratchy voice:

*“I left my baby lying there,
lying there, lying there
I left my baby lying there
To go and gather blaeberreries.*

*Ho-van, ho-van gorry o go
Gorry o go, gorry o go
Ho-van, ho-van gorry o go
I’ve lost my dearest baby-o.*

*I saw the little yellow fawn
But never saw my baby.
I traced the otter on the lake
But could not trace my baby.”*

*The voice then makes a sound
like a baby crying before
cackling madly.*

The cottage is about 120 feet away, across the garden of roses and lavender. **Two dozen** of the rose bushes in the garden are **awakened shrubs (MM, p317)**, thanks to the regional effect of the Thorn Hag’s lair. As the PCs pass by, the rose bushes grasp at them. If any of these awakened shrubs hit with their attacks, the stricken PC must either destroy the rose or make a **DC 10 Dexterity (Sleight of Hand) check** to escape from the thorny grasp of the rose bush; if they fail, their speed is halved and the disturbance likely alerts the **Thorn Hag (new creature; see Appendix A)** unless at least half of the PCs make a **DC 15 Dexterity (Stealth) check**.

If the Thorn Hag is alerted, she comes out of the cottage and calls out to the roses in a sickly-sweet voice, telling them to let go of the nice visitors.

When the PCs first set eyes on the Thorn Hag, read or paraphrase the following:

A bizarre creature creeps out of the door of the cottage. She appears to be tree-like with almost no nose, bristling eyebrows, and brambles for hair. Her fingernails appear to be long, thorny spikes and even her face is covered with small hooked thorns. Her skin is wood-like and her feet are like the boles of trees.



The Thorn Hag can immediately tell she would have a difficult battle on her hands if she were to battle the PCs, so she starts off by trying to make them welcome; she offers them a cup of nettle tea and some scones with blackberry jam at a

wooden table and chairs on the nearby lawn. She tries to find out why the PCs have come to see her and courteously enquires as to how she can help them. A successful **DC 20 Wisdom (Insight) check** reveals the hag is both wary and curious.

If the PCs decide to attack the Thorn Hag, they are in for a surprise – the **Thorn Hag’s Hut (new creature, see Appendix A)** is both sentient and protective of the hag. The hut will rise on a couple of stubby and thorny legs and try to trample the intruders. The hut is not very intelligent but extremely dangerous – the DM should give plenty of warning to the PCs that they are unlikely to win a fight against it – perhaps it moves slightly if the PCs

discuss a combative approach or smashes the table and chairs into smithereens with one of its legs before it attacks the PCs.

If the PCs engage in a question and answer session with the hag, the DM will be challenged to tread a fine line between truth and deception in portraying the Thorn Hag's answers. The Thorn Hag should never lie (see roleplaying notes for the Thorn Hag in Appendix A) but should always try to give as little information as possible, particularly if that lack of information could mislead the PCs. The Thorn Hag is sly and evasive but not deceiving, so any successful **Wisdom (Insight) check** should normally reveal only that the hag is telling the truth. However, the DM can make an exception if, for example, one of the players rolls a natural 20, or roleplays in an exceptional way. In this case, the DM could impart that the hag may be keeping further information back. Additionally, the Thorn Hag is passionate about her 'lost kingdom' and may blurt out information that could lead the PCs to further helpful questions if they are getting stuck.

Since there are many possible questions the PCs could ask, what follows is a summary of the history and knowledge of the Thorn Hag. On any other subject, the DM should improvise the Thorn Hag's answer to match with the information provided as closely as possible.

What the Thorn Hag Knows

Centuries ago, the Thorn Hag was born in the forest that the Elf Queen now rules. Through allying with other creatures and her own innate powers she carved out her own small kingdom in the forest. Hearing that the area was ruled by a hag, the Elf Queen and her armies invaded the Thorn Hag's kingdom and ousted her. The satyr Gardilaun killed her in the final battle, whilst the treant Magog was also killed in the battle. However, unknown to the Elf Queen and her allies, the Archfey known as the Queen of Air and Darkness resurrected the Thorn Hag and ceded her the cottage and gardens in the Feywild. Plotting her revenge, the Thorn Hag sent her spies into the Material Plane. There, they discovered that the heart of the treant Magog had been carved into *The Sylvan Harp* by the Archfey and been gifted to the satyr Gardilaun. Further, the Queen of Air and Darkness informed the Thorn Hag that an additional power had been secretly imbued into the harp, something that could aid the Thorn

Hag in her plot for revenge. The thought of using the heart of Magog to defeat the Elf Queen was music to the Thorn Hag's ears, and she thus sent her spies into the Material Plane once more, in search of the harp – at this point she discovered that the secret power of the harp is to raise the dead in the area to undeath. The harp was discovered and returned to her but one of the strings was broken so the spies were sent out again to retrieve a replacement harp string. In the meantime, the Thorn Hag has hidden the harp in the mouth (chimney) of the Hut. If she hasn't already, she intends to attune to the harp once the string is returned and the harp fixed. She will then carry the harp to the Elf Queen's lands and seek her revenge.

Sample Questions and Answers

Below are a few crucial questions PCs may ask the Thorn Hag and her likely responses:

What do you know of the Sylvan Harp?

Ah, yes, the harp. I have heard tales of the Sylvan Harp, as it is known. I could certainly put out the word that you are looking for the item and if I come across it I will certainly return it to the rightful owner.

Do you have the harp?

Well, I have an inkling who may currently own the harp. Of course, if someone wanted to purchase the harp from the rightful owner, I'm sure that person would be looking for some compensation commensurate with the status of such an item.

If asked what compensation might be appropriate, she answers:

Well, the person I'm thinking of isn't greedy. I'd imagine she'd want a small token of beauty only – a hair from the head of the beautiful Elf Queen, perhaps.

What do you intend to do with the harp?

Well, take my kingdom back of course. Many years ago, I ruled a fey kingdom. I have lived in this backwater for too long, it's time to reclaim my heritage.

CONCLUDING THE ADVENTURE

RETURNING FROM THE FEYWILD

On the column in the cave is a similar poem to that in the darklings' tomb, except this refers to walking around the column rather than the standing stones. Backing up in the same manner towards the column allows travel back to the Material Plane.

When a character enters the Feywild, time passes differently. Refer to the **DMG, p50** for possible effects on time when PCs are in the Feywild or devise your own effects to suit your campaign or story requirements. In addition, when the PCs return from the Feywild, unless they are an elf or half-elf, they must make a **DC 10 Wisdom saving throw** or forget everything they experienced whilst in the Feywild. Even those who pass have only a hazy recollection of their experiences there (see **DMG, p50** for further details).

LOOSE THREADS

If the PCs did not manage to stop the Thorn Hag and she attunes to the harp and plays the Autumn Melody, she begins to raise an army of undead to march on the Elf Queen's lands. Use the creatures in **Appendix A** (ash guardian, light guardian, green dragon skeleton, pixie rot zombies and treant spirit) as examples. Other undead from the **Monster Manual** (e.g. skeletons, zombies) can also be used. Finally, I have released a companion to *The Sylvan Harp*, with a selection of fey undead suitable for the Thorn Hag's army, called *Fundeade*, that you may find useful. The PCs need to ally with the humans of Woodsham, the Elf Queen and her followers, and the community of Satyr's Glen to defeat the Thorn Hag and her minions. They must race across the land, negotiating with these communities, to safeguard the forest and its inhabitants.

If the PCs manage to get a hair from the Elf Queen's head and decide to swap it for the harp, the Thorn Hag uses the hair to power an evil spell to curse the queen. Over a matter of weeks, the queen becomes frail and ill and eventually dies. The PCs must face and defeat the Thorn Hag to stop the magic or find a magical cure, which can be the focus of a new adventure of the DM's choosing.

Should the PCs somehow defeat the Thorn Hag's Hut or trick their way into it, the hag has a **Broom of Flying** (**DMG, p156**), a **Lantern of Revealing**

(**DMG, p179**) and a **Crystal Ball of Clairvoyance** (**new magic item, see Appendix B**) in the hut. In addition, the DM may wish to leave a clue to lead to a further adventure she has planned.

If the PCs wish to help Magog, they can either attune to the harp themselves and play the Winter Melody to help him find eternal rest, or either Gardilaun, the Elf Queen's bard or the wandering minstrel can do the same. Magog will ask that the harp be destroyed so that the harp can never be used in this manner again. If the PCs destroy the harp, give them a **Story Award of 100 XP per PC per level**. Both the Elf Queen and Gardilaun will be relieved that the harp is destroyed should they learn that it was cursed by the Queen of Air and Darkness or that Magog requested it be destroyed. Otherwise, they will request recompense in service, which can lead to a further adventure of the DMs choosing.

If the PCs can prove that they defeated the Thorn Hag, the Elf Queen will award the PCs a magic item each – the DM can choose an **uncommon magic item** that suits each PC or roll on **Magic Item Table B** (**DMG, p144**).

If the PCs can prove that the humans of Woodsham did not steal the harp to the satyrs and broker a peace between the two communities, grant a **Story Award of 100 XP**.

If the PCs stole anything from, or destroyed anything in, the Darklings' Tomb, the darklings will begin to hunt them down. The PCs can return the items, replace them or pay double their worth to end the hunt. In addition, they must go before the darkling elders and apologise.

FURTHER ADVENTURES

If the PCs defeat the Thorn Hag, they will attract the attention of the Queen of Air and Darkness, who harboured a great fondness for the Thorn Hag. If the PCs did not destroy the Thorn Hag's body, the Queen of Air and Darkness may once again resurrect the hag. Alternatively, she might send unseeley fey to plague the PCs in their next adventure. Another option is that the hag could have been wearing an invisible **Ring of Mind Shielding** (**DMG, p191**) – whoever finds the ring could be influenced by the Thorn Hag to try to bring down the Elf Queen.

APPENDIX A: NEW CREATURES

GWERTHIN

Small fey, chaotic evil

Armour Class 13

Hit Points 31 (7d6+7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	7 (-2)	10 (+0)	5 (-3)

Skills Perception +2, Stealth +5

Damage Immunities disease, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Ethereal Perception. If a creature within 30 feet is invisible or on the Ethereal Plane, the gwerthin can sense its presence, or pinpoint it if moving.



ACTIONS

Thorn Sword. *Melee Weapon*

Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 6 (1d6+3) slashing damage. On a miss, the weapon still does 1 damage.

Bite. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one creature. **Hit:** 4 (1d6+1) piercing damage and the victim must make a DC 10 Constitution saving throw or become infected with cackle fever (**DMG p257, but immediate onset**). Once a creature succeeds on this save, it is immune to any gwerthin's bite for 24 hours.

Short Bow. *Ranged Weapon Attack.* +5 to hit, range 80/320 ft. **Hit:** 6 (1d6+3) piercing damage.

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GARDILAUN

Satyr Bard 4

Medium fey, chaotic neutral

Armour Class 14 (leather armour)

Hit Points 51 (11d8)

Speed 40 ft.



STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	7 (-2)	12 (+1)	16 (+3)

Saving Throws Dex +5, Cha +5

Skills Acrobatics +4, Animal Handling +1, Arcana +5, Athletics +2, Deception +4, History +3, Insight +2, Intimidation +4, Investigation +3, Medicine +1, Nature +3, Perception +2, Performance +7, Persuasion +5, Religion +2, Sleight of Hand +4, Stealth +5, Survival +1

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

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

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. **Hit:** 6 (2d4+1) bludgeoning damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80 ft./320 ft., one target. **Hit:** 6 (1d6+3) piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6+3) piercing damage.

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MAGOG, TREANT SPIRIT

Huge undead, chaotic neutral

Armour Class 14 (natural armour)

Hit Points 34 (4d12+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	15 (+2)	12 (+1)	16 (+3)	13 (+1)

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

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., Ethereal Sight, passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 4 (1,100 XP)

Rejuvenation. If he is destroyed, Magog returns to unlife in 1d6 days and regains all his hit points. Only the Winter Melody of the *Sylvan Harp* can provide eternal rest for him.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 17 (4d6+3) necrotic damage.

Etherealness. Magog magically enters the Ethereal Plane from the Material Plane or vice versa.

Horrifying Visage. Each non-undead creature within 60 feet of Magog that can see him must succeed on a Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Magog's Horrifying Visage for the next 24 hours.

Possession (Recharge 6). One humanoid that Magog can see within 5 feet of it must succeed on a DC Charisma saving throw or be possessed by the creature; Magog then disappears, and the target is incapacitated and loses control of its body. Magog now controls the body but doesn't deprive the target of awareness. Magog can't be targeted by any attack, spell, or other effect, except ones that turn undead, and he retains his alignment,

Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. He otherwise uses the possessed target's statistics but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the creature ends it as a bonus action, or Magog is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, Magog reappears in an unoccupied space within 5 feet of the body. The target is immune to Magog's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

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ASH GUARDIAN

Medium undead, chaotic neutral

Armour Class 13

Hit Points 19 (3d8+6)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	11 (+0)	12 (+1)	10 (+0)

Damage Resistances cold, poison, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Vulnerabilities radiant

Damage Immunities disease, fire, lightning, necrotic

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages understands fey and common but cannot speak

Challenge 1/2 (100 XP)

Amorphous. The ash guardian can move through a space as narrow as 1 inch wide without squeezing.

Sunlight Weakness. While in sunlight, the ash guardian has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Ashen Breath. The ash guardian can breathe a 10-ft. cone of foul ash. Any creature within range must make a DC 12 Constitution saving throw or take 6 (1d12) necrotic damage and be poisoned for 1 minute. On a successful save, the creature only takes half damage and is not poisoned.

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Ash guardians are the enchanted remains of dead darkling elders. Remaining within their funerary urns, ash guardians rise and attack any who would desecrate their final resting place. Ash guardians form a vaguely humanoid shape from the ash of their urns but can easily change their shape to slide under doors or even through keyholes.

LIGHT GUARDIAN

Small undead, chaotic neutral

Armour Class 13

Hit Points 6 (1d6+3)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	7 (-2)	10 (+0)	6 (-2)

Damage Resistances fire, lightning

Damage Immunities radiant

Senses darkvision 60 ft., passive Perception 10

Languages understands fey and common but cannot speak

Challenge 1/8 (25 XP)

Illumination. The creature sheds bright light in a 30-foot radius and dim light the same distance beyond that.

ACTIONS

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

Blinding Pulse (Recharge 5-6). The light guardian can give out a blinding pulse of light. Anyone within 30 feet must make a DC 13 Constitution saving throw or be Blinded for 1 minute.

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Light guardians are the risen remains of dead darklings. They form a vaguely humanoid shape but in the form of pulsing light.



PIXIE ROT ZOMBIE

Tiny undead, neutral evil

Armour Class 11

Hit Points 9 (2d4+4)

Speed 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	13 (+1)	14 (+2)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Sylvan but can't speak

Challenge 1/4 (50 XP)

Death Burst. When the pixie rot zombie dies, it explodes. Each creature within 5 ft. must make a DC 12 Constitution saving throw or contract zombie rot disease. Zombie rot takes 1d4 days to manifest in an infected creature. Each day the creature takes 1d2 Constitution damage as the creature's body begins to rot. Anyone who dies from the Constitution loss rises as a zombie.

Magic Resistance. The pixie rot zombie has advantage on saving throws against spells and other magical effects.

Undead Fortitude. If damage reduces the pixie rot zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the creature drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 2 (1+1) piercing damage.

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GREEN DRAGON SKELETON

Large undead, lawful evil

Armour Class 14 (natural armour)

Hit Points 59 (7d10+21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	16 (+3)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Common and Draconic but can't speak

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The green dragon skeleton makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10+3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6+3) slashing damage.

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THORN HAG

Medium fey, neutral evil

Armour Class 13 (natural armour)

Hit Points 102 (12d8+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	13 (+1)	15 (+2)	16 (+3)

Skills Nature +4, Perception +5, Stealth +4, Survival +5

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 5 (1,800 XP)

Death Burst. When the Thorn Hag dies, she explodes in a rain of thorns. Each creature within 5 feet of her must make a DC 14 Dexterity saving throw, taking 22 (4d10) piercing damage on a failed save, or half as much damage on a successful one.

Innate Spellcasting. The Thorn Hag's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components:

At will: *thorn whip* (2d6)

3/day: *barkskin*, *entangle*, *spike growth*

1/day: *plant growth*

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

Feywild Perception. If a creature within 30 feet is invisible or on the Ethereal Plane, the Thorn Hag can sense its presence, or pinpoint it if moving.

Terrain Camouflage. The Thorn Hag has advantage on Dexterity (Stealth) checks made to hide in forests.

ACTIONS

Multiattack. The Thorn Hag can make two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 6 (1d6+3) slashing damage.

Change Shape. The hag magically polymorphs into a plant that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (the hag's choice). In a new form, the hag retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics

and capabilities are otherwise replaced by those of the new form, except any class features of that form. **Horrifying Visage.** Any creature within 60 feet of the hag, that can see her and is not immune to being frightened, must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the hag's Horrifying Visage for the next 24 hours.

LAIR ACTION

- Until initiative count 20 on the next round, the Thorn Hag can pass through difficult terrain at no penalty to movement.
- The Thorn Hag ignores any penalty to movement caused by the *plant growth* spell.

REGIONAL EFFECTS

The region within 1 mile of the Thorn Hag's lair is affected by her innate magic:

- All plants in the area develop thorns, causing passage through them to slow movement by half. In addition, a successful Dexterity saving throw (DC 13) must be made or the creature passing through the area suffers 2 (1d4) slashing damage for every 5 feet they travel.
- The sound of an eerie nursery rhyme can occasionally be heard on the wind.

Personality Trait. I never volunteer information, and I only answer questions. I require all my bargains to be put in writing signed in the other party's blood.

Ideal. I will become an auntie or a grandmother, even if I must kill my own mother to do it.

Bond. I am involved in a feud with the Elf Queen.

Flaw. I will not tell a lie, but I can still say nothing, nod suggestively, or bend the truth a little to suit my needs.

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The Thorn Hag above is designed for 4th level PCs. Recommended changes for lower level PCs:
3rd – remove Horrifying Visage, amend Death Burst to 16 (3d10), remove *plant growth*
2nd – remove Horrifying Visage, Magic Resistance, amend Death Burst to 11 (2d10), remove *plant growth*, *barkskin*, and *spike growth*
1st – remove Horrifying Visage, Magic Resistance, Multiattack, amend Death Burst to 5 (1d10), remove *plant growth*, *barkskin*, *entangle* and *spike growth*

THE THORN HAG'S HUT

Gargantuan fey, unaligned

Armour Class 10 (natural armour)

Hit Points 362 (25d20+100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	7 (-2)	18 (+4)	5 (-3)	10 (+0)	6 (-2)

Saving Throws Str +14, Con +10

Skills Perception +6, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Vulnerabilities fire

Condition Immunities blinded, exhaustion

Senses blindsight 60 ft., passive Perception 16

Languages —

Challenge 20 (25,000 XP)

Sure-Footed. Against effects that would knock it prone, this creature has advantage on Strength or Dexterity checks.

ACTIONS

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one creature. *Hit:* 18 (3d6+8) bludgeoning damage.

Trample. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one creature. *Hit:* 116 (24d8+8) bludgeoning damage.

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APPENDIX B: NEW MAGIC ITEMS

THE SYLVAN HARP

Wondrous item, very rare (requires attunement by a bard)

The Sylvan Harp is a small harp about three feet high designed to be played in the lap rather than standing on the floor. It is made from hornbeam wood, which once comprised the body of a treant called Magog. The harp is decorated with arcane Sylvan symbols. The strings are made of silver.

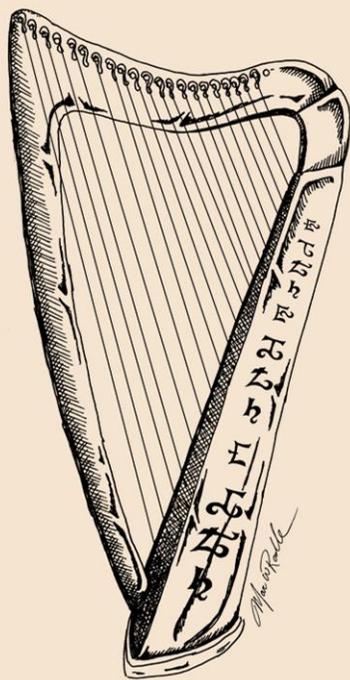
The Sylvan Harp can be played as a normal harp but if the player is attuned to the harp, they can play one of four magical melodies:

Spring Melody. This light and airy melody has a slow but noticeable impact on any forest terrain for a radius of 2 miles. All plants in the area are affected as if by the first effect of a *plant growth* spell, becoming more verdant. In addition, the area is affected as if by a *hallow* spell - all creatures in the area gain resistance to necrotic damage. Finally, the Spring Melody overrides the effects of any of the other magical melodies on the state of the surrounding forest.

Summer Melody. This paean to summer is a lazy tune full of longing and passion. This tune again affects any forest environment for a 2-mile radius, but this time with the secondary effect of the *plant growth* spell - all plants fruit abundantly. In addition, the area is affected as if by a *hallow* spell - bright light permanently fills the area and magical darkness of 8th level or lower can't extinguish the light. Finally, the Summer Melody overrides the effects of any of the other magical melodies on the state of the surrounding forest.

Autumn Melody. This tune, a sad refrain using primarily a minor scale, causes forest in a 2-mile

radius to begin to hibernate - leaves turn orange and red, the area becomes danker and darker (treat as dim light even in the day), and fungi grow more prevalently. However, the Queen of Air and darkness secretly imbued the harp with a special power when the Archfey were creating it - in addition to its autumnal power, the area is affected as if by a *hallow* spell - the bodies of the dead interred in the area rise as undead when the Autumn Melody is played. Finally, the Autumn Melody overrides the effects of any of the other magical melodies on the state of the surrounding forest.



Winter Melody. This song, solemn and slow with a haunting melody, causes forest in a 2-mile radius to enter hibernation. Leaves fall to the ground, the air grows noticeably colder, and light fades (treat as dim light even in the day). In addition, the area is affected as if by a *hallow* spell - any undead in the area are both immediately destroyed and eternally laid to rest, overcoming any ability to rejuvenate unless they make a DC 19 Wisdom saving throw. Finally, the Winter Melody overrides the effects of any of the other magical melodies on the state of the surrounding forest.

Each melody can only be played once a year. The above effects are permanent unless reversed by magic; for example, with the opposing melody or by a

dispel magic spell. The spell effect is 9th-level.

The sylvan harp has an additional side effect - when one of the magical melodies above is played, 2d6 plants are awakened in the area of effect.

CRYSTAL BALL OF CLAIRVOYANCE

Wondrous item, rare (requires attunement)

This crystal ball is about 4 inches in diameter. While touching it, you can cast the *clairvoyance* spell (save DC 13) with it. The crystal ball can't be used this way again until the next dusk. This item never gets dirty or dusty but the user experiences a harmless flash of pain when it is used.

FACE AS IF CHEERED HARD BY HILL,

CHIRCE, CIRCUIT MEMPHIS DEOSIL,

CHEN, HALF ASLEEP, BACK UP, CHEERS IN,

CLIC HEAD DOWN BECAUSE CHIDE PINS;

Thank you for buying *The Sylvan Harp*. If you enjoyed this adventure, please consider purchasing my previously released adventures on the Dungeon Master's Guild:

INTO THE WITCHWOOD

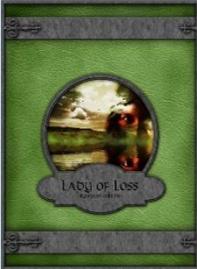


Fleeing a massacre, the PCs must traverse the depths of the dreaded Witchwood, avoiding Northlander raiders and the strange creatures of the forest. The adventure also takes the PCs into the Feywild, where time runs strangely and memories are fragile. Finally, they must face the chilling

Gatekeeper guarding the Feywild portal that allows the PCs to return to the Material Plane.

Into the Witchwood is a D&D adventure suitable for 4-6 PCs of 1st level. It is estimated to run approximately 8 hours.

LADY OF LOSS



The village of Trunton is the focus of conflict between the ruling paladin of the God of Vengeance and secretive cultists. As the PCs become embroiled in the unrest, a series of supernatural events lead them to investigate a ruined tower outside the village. When they discover the grim secrets underlying the situation, whose side will they take?

Lady of Loss is a D&D 5e adventure for characters of 3rd level, estimated to run approximately 8 hours.

THE DRAIGESGYRN CAVES



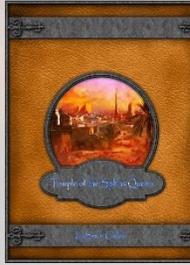
The gnome village of Clefton, built on the sides of a deep gorge, has suffered the attacks of sightless creatures that crawl down the walls and steal away the gnomes' loved ones. It's up to the PCs to follow the creatures' trail back to *The*

Draigesgyrn Caves and put an end to their threat. As the PCs explore the unusual cave complex, they may discover the caves are the empty husk of a colossal dragon, buried many years

ago beneath a landslide. In the depths of these caves they encounter the dread spirit of the dragon rider and an entrance to the Underdark. Will they seal the entrance or will they begin a new adventure deep underground?

The Draigesgyrn Caves is a D&D 5th Edition adventure suitable for four to five PCs of 5th level and estimated to take 4-6 hours.

TEMPLE OF THE SPHINX QUEEN

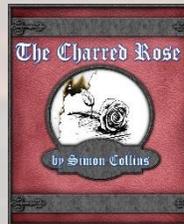


Buried in the desert sands of Mulhorand, near the city of Mishtan, lies an ancient stone statue of a sphinx queen. After a fierce sandstorm reveals a huge tablet etched with hieroglyphs between the statue's paws, the PCs must translate the strange writing to find the secret entrance

into the *Temple of the Sphinx Queen*. The conclusion offers three optional endings for DMs to choose from to suit their players, including a wicked trap, a twist that leads to further adventures, or a tough climactic combat suitable for a one-shot.

Temple of the Sphinx Queen is a D&D 5th Edition adventure suitable for three to four PCs of 1st level and estimated to take 4-6 hours.

THE CHARRED ROSE



The Charred Rose is an adventure of Gothic horror set in the realm of Sithicus in the Ravenloft D&D setting. The adventure is suitable for 3-4 PCs of 4th level and should last 4-6 hours. Lord Daralion of Maldev's

bard is required for the upcoming Rose Festival but the bard has not returned from his mother's funeral in the nearby village of Kardan. Lord Daralion looks for the PCs to visit the village and ensure the bard's safe and quick return. But more than one horror lies hidden and awaiting the searchers in the depths of the woods of Sithicus.

Please feel free to mail me with any questions or comments at:
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