



FROG GOD GAMES ADVENTURES

BLIGHT OF THE MOONGLOW GLADE

By Jon Hook



5TH EDITION
COMPATIBLE

BLIGHT OF THE MOONGLOW GLADE

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BLIGHT OF THE MOONGLOW GLADE

BY JON HOOK

A 5E ADVENTURE DESIGNED FOR 4–6 TIER 1 CHARACTERS, IDEALLY WITH AT LEAST ONE DRUID IN THE PARTY

ADVENTURE BACKGROUND

Several weeks ago, a meteor shower that lasted for more than an hour illuminated the night sky over the Grand Duchy of Reme. Most of the meteors burned up as they fell through the atmosphere, leaving nothing but dust behind, but one meteor punched through the sky and crashed into a valley hidden within the Deepfells. The Clan of the Bloodied Paw, a group of gnolls living in the deadly mountains, recovered the meteor and presented the strange star-rock to their clan's patron, an ancient mimic known as Yoov'fhek.

As Yoov'fhek toyed with the meteor, he cracked it open and released an alien fungus that overwhelmed him. The fungus, a sparkling golden nimbus, soaked through Yoov'fhek's pores and infected every atom of the ancient mimic. By infecting Yoov'fhek, the alien fungus gained sentience and an urge to procreate and spread its influence across the rest of the Lost Lands. Yoov'fhek, the alien fungus-mimic hybrid, also gained the ability to produce mold spores that would allow it to fulfill its dark desires.

Before the gnolls realized what was happening, they were overwhelmed by brain mold spores spewed forth by Yoov'fhek. Through the influence of the brain mold, the alien fungus-mimic hybrid motivated the Clan of the Bloodied Paw gnolls into leaving the safety of their mountain caves. They set out to create an empire by crushing their nearest neighbor, the gentle Silver Oak elfkin located in the tranquil Moonglow Glade found within the Namjan Forest.

BEGINNING THE ADVENTURE

Blight of the Moonglow Glade is designed for 4–6 Tier 1 characters, ideally with at least one druid in the party. You have flexibility in how to introduce the characters to the adventure. It could begin in a small village located on a busy trade route where the adventurers learn of a strange blight that is infecting the woods or it could begin as the party is traveling through the woods as they stumble into an area infected with a strange blight.

If you want to run *Blight of the Moonglow Glade* in a convention setting, consider starting the adventure with the party accidentally discovering the blighted glade. Beginning the adventure in the village likely extends the play time beyond the limitations normally experienced at conventions. With only a few minor changes, this adventure can be relocated into your preferred campaign environment. The Moonglow Glade can be inserted into any fantasy world's elven wood, the gnolls can be from any local mountain range, and the adventuring party could be traveling through any trade route village near the elven woods.

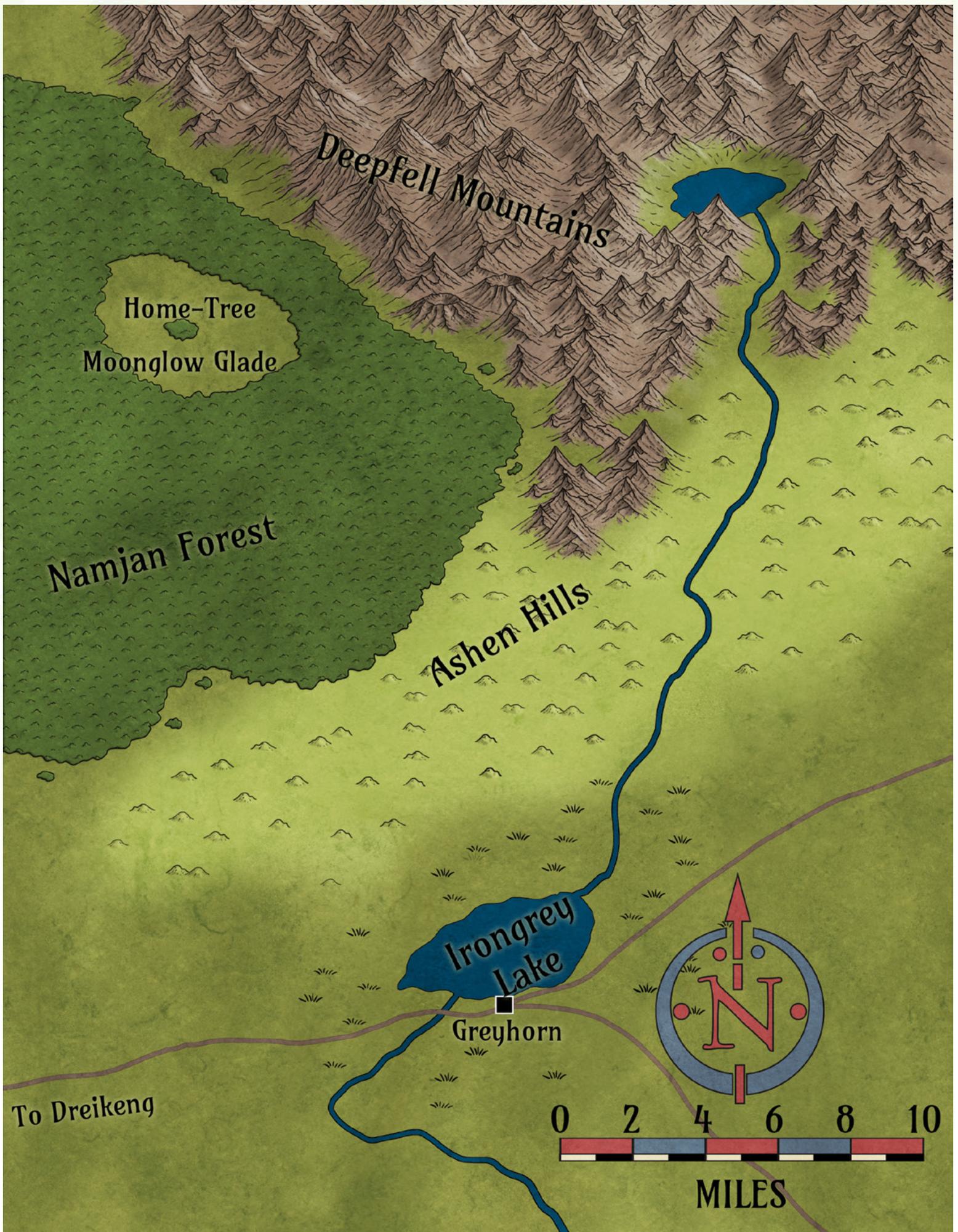
THE VILLAGE OF GREYHORN

Greyhorn is a small village on the edge of the Namjan Forest that rarely shows up on any maps. Woodcutters and trappers pushing into the old-growth forest often use it for as a stopover. A handful of hardy souls call Greyhorn their home year-round, but most of the trappers and woodcutters return to Dreikeng, the biggest nearby village, to wait out the harsh winters in relative comfort.

The party was recently resting at The Angry Hog, Greyhorn's only public house and inn, so named for a rampaging boar that once terrorized trappers hunting in the Ashen Hills. The snows have just melted as spring begins to set in. The days are getting longer and warmer, and the flowers, bushes, and trees are blooming. It is assumed that the party's respite is now over, and that they are using the common room and tavern of The Angry Hog to listen for a new opportunity for employment and adventure.

Gunther Kennerman (**commoner** with a shortsword) owns and operates The Angry Hog; his twin daughters, Marci and Darci (**commoners**), also help. Gunther also employs Denor Reede (as **bandit** with longsword instead of scimitar) as a general handyman to help keep "The Hog" from falling apart.

When the characters learn about the blight in the Namjan Forest and if they choose to investigate it further, Denor is willing to join the party for a flat sum of 100 gp, (but he'll accept more if it's offered). Denor is madly in love with Darci and plans to use the money to buy Gunther's approval when he asks for Darci's hand in marriage.



Deepfell Mountains

Namjan Forest

Home-Tree
Moonglow Glade

Ashen Hills

Irongrey Lake

Greyhorn

To Dreikeng



MILES



GREYHORN RUMOR TABLE

The adventurers pick up a few rumors during their stay in Greyhorn. Each adventurer may roll 1d6: an even result gets them one rumor, and an odd gets two. Roll 2d12 on the table below. For the most part, it is up to you to determine if the rumor is true or false. Rumors pertaining to this adventure are noted with an asterisk.

2d12 Rumor

- 2 The night of the falling stars was an ill omen, a portent of pending evil!* (*The meteor containing the alien fungus that infected Yoov'fhek fell from the sky that night.*)
- 3 Livestock born under the Witches' Moon must be slaughtered, or a pox will kill them all! (*The next "Witches' Moon," also known as a Harvest Moon, rises in three nights.*)
- 4 Brandy the Bard, a fair and beautiful maiden, has an enchanted lyre with the voice of an angel capable of charming the soul of any man who hears its heavenly notes.
- 5 The cats of Greyhorn are gathering and conspiring to kill the blacksmith, Kreig, because of his extreme hatred of cats.
- 6 The reclusive Silver Oak elfkin are a diminutive race of elves; it's a good omen to meet one.* (*The Silver Oak elfkin are isolationists, but they're kind to those with whom they choose to barter.*)
- 7 A herd of centaurs chased away all the game in the Namjan Forest.
- 8 The gnolls of the Deepfells Mountains are ruled by a shape-shifting monstrosity!* (*Yoov'fhek is an ancient mimic capable of assuming any shape it desires.*)
- 9 Jerne the village elder, a man of more than 60 winters, is warning the village that Quimic, the God of Ice and Snow, will strike with one more storm before succumbing to his summer hibernation.
- 10 A clan of brownies recently nested on the banks of the Aciier River and are turning any livestock that should wander too close into frogs.
- 11 The Greyhorn well conceals an entrance to the underworld.
- 12 An ancient keep is hidden within the Deepfells Mountains; it is home to a vampire lord. (*The Devil's Finger tower hides within the Deepfells, but it holds a demon lord considerably worse than any vampire. See **The Siege of Durgam's Folly** from **Frog God Games** for details.*)
- 13 The baker's daughter is looking for a husband. She placed a hex on her gooseberry pies so that any man who eats them falls madly in love with her. She anticipates a battle to win her hand.
- 14 A band of elemental mudmen has been seen lurking near the Aciier River.
- 15 A strange smell of rot and decay seems to be wafting out from the Namjan Forest.* (*True*)
- 16 A warband of bugbears is massing in the Ashen Hills and is led by a giant two-headed ogre!
- 17 A falling star destroyed the ancient Home-Tree of the reclusive Silver Oak elfkin.* (*False*)
- 18 Gamle Hirsh, a farmer with land east of Greyhorn, claims that a community of "little folk" came down from the Ashen Hills and are stealing his livestock and land.
- 19 The stones of the Deepfells Mountains have been shaking and cracking as Dreveck, a great and ancient dragon, awakens from his hundred-year slumber.
- 20 A flight of hippogriffs has recently flocked into the Namjan Forest. They say that if you capture a hippogriff, it'll buy back its freedom by giving its captor the cache of gold and jewels it has collected.
- 21 The village of Greyhorn was built upon the site of a great battle. Lord Obadiah Greyhorn and his men slaughtered the nomadic creatures that lived in this area and buried their bones right where they lay.
- 22 The queen of the Silver Oak elfkin is a beautiful dryad who lives in the heart of the elfkins' Home-Tree.* (*Lady Golden Dew is less of a "queen" and more of a patron for the gentle elfkin. It is her pledge to protect the elfkin from the rest of the world beyond the branches of their Home-Tree.*)
- 23 Aarondon the Mad, an insane wizard, has joined the giants of the Deepfells Mountains, and is preparing them for war with the southmen.
- 24 The ghost of Lord Obadiah Greyhorn, the original founder and settler of the village more than 150 years ago, walks the cobblestone avenues of Greyhorn by the light of the full Witches' Moon.

FOBO'S TRADING POST

Assuming the adventurers decide to investigate and destroy the blight in the forest, they may want to restock their equipment before venturing off into the woods. Greyhorn is primarily a farming village, but goods occasionally make their way up the Aciiir River from Dreikeng. Many of these items find their way onto the shelves of the local trading post.

Fobo's Trading Post is owned and run by a halfling merchant named Fobo Burlfoot (as **scout** with sling instead of longbow), his wife, Wenlu (**hardy commoner**, see **Appendix A**, with a cane as a club), and their four sons, Kennet, Forben, Joco, and Cleff (**commoners**; Forben and Joco have slings while Kennet and Cleff carry daggers). With the arrival of spring, Fobo is expecting an influx of new goods any day now, but as it currently stands, he's got only the inventory remaining from his winter stock.

The Burlfoot family is friendly and excited to help the adventurers make their purchases.

Item	Description	Cost	Item	Description	Cost
Backpack, leather	30-pound capacity	5 gp	Lantern, hooded	30-foot radius of light	7 gp
Backpack, cotton quilted	25-pound capacity	2 gp	Mining tool, pick	5 pounds	3 gp
Bedroll, wool	Common craftsmanship	8 sp	Mining tool, shovel	5 pounds	2 gp
Bedroll, cotton quilted	Uncommon craftsmanship	12 sp	Mirror, small	Handheld with wood and mother-of-pearl handle	20 gp
Bell, silver	Handheld, teakwood handle with a silver bell and clapper	5 gp	Nightshade	Rare root	2 sp
Candle, tapered	Single, 1-hour burn	1 cp	Oil, lamp	1.0 pint	1 sp
Candle, votive (3)	Set of three, 10-hour burn per candle	1 sp	Parchment, scroll	3-foot length	5 sp
Candle, jar	Single, 25-hour burn	5 sp	Parchment, sheet	Set of 10 sheets	1 gp
Case, map or scroll	Leather tube with endcap	1 gp	Pot, iron	3 gallons	2 gp
Chest, small	Wood with metal clasp and lock	3 gp	Rations, trail (per day)	Fruits, nuts, and berries in a cotton sack	5 sp
Chest, small	Metal with metal clasp and lock	4 gp	Rations, dried (per day)	Jerky, dry sausage, and hard cheese in a cotton sack	1 gp
Chest, large	Wood with metal clasp and lock	7 gp	Rope, hemp	50-foot length	1 gp
Crowbar, iron	5 lbs.	2 gp	Rope, silk	50-foot length	10 gp
Flask, leather	0.25 pint	3 cp	Rucksack, leather	60-pound capacity	8 gp
Flask, bronze	0.25 pint	5 cp	Rucksack, wool	40-pound capacity	3 gp
Flint & steel	With leather case	1 gp	Sack, wool	15-pound capacity	1 sp
Hammer & chisel	Iron hammerhead and iron chisel	12 sp	Sack, cotton quilted	30-pound capacity	2 sp
Handaxe	Axe 2 pounds	5 gp	Spikes, iron (3)	Within a small wool sack	1 gp
Herbs & spices, cooking	Thyme, basil, oregano, sage, mint, etc.; each in a small cotton sack	1 gp	Tent, small	Capacity: 1 human; 3 pounds	2 gp
Ink & quill	Blown-glass jar with corked stopper, 0.1 pint of ink	12 gp	Tent, medium	Capacity: 3 humans; 9 pounds	5 gp
Lantern, bullseye	60-foot beam of light	12 gp	Tent, large	Capacity: 6 humans, 25 pounds	15 gp
			Waterskin	Calf hide	1 gp
			Wolfsbane	Rare flower	1 sp

COBBLESTONE'S ALCHEMICAL EMPORIUM

In addition to the trading post, the adventurers may encounter Fealth Cobblestone (as **noble**) as he drives his wagon into Greyhorn. He claims to be an alchemist with a variety of potions for sale. Fealth's late father was a mage. Fealth did his absolute best to follow in his father's footsteps, but he didn't quite have the knack for magic that his father did. Fealth's wagon is brightly decorated, for it doubles as his mobile storefront. The name "Cobblestone's Alchemical Emporium" is emblazoned on both sides of his wagon. His talents lie in showmanship; he can be a very charismatic and convincing salesman. Fealth has a favorite phrase he uses when he's making a sales pitch: "If you've got a problem, then I've got the elixir solution you need!"

Above all else, Fealth is a coward. Under no circumstance can he be convinced to join the adventurers on their quest to destroy the blight infecting Namjan Forest.

COBBLESTONE'S SUPPLIES

Each ounce (oz) of liquid is equal to one usable dose. Authentic potions are marked with an asterisk (*) and are in limited supply, and their available quantities are noted. Any liquid not so marked has no game benefits.

Item	Description	Cost
Bile of a bulette (3 oz)	Amber apple liqueur	6 gp
Blood of the brave (4 oz)	Pomegranate mead	8 gp
Breath of a merman (2 oz)	Stale salty beer	9 gp
Breath of the dead (3 oz)*	<i>Potion of undead control</i> (see Appendix B) (x4)	5 gp
Essence of moonbeam (1 oz)*	<i>Potion of clairvoyance</i> (x2)	10 gp
Essence of wolfsbane (2 oz)	Mashed basil in whiskey	5 gp
Ghost tears (1 oz)	Anise-flavored liqueur	8 gp
Golden dew (3 oz)	Sweetened malt brew	7 gp
Milk of nightshade (2 oz)	Sheep's milk and whiskey	10 gp
Morning dew (4 oz)	Mashed barley and wine	6 gp
Mother's kiss (2 oz)	Water-thinned red wine	9 gp
Mountain rain (2 oz)	Water-thinned white wine	7 gp
Nectar of dreams (3 oz)	Dark oatmeal stout brew	7 gp
Nectar of the north wind (2 oz)*	<i>Potion of flying</i> (x3)	9 gp
Oil of the new moon (1 oz)	Octopus ink and honey	8 gp
Ointment of the mighty (3 oz)	Honey and pine sap	6 gp
Salve of the autumn fay (2 oz)	Pig fat and honey	5 gp
Salve of the righteous (1 oz)	Honey and wax	11 gp
Sap of the world tree (2 oz)	Oak sap and applesauce	6 gp
Satyr's milk (2 oz)*	<i>Potion of greater healing</i> (x3)	12 gp
Shark liver oil (1 oz)	Tea tree oil	4 gp
Summer well water (3 oz)	Water with mashed mint	8 gp
Sweat of the mustang (2 oz)*	<i>Potion of heroism</i> (x4)	6 gp
Venom of the basilisk (1 oz)	Honey and hot pepper oil	10 gp
Winter spring water (2 oz)	Water and pine sap	8 gp

HOOKING THE PARTY INTO THE ADVENTURE

The Namjan Forest is under attack by an alien fungus. The fungus is spreading a magical blight that, left unchecked, could destroy the entire forest. If the party includes a druid, describe how the blight feels like an open and festering wound on their soul. If the druid's player is not sufficiently motivated to try to destroy the blight and heal the Namjan Forest, then let the player know that the druid's "soul wound" not only manifests as physical aches and pains, but that the druid suffers a level of exhaustion until the druid dedicates himself or herself to destroying the blight, which in turn heals the "soul wound."

How does the party's druid become aware of the blight infecting the Namjan Forest?: If you chose to begin the adventure with the party convalescing in the village of Greyhorn, then the druid discovers the blight while hiking and exploring some of the Namjan Forest. The druid meditated overnight to gain clarity and guidance on what to do about the blight and is now ready to inform the rest of the party and convince them that they must destroy the blight and heal the forest.

What evidence has the party's druid discovered? Why is it so important to destroy the blight?: After the party's druid meditates on the evidence of the blight, the druid surmises the following information:

- The blight is destroying the forest by twisting and warping the natural order. It remains to be seen, but it may also be twisting and warping the creatures that live in the forest.
- The druid can feel the agony of the "soul wound" and knows that only the destruction of the blight can heal the wound.
- If left unchecked, it is conceivable that the blight could ravage all known lands.

What if the party does not contain a druid?: If the party does not include a druid or if you think another druid could be beneficial to the party, they can meet Raethel Windsong (**druid**). Raethel recently discovered the blight, and she feels a wound on her soul because of it. She raced to Greyhorn to seek out brave adventurers who can help her destroy the blight. Raethel has little to give the adventurers in the form of payment for their services (should they require payment for their assistance), but she is willing to pledge one year of her life in their service. If they agree to help her destroy the blight, she spends the next year traveling with them. The party may keep all portions of treasure that would normally be her reward for her services.

The driving hook for this adventure is that a druid is convinced that something foreign to the forest is infecting it with the blight. The druid's meditations convinced him or her that if the foreign agent responsible for the blight can be discovered and destroyed, then it may be possible for nature to recover from the blight and return to normal in one or two seasons. The healing of the druid's soul wound is just a bonus as far as the druid is concerned.

THE BLACKSMITH

Kreig Feyfield (as **knight** with AC 16 from chain mail) is Greyhorn's blacksmith. Kreig is a master smith, and his apprentice is Bren Rundle (a **bandit** with longsword instead of scimitar). Kreig is a large and thickly-muscled man of more than 45 winters. In his youth, Kreig experienced the world as a sellsword mercenary. Many years ago, Kreig's career as an adventurer ended when he lost his left eye while battling a giant. Bren is fascinated when Kreig recounts tales of battling armies and plundering tombs.

Kreig and Bren have weapons available for sale, should the adventurers need them. If the adventurers need another swordsman, Bren is more than eager to join the party.

ITEMS AT THE SMITHY

Item	Weight	Description	Cost
Arrows (20)	1 pound	Score of arrows with quiver	2 gp
Chainmail	55 pounds	Available in multiple sizes	75 gp
Dagger, large	2 pounds	Single-edged blade with deer antler handle	2 gp
Dagger, small	1/2 pound	Dual-edged balanced throwing blade with leather handle	3 gp
Greatsword	6 pounds	Leather-wrapped grip with gold coin set into the pommel	60 gp
Handaxe	2 pounds	Hardwood handle with a steel axe head	5 gp
Helm	5 pounds	Available in multiple sizes	10 gp
Longsword	3 pounds	Leather-wrapped grip with decorative tassel on the pommel	15 gp
Plate	70 pounds	Available in multiple sizes	2000 gp
Ring mail	40 pounds	Available in multiple sizes	30 gp
Shield	6 pounds		12 gp
Shortsword	2 pounds	Leather-wrapped grip with an eagle talon pommel	12 gp
Spear	4 pounds	Eight-foot hardwood pole with steel spearhead	2 gp

THE NAMJAN FOREST

The Namjan Forest is a thick tangle of hardwood trees including (but not limited to) oak, maple, hickory, and birch. The forest is bordered to the west by the Deepfells Mountains. An ancient footpath linking Greyhorn and the Moonglow Glade used to be kept up by area druids and rangers, but those duties lapsed almost 20 winters ago. Travel through the forest is slow with limited visibility; speed and visibility are only marginally better on the ancient footpath. The narrow footpath requires the travelers to walk single file. The forest's convoluted terrain makes the use of wagons impossible, and beasts of burden travel at half their normal speed. Due to the terrain limitations, the Moonglow Glade is a two-day walk from Greyhorn. Before sundown of the first day of travel, the adventurers encounter the blight.

THE BLIGHT

The blight is a spongy gray, moss-like substance that spreads like a virus. The gray blight "moss" is incredibly fragile; it explodes into a cloud of spores with only the lightest touch. The blight spreads to wherever the cloud of spores fall. The spores drain life from whatever it takes root on, eventually turning it into a lifeless husk covered in gray blight moss. The gray blight spores are designed to be most efficient against simple-celled structures such as plants. Complex creatures such as insects, animals, creatures, and humanoids are much more resistant to the gray blight spores. Any living creature or humanoid exposed to the blight spores needs to make only one DC 5 Constitution saving throw to determine if it is vulnerable. No saving throw is required on future exposure to gray blight spores.

A creature that fails a saving throw is infected with gray blight spores. The infected victim permanently loses 1 point of Constitution per day. The victim dies once their constitution reaches zero. While victims are slowly dying from the blight, the blight's spongy gray moss slowly covers their body. A *lesser restoration* spell cast upon the victim completely cures them of the blight. The spell does not restore lost constitution points, however.

Any trees ravaged by the blight can be knocked over with a strong push. Trudging through the blighted lands leaves a cloud of gray blight spores in the party's wake. Also, the party can see similar clouds kicked up by other creatures. The few trees still standing are skeletal; the blight has destroyed all the leaves. Almost nothing is currently alive in the blighted lands.

BLIGHTED LANDS ENCOUNTERS

To reinforce the barren and death-like environment of the blighted lands, the following scripted encounters could be used before the party reaches the Silver Oak elfkins' Home-Tree located in the Moonglow Glade. Use the table below if you want to include random encounters. Roll on it once per day of travel and once per night of camping.

BLIGHTED LANDS RANDOM ENCOUNTER TABLE

1d12	Encounter
1–9	No encounter
10	Infected owlbear
11	Patrol of gnolls
12	Miasma

Infected Owbear. This **owlbear** has been infected by blight spores. It is deranged and in pain.

If this encounter is rolled again, either ignore it or substitute another woodland creature such as a unicorn, a blink dog, or a wild boar.

Patrol of Gnolls. A squad of 6 **gnolls** is patrolling the blighted lands. Roll 1d6. On a 1–5, the adventurers see a cloud of blight spores trailing behind the gnolls, which allows them to evade the creatures or hide behind skeletal trees to ambush them. On a roll of 6, the gnolls see the adventurers' trailing cloud and are waiting to ambush them instead.

This encounter occurs only during the day. If rolled during the night, treat it as No Encounter.

Miasma. An iridescent purple cloud is seen rolling downhill across the blighted lands. Yoov'fhek belched forth this infectious cloud as he and the gnolls marched down out of the Deepfells Mountains. The cloud is not very large and passes through the area quickly. Any adventurer may attempt to hold their breath until the miasma passes by succeeding on a DC 8 Constitution saving throw. Anyone caught within the cloud who is not holding their breath is affected by the strange cloud. Roll 1d6 on the following table to determine the result:

MIASMA EFFECT TABLE

1d6	Result
1	Hacking Bloody Cough! The character takes 2 (1d3 + 1) necrotic damage as he or she coughs violently and hacks up clots of blood for 10 minutes.
2	It Burns! The character's skin feels as if it is on fire. He or she is extremely allergic to the cloud and takes 3 (1d6) fire damage as a painful rash develops across their flesh.
3	Acidic! The cloud damages the character's weapons and armor, permanently reducing their effectiveness. Shields immediately deteriorate, while armor takes a –1 penalty (chainmail becomes AC 15 ring mail becomes 13, and so on). Weapons suffer a permanent –1 damage penalty. Creatures wearing magical armor or weapons can succeed on a DC 10 Dexterity saving throw to resist the damage.
4	Blinded! The miasma burns the character's eyes, resulting in temporary blindness. Left untreated, the character is sightless for 1d3 days. Any healing potion or cure spell successfully restores the character's vision.
5	Mutated! The miasma twists and reshapes characters' flesh and bones, resulting in 5 (2d4) necrotic damage and a 50% chance of a random mutation occurring (such as an additional eye, a misplaced ear, extra fingers or toes, or excessive body hair).
6	Infected with Brain Mold! Characters must make a DC 14 Constitution saving throw or white moss and red mushrooms begin to sprout along their head and shoulders. They are entitled to a new saving throw after a long rest to shake off the effects. Otherwise, they stand in a mindless stupor (unless within 100 yards of the alien mimic Yoov'fhek, at which point the mimic can issue commands to them). (See the sidebar on brain mold for details.)

The miasma can be encountered only once; if rolled again, treat it as No Encounter.





THE BEACHED BULETTE

Barring any random encounters, the party may discover the beached bulette either near the end of the first day of travel or soon after beginning the second day of travel. The Namjan Forest is filled with rolling hills and hidden gullies. As the party approaches the next hill, they hear labored breathing. As they crest the hill, they see a large bulette lying on its side; it's covered in blue mold.

The bulette's unique biology mutated the gray blight spores and converted them into blue mold. The bulette has been slowly dying as parasitic organisms in the mold grew dangerous spores within it. As the party approaches, the bulette draws its final breath and dies. Within 1d4 rounds, 3 exploding spores erupt from the dead bulette's skin and explode, catching anything within a 30-foot radius of the corpse in a violent explosion of gore. Each creature within the sphere must make a DC 15 Dexterity saving throw, taking 10 (3d6) necrotic damage on a failure or half as much damage on a success.

FEAST OF THE UNDEAD

During the second day of travel through the blighted Namjan Forest, the characters see a flock of birds wheeling in the sky. They seem to be circling over something just over the next hill. As the characters crest the hill, they see a family of bears feasting on several recently-killed corpses. What initially looks like a normal aspect of nature immediately takes a dark turn.

The characters notice that the bears' fur and hide look ragged, loose, and gray. The bears' pulpy entrails drag on the ground behind them, and each is covered in purple mold. When the **undead momma bear** (see **Appendix A**) notices the characters, she rears up, displaying the gore of her open abdomen. She immediately charges the characters, her 4 **undead cubs** (see **Appendix A**) following close behind.

The victims of the zombie bears are a group of eight elfkin who escaped the gnoll invasion of Home-Tree. The elfkin left a trail through the blight that can easily lead characters to the Moonglow Glade. The dead elfkin were infected by purple mold and rise as **zombies** whenever you think it is cinematically appropriate.

BRAIN MOLD

Some of the creatures encountered in this adventure have a white mossy mold known as brain mold growing on their heads and shoulders. The alien mimic Yoov'fhek cultivated the moss and infected many forest creatures with it when it arrived. Creatures that come into contact with the brain mold must make a DC 14 Wisdom saving throw fall into a mindless stupor during which they are highly susceptible to suggestions and commands.

The alien mimic takes advantage of this mindlessness to command infected creatures within 100 yards to fight or defend it. It can further command infected creatures to perform one action (such as defend an area, attack intruders, protect a valuable, etc.) to the best of their ability outside this range limit until the mimic is close enough to issue a new command. Without a command, the infected creature stands motionless, its eyes rolled into its head, as the brain mold takes root. The creature eventually dies where it stands if it is not freed from the brain mold's clutches.

Infected creatures can make a new saving throw after each long rest to shake off the effects of the brain mold on their own. The brain mold can also be scraped or burned off by others who come to the aid of the infected creature. If the infected creature is hostile, attacks can be targeted at its head and shoulders to destroy the mold (these attacks are made with disadvantage). If an infected creature takes at least half its current hit points in damage directed at its head and shoulders, it is freed from the mold's clutches. Alternatively, a *lesser restoration* spell destroys brain mold on the targeted creature.

Any humanoid creature freed from the influence of the brain mold has a 3-in-6 chance of fleeing combat to heal as it recollects the actions it took after being infected with the brain mold. A beast has a 4-in-6 chance of fleeing after being freed from the brain mold. Undead creatures do not flee.

WAGON CONTENTS

1d20	Item
1	A pile of filthy gnoll clothing befouled with sweat and mud.
2	A haunch of moldering goat meat.
3	A rusty gnoll-forged, cleft-blade short sword.
4	A small sack of 2d6 gold coins.
5	A dwarven helm; one of the two horns is broken.
6	A wet sack with three recently-killed rats inside.
7	A quiver with 2d4 gnoll-forged, poison-tipped* arrows.
8	A small bag of 3d20 rusty nails.
9	A human skull fashioned into a bowl with a wooden spoon inside.
10	A stone axe blade lashed to a bone handle.
11	A small leather pouch containing a poisoned* ointment; 2d6 doses remain.
12	A pair of moldering owlbear hides.
13	A strange fist-sized yellow-green metallic stone that smells odd.
14	A set of digging tools: two shovels and one pick.
15	A leather tube with a fragile map of a system of caves in the Deepfells Mountains.
16	A dry, leathery, mummified human hand; each nail is etched with a rune.
17	A clean gnoll-forged dagger in a wolf-skin scabbard.
18	A small sack of 4d6 teeth.
19	A medium sack with four corpse-fat candles.
20	A collection of 2d4 goat horns.

* Feel free to choose your poison.

THE MOONGLOW GLADE

As the characters enter the open glade, the sight of the immense Home-Tree of the Silver Oak elfkin is astounding. A thick layer of the blight covers the glade floor; the party can make out the long and knotted tendrils of the Home-Tree's roots that have been blanketed by the blight. The giant tree has veins of the gray blight threading up toward the limbs high above; every leaf has withered and died from the limbs. The Home-Tree has the same skeletal look as the other trees of the Namjan Forest.

OUTER GLADE

Patrolling around the base of the Home-Tree are 2 ogres. Once the characters get close enough, they notice that each ogre has what looks like a cluster of mushrooms growing on its head and shoulders. The eyes of each ogre are milky white. The ogres are puppets controlled by the brain mold growing on each of them. Yoov'fhek commanded the ogres to patrol around the Home-Tree.

A pair of large wagons are stationed near the Home-Tree. Each wagon is configured with a strange harness to be pulled by a large beast; it's an easy leap of logic to assume that the ogres are those beasts of burden. Each wagon is loaded with a variety of equipment and foodstuffs. Anyone making a quick search of the wagons may roll once on the table below; anyone making a longer search may roll three times on the table. Modify or change any of the items found on the wagons. Reroll any duplicated results; each item can be discovered only once.

SECRET ENTRANCE

A concealed entrance to the secret outpost (**Area 13**) is located in the Home-Tree's root system. The concealed entrance is buried by the blight. The hidden entrance can be found with a successful DC 18 Intelligence (Investigation) check. Druids and wood elves have advantage on the check.

HOME-TREE

Home-Tree is an immense oak tree with an average trunk circumference of 150 feet and a height of 120 feet from the ground to the first branches. The tips of the highest branches reach a height of nearly 400 feet above the ground. A long rough ramp or staircase has grown out from the rough bark of the tree; each step is a single outgrowth from the tree. The long flight of steps winds around the trunk of the giant tree, making several loops around as it ascends to the branches above. The steps are wide enough for three adults to walk abreast, but without a safety railing, anyone near the edge of the steps is in danger of falling. It's safe to ascend two abreast, but it's safest to climb the stairs single file.

SCALING HOME-TREE

Gray blight covers many of the lower steps, but they do not impede anyone climbing the stairs. At approximately 80 feet above the ground — on the stair's fifth loop around Home-Tree — the characters discover a section of stairs that has been destroyed. The party sees the remnants of several consecutive steps that are missing in a 12-foot gap.

The bark of the massive oak tree is gnarled and ridged, which provides excellent hand- and footholds for climbing. The gap can be climbed with a successful DC 10 Strength (Athletics) check.

Unless the characters take safety precautions, anyone who fails their check (if one is required) falls toward the loop of stairs below. Four loops of the stairs are located below the gap, with each loop approximately 15 feet below the other. A falling character may attempt a Dexterity saving throw to grab a step and halt their fall at each stair they pass. The DC is 10 at the first level, and increases by two for each successive level. A character who fails a saving throw suffers 3 (1d6) bludgeoning damage and continues falling. A character who succeeds at one of the saving throws takes no damage at that level and stops falling.

THE MAJESTY OF HOME-TREE

Home-Tree is not a keep or tower built by man; it is a fortress grown. When describing the interior passages and chambers within Home-Tree, remember that it is an organic, living structure. There are no right angles and no sharp corners; everything is smooth as it flows from one room to the next.

Many of the chambers are fitted with doors, but they could be leafy curtains, or wooden doors hinged to fold down or possibly to roll or pivot to the side. Except for Lady Golden Dew's Lair, (**Area 10**), none of the doors to any of the other chambers is described. You are encouraged to be imaginative and colorful in the description or design of those doors should the players request more information about them.

The walls, ceilings, and floors are all a deep rich oak color with veins of silver that are threaded throughout. The pinstripes of silver are curled and twisted into filigree designs that speak to the magical elegance of Home-Tree. This place should be unlike anything the adventurers have ever visited. Some of the chambers and passageways are oriented vertically; in such cases, the passageways are lined with cup-holds to aid those moving through, and the chambers have several horizontal platforms where people gather and mingle.

1. OUTPOST

This mighty limb of the Home-Tree has a large platform and a pair of ornate doors that lead to the interior of the tree. This is the main entrance into Home-Tree. The one-of-a-kind artistry of the platform is astounding; it is etched with an ornate leaf and vine pattern that is decorated with the colors of autumn. The large doors stand wide open. The beauty of the outpost is marred by the corpses of Silver Oak elfkin lying about.

A small group of 4 **gnoll** guards is positioned just inside the open doors of the outpost. In typical gnoll fashion, they let the growling of their bellies override their sense of duty. The gnoll guards are currently snacking on dead elfkin; they have disadvantage on any Perception checks made to avoid being surprised.

2. ALCHEMY LABORATORY

This limb hides a concealed entrance to the alchemy lab. It can be found with a successful DC 15 Wisdom (Perception) check. The laboratory is in shambles. The gnolls tore through here with the intent to destroy the room. Anyone searching the room may roll once on the table below. Any roll result of 4 or higher may be discovered only once.

1d12 Item

- | | |
|------|---|
| 1 | A fire starts and quickly gets out of control. Characters may attempt DC 12 Strength (Athletics) or Dexterity (Acrobatics) checks to suppress the fire with buckets of sand discovered under a nearby table. If no one makes the check, the fire rages throughout the room, destroying the other items, before it snuffs itself out in 2d6 rounds. Any character who remains in the room takes 3 (1d6) fire damage per round from the intense heat. |
| 2–3 | Nothing useful. |
| 4–6 | A snuff box containing 2d6 uses of <i>glittering faerie ash</i> (see Appendix B) is discovered. |
| 7–8 | A small fur-lined box contains a bottle with an amber liquid (<i>potion of healing</i>) inside; two doses available. |
| 9–10 | A leather satchel contains 1d4 leaf-wrapped <i>sleep</i> grenades. Each grenade may be thrown up to 30 feet. Upon impact, the grenade releases a 10-foot-diameter cloud equivalent to a <i>sleep</i> spell. |
| 11 | A +1 <i>dagger</i> is hidden on the underside of a table; the weapon allows the wielder to <i>speak with animals</i> (as the spell) three times per day. |
| 12 | A jar of honeysuckle and juniper berry paste equivalent to a <i>potion of greater healing</i> ; three uses are available in the jar. |

3. AERIE

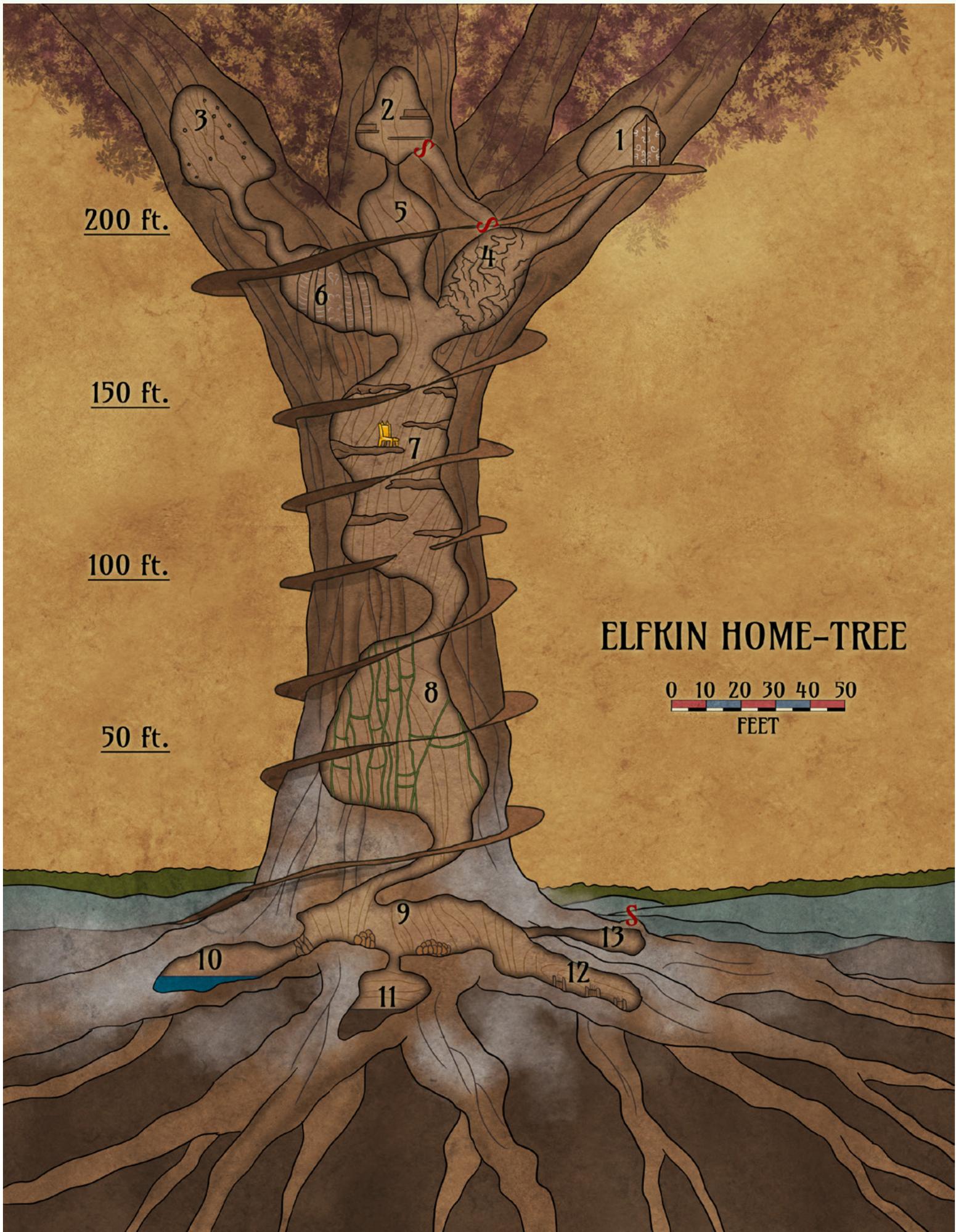
This great limb has dozens of bird-sized holes that allow birds to enter and exit the tree. Halfling-sized characters may wiggle their way through a bird hole. The gnolls peeked inside the aerie but otherwise left the room untouched. The clan has an irrational fear of large predatory birds, and the gnolls sometimes flee when facing such birds (30% chance). When fighting birds or bird-like creatures, the gnolls make attack rolls with disadvantage.

The aerie is home to a variety of species of birds that includes **eagles**, falcons (as **hawk**), **hawks**, **owls**, and **vultures**. Any character capable of speaking with the birds may attempt a DC 14 Wisdom (Animal Handling) to convince a bird of prey to join the party to fight the gnolls.

4. LIBRARY OF FRUIT AND NUT

This large and twisted room is filled with nooks and crannies that are packed with artifacts, tomes, pamphlets, scrolls, and rune stones. Despite the massive size of the room, visibility in any direction is limited to about 15 feet due to the winding and twisting bookshelves. Exploring the library to see if there is anything worth salvaging are 2 **gnoll wizards** (see **Appendix A**) accompanied by 3 **gnoll** guards under their command.

Any character searching the library may roll once on the table below. Each result may be discovered only once.



200 ft.

150 ft.

100 ft.

50 ft.

ELFKIN HOME-TREE

0 10 20 30 40 50
FEET

3

2

1

5

4

6

7

8

9

10

11

12

13



LIBRARY ITEMS

1d10	Item
1	A stuffed opossum magically animates and wraps its tail and limbs around the arm of anyone who touches it. Once ensnared by the cursed opossum, the victim suffers disadvantage on attack rolls and saving throws. The opossum can be removed with <i>dispel magic</i> or by stuffing a holly berry into its mouth.
2	A blue beeswax <i>candle of invisibility</i> (see Appendix B). When discovered, the candle has 3d6 minutes of burn life remaining.
3	A banana leaf <i>spell scroll</i> has been enchanted to hold a <i>speak with plants</i> spell. When discovered, the banana leaf is soft, supple, and easy to roll. The spell can be used 1d3 + 1 times, but with each use the banana leaf becomes more fragile and brittle. The leaf disintegrates with the last use.
4	An iron-bound spellbook that contains 1d4 + 1 1st-level, 1d3 2nd-level, and 1d2 3rd-level wizard spells. The book is enchanted to be incredibly heavy and can be carried only by someone with at least 16 strength. If <i>dispel magic</i> is used to negate the weight of the book, all of the spells within are erased.
5	This unassuming wood-bound book is tied closed with hemp twine. Any non-elf who opens the book is scratched by a poisonous thorn concealed in the edge of the cover and must succeed on a DC 16 Constitution saving throw or be paralyzed for 2d6 turns. This book — a <i>manual of golems</i> — contains the secrets, spells, schematics, and rituals to construct a wood golem (see Appendix A). It takes 45 days and 50,000 gp worth of materials to construct the golem.
6	A tiny crystalline <i>talking skull</i> (see Appendix B).
7	A sack contains 1d4 + 2 <i>pass stones</i> (see Appendix B), each one inscribed with the dwarven rune for “tunnel.”
8	A woven silk <i>blood mark</i> (see Appendix B).
9	A single, folded sheaf of parchment upon which is written the <i>hold monster</i> spell. A wizard can cast this spell as an action by reading from the parchment. The wizard must roll 1d20 every time the spell is cast from this parchment. If the roll is equal to or less than the number of times the magic-user has previously cast the spell from the parchment, then the paper crumbles to dust.
10	An ivory puzzle box — a <i>box of secrets</i> (see Appendix B).

5. DIVINATION CHAMBER

Signs of battle are everywhere; it's clear that the Silver Oak elfkin did not fall without a fight. A large wooden basin in the center of the room seems to have sprouted and grown right where it stands. It holds a liquid silver that shimmers in the light. An ancient **gnoll shaman** (see **Appendix A**) wearing a brown and red robe adorned with bits of bone hunches over the basin as 3 **gnoll** guards stand nearby.

Good characters who look into the silvery pool see a reflection of themselves touching the silver liquid and then bringing a drop of shimmering water to their forehead. Any Good character who touches a drop of the silver to their forehead as suggested by the vision gains the benefits of a *bless* spell for one hour. Neutral and Chaotic characters do not see the vision and cannot gain any benefits from the liquid.

Anyone drinking the silver water directly from the wooden basin is cured for 1d6 + 1 hit points. There is enough liquid in the basin to drink of it 10 times. Due to the blight, it does not refill. If any of the silver water is collected into a container other than the large wooden basin, it loses its shimmery luster and transforms into clear spring water with no magical properties.

6. SACRED HEARTH

The Silver Oak elfkin once gathered in this large ornate room to worship and give thanks to their patron, Lady Golden Dew. But the room is now being used for heinous atrocities. A squad of 6 **gnolls** are torturing several captured **elfkin** (see **Appendix A**). They amputated the elfkins' tails and burned their hands and feet. As the adventurers enter this room, the gnolls are taunting their 2 **ramdrakes** (see **Appendix A**) into attacking one of the elfkin. The gnolls are so fully engrossed in their sadistic torture of the elfkin that the characters automatically gain the advantage of a surprise round.

If the characters successfully rescue the elfkin, they show the characters a secret compartment behind a figurine of Lady Golden Dew. Inside the compartment is a silver necklace with a gold pendant. The elfkin tell the characters that the Great Lady will receive them as friends if they present the pendant to her. The elfkin prisoners are too weak and injured to travel with their rescuers, but they advise the party to sneak through the Great Bole (**Area 7**) to avoid the gnoll soldiers. The elfkin tell the characters that it is imperative that they seek counsel with Lady Golden Dew. They tell them her lair is located within the root labyrinth, the foundation of Home-Tree.

7. THE GREAT BOLE

The Great Bole is the largest and most grand room within Home-Tree. This vertically-orientated room features a series of tiered platforms and open bridgeways that spiral upward through the chamber. The main feature of the room is a large solid gold throne. The golden throne is perched upon a pedestal and towers over the rest of the room. A group of 16 **gnoll** soldiers rests in this room alongside Pak-nok, the **gnoll war chief** (see **Appendix A**). None of the gnolls is seated on the throne because the golden throne is actually **Yoov'fhkek** (see **Appendix A**), the alien fungus-mimic! Yoov'fhkek waits to reveal himself at a dramatically appropriate moment.

A thick layer of vines completely covers the tall walls of this chamber. Once lush and green with hundreds of colorful blossoms, the vines are now gray and gnarled. The vines' coverage is thick enough to hide characters who choose to sneak through this room without disturbing the gnoll army. Characters with the move silently skill gain a +25% bonus as the vines cloak their movement. Other characters make the check as a thief of half their level (rounded down).

Characters with a 14 or higher passive Perception notice a refuse pile of twisted vines lying in a broken heap behind the grand golden throne. The broken vines are what remain of the original seat of power for the Silver Oak elfkin people. The gaudy golden throne doesn't fit into the natural elfkin environment and may stand out to alert characters (you could also allow anyone observing the throne and the refuse pile to succeed on a DC 16 Intelligence check to gain a hunch that something isn't right about this situation).

Note: If Yoov'fhkek the alien fungus-mimic hybrid is destroyed, then all control it had over the brain mold infected creature is broken. For the gnolls, confusion sets in as the fog lifts from their minds; they respond to that confusion by fleeing Home-Tree so they can collect themselves. Any other creature that was similarly mind controlled also flees.

8. HALL OF VINES

This large vertical room features dozens of hearty vines that loop throughout the chamber. The vines feature dozens of large hammock-shaped leaves; this is the communal den where the Silver Oak elfkin slept. During the march out of the Deepfells Mountains, Yoov'fhkek captured 3 **giant spiders** with its brain mold, and now those spiders are located within this chamber of vines. By their nature, spiders are solitary and territorial, so if the characters damage the brain mold on any of the spiders, that spider attacks the other spiders in order to claim this new territory as its own. Until then, they work together to stop the intruders.

Hidden among the leafy hammocks are numerous items that belonged to the elfkin. Anyone who searches the room may roll on the **Elfkin Personal Items Table**. Other than the first item, all items may be discovered only once.

MECHANICS OF THE GREAT BOLE

During combat in this room, the following mechanics might be helpful:

- A creature trying to move up a level must make a Strength (Athletics) check. On a 10-14, the creature can choose one of these two options: the creature doesn't move, but can still take an action OR the creature uses its move and its action to arrive at the next level. On a 15 or higher, the creature arrives at the next level having used its move. Below a 10, the creature has spent its move and action trying to get to the next level, but hasn't succeeded. The creature can try again next round.
- A creature moving down a single level can do so successfully without a check. For each additional level moved, the creature must make a Dexterity (Acrobatics) checks, with the DC being 5 if it drops two levels and increasing by 5 for each additional level. A failure indicates the creature arrives prone.
- Two levels of separation provide half cover, while more than two levels of separation provide three-quarters cover.

ELFKIN PERSONAL ITEMS

1d8	Item
1	A small sack with 1d6 silver baubles worth 1 gp each.
2	A small lyre worth 5 gp.
3	A silver <i>porridge bowl and spoon</i> (see Appendix B).
4	A woven vine basket with 2d6 glowing purple butterflies inside. Each butterfly can heal 1 hit point of damage by allowing it to land on a wound. Once used, the butterfly changes from yellow to black and no longer glows. A character could learn of this special ability by using <i>Speak with Animals</i> .
5	A small wooden ball etched with the image of a leaf. A <i>ball of feather falling</i> (see Appendix B).
6	A leaf-green cloak with a polished stone clasp sized for a halfling. It empowers the wearer to <i>Speak with Animals</i> once per day.
7	A ruby <i>ring of fire resistance</i> .
8	An opal <i>ring of shooting stars</i> .

9. STORES

The temperature in this room is much cooler than in any other chamber within the Home-Tree. Burlap sacks in the room are filled with nuts, berries, fruits, and tubers. The room has a foul stench of rot because a group of 4 **fungus folk** (see **Appendix A**) are vomiting black mold all over the elfkins' stores. Three steaming patches of black mold (as **yellow mold**, see **Appendix A**) are the source of the rotting stench. The brain mold growing within the Tree-Home reacted badly with the mushroom-men and caused their sickness. The brain mold causes them to attack any creatures they see.

ROOT NETWORK LABYRINTH

The elfkins' storeroom has several tunnels that lead down into the labyrinth of roots. It's easy for explorers to get lost in the network of crisscrossing and twisted passages. When the characters choose to explore the root labyrinth, they should choose one character to lead the way. The lead character rolls on **Root Labyrinth Table A** below. The character should make an Intelligence (Survival) check on the **Root Labyrinth** tables every time they enter the root network from any room.

ROOT LABYRINTH TABLE A

DC	Location
1–6	Confusing passages. Reroll on this table.
7–9	1d3+1 giant ticks (see Appendix A)! Reroll on this table after fighting or fleeing the ticks.
10–13	This way looks promising. Roll on Root Labyrinth Table B .
14+	You have a hunch; this way feels right. Roll on Root Labyrinth Table B with a +1 bonus.

ROOT LABYRINTH TABLE B

DC	Location
1–6	The party returns to the stores (Area 9).
7–10	Giant earthworm (see Appendix A)! Reroll on this table after fighting or fleeing the worm.
11–14	The party discovers the cemetery (Area 11).
15–18	The party discovers the armory (Area 12).
19+	The party discovers Lady Golden Dew's Lair (Area 10).

10. LADY GOLDEN DEW'S LAIR

The entrance to Lady Golden Dew's lair is sealed by a wall of tangled roots. As a dryad, Lady Golden Dew can sense everything occurring within Home-Tree. If the characters proved themselves to be righteous defenders of Home-Tree, then the wall of tangled roots writhe and recede so the passageway is open to her lair. If the characters contributed to the wanton destruction of Home-Tree or if they killed any elfkin, then the wall of roots stays closed. The wall of roots is five feet thick and regenerates 10 hit points each round; it can sustain 100 points of damage before it collapses. Except for a *passwall* or another similar spell, the wall is highly impenetrable. The wall moves aside for characters who present the silver necklace (from **Area 6**), assuming they rescued the elfkin.

A cool and clear pool of fresh spring water is within the lair. All the elfkin children and some of the adults escaped into the lair before Lady Golden Dew erected the wall of roots to protect them. Lady Golden Dew is a **dryad**, and as such, she is a figure of indescribable beauty. If the characters are welcomed into the lair, Lady Golden Dew steps forward to greet them.



I bid you welcome. Home-Tree is dying, and we need your help. The gnolls are led by their earthly patron-god, a changeling in the Great Bole. I sense another presence though, a foul and pestilent intellect from beyond the stars. It infects the changeling, and it is that alien influence that rallied the gnolls to march from their mountain lair. This alien spawned the rancid blight now infecting our forest and killing the Home-Tree. Destroy the changeling. This, you must do.

The Home-Tree is dying. Soon it will crumble and return to the life-giving loam from which it came. Please, should you succeed in destroying the changeling, we ask a final boon of you. Plant this acorn in the glade outside. From it, a new Home-Tree for the gentle elfkin shall spring.

I have little else to give you to aid in your quest, but it is my hope that you accept these silver blades as a token of our thanks.

During this conversation, Lady Golden Dew gives the characters a large acorn that measures two feet in diameter. The final gift is an ornate silver *+1 dagger* she presents to each character.

11. CEMETERY

This large chamber has an earthen floor where the elfkin bury their dead. A **gnoll wizard** (see **Appendix A**) just finished raising a host of 10 skeletal elfkin (as **skeletons**, immune to sleep and charm spells)!

12. ARMORY

This small room holds a modest assortment of weapons the Silver Oak elfkin use to defend Home-Tree. The gnolls wrecked the room, leaving the weapons littering the floor. They consider the elfkin weapons inferior and left them behind.

Item	Description
Bow, short	50/100 ft. range
Club	solid walnut
Dagger, petrified	a shard of petrified wood with a leather-wrapped handle
Net, weighted	made from vines
Spear	solid birch
Short sword, petrified	a shaft of petrified wood with a leather-wrapped handle.

13. SECRET OUTPOST

The gnolls did not discover this small, secluded room. A small door concealed as a knot in the root of the Home-Tree leads to the Moonglow Glade. A squad of 8 **elfkin** (see **Appendix A**) warriors are holing up in this room. The squad's leader — an elfkin named **Poi** (with 4 hit points, see **Appendix A**) — is wounded, his abdomen tightly wrapped in bandages and his right arm in a sling. The characters can clearly see the pain on his face when he breathes. The other elfkin warriors brandish swords made of petrified wood and are quick to protect the wounded Poi. Unless the characters attack first, there is only a 1-in-6 chance that the elfkins initiate any fight.

If the adventurers befriend them, the elfkin tell them the following:

- The elfkin tell the characters how to navigate the root labyrinth, which allows them a +3 when rolling on **Root Labyrinth Table A** and a +4 when rolling on **Root Labyrinth Table B**.
- The elfkin warriors advise the characters to seek out Lady Golden Dew because they believe her wisdom could be invaluable in defeating the invaders.

If the characters heal Poi, he shows his gratitude by gifting the character who heals him with a ring from his own hand. It's a jade *ring of protection* etched with decorative filigree. If healed, Poi offers to join the characters; he feels emboldened by the characters' might and presence.

CONCLUDING THE ADVENTURE

If the characters rid the Home-Tree of Yoov'fhek and the gnolls, Lady Golden Dew and the elfkin clear the dying tree of the remnants of the brain mold so that it doesn't infect the soil when the ancient oak finally collapses. Lady Golden Dew collapses with the tree and dies, as her spirit was tied to the health of the Home-Tree. If the characters received the acorn and plant it as instructed, a new tree grows quickly over the next week, rising into a magnificent new Home-Tree for the elfkin. Of course, the Home-Tree still needs a dryad queen to maintain it. Perhaps the character are up for finding one?



APPENDIX A: NEW MONSTERS

ELFKIN

Small humanoid (elf), neutral good

Armor Class 14

Hit Points 11 (2d6 + 4)

Speed 30 ft.

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

Skills Acrobatics +8, Athletics +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish

Challenge 1/4 (40 XP)

Prehensile Tail. The elfkin can use its tail to do anything it can do with its hands.

Dexterous Feet. The elfkin can use its feet to climb trees and similar objects.

ACTIONS

Multiattack. The elfkin makes one melee attack with its hand and one with its tail.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

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

FUNGUS FOLK

Small plant, unaligned

Armor Class 13 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

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

Skills Perception +3

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities blinded, deafened, exhaustion

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

ACTIONS

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

Spore Cloud. The fungus folk releases a cloud of spores in a 10-foot radius. All creatures in this area must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GIANT EARTHWORM

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 43 (6d10 + 10)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	2 (-4)

Senses tremorsense 60 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the earthworm can bite only the grappled creature and has advantage on attack rolls to do so.

Swallow. The earthworm makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the earthworm, and it takes 3 (1d6) acid damage at the start of each of the earthworm's turns. The earthworm can have only one target swallowed at a time.

If the earthworm takes 10 damage or more on a single turn from the creature inside of it, the earthworm must succeed on a DC 12 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the earthworm. If the earthworm dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.



GIANT TICK

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 10 (3d6)

Speed 10 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	2 (-4)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The tick has advantage on Wisdom (Perception) checks that rely on smell.

Red Ache. Creatures bitten by a giant tick must make a DC 15 Constitution saving throw or become infected with this disease. Within 4 hours of infection, the infected creature will develop red welts that are hot to the touch all over their skin. Their joints will swell and their bones will ache painfully. While infected, the creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength. The saving throw can be repeated after every long rest and if successful in 2 consecutive tries (two long rests in a row), the creature is cured and the effects of the disease end. A *greater restoration* spell will also cure the disease.

ACTIONS

Blood Drain. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage and the tick attaches to the target. While attached, the tick doesn't attack. Instead, at the start of each of the ticks's turns, the target loses 2 (1d4) hit points due to blood loss.

The tick can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the tick.

GNOLL SHAMAN

Medium humanoid (gnoll), chaotic evil

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	7 (-2)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages Gnoll

Challenge 1 (200 XP)

Spellcasting. The gnoll shaman is a 2nd-level spellcaster.

Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following Cleric spells prepared:

Cantrips (at will): guidance, sacred flame, thaumaturgy
1st level (3 slots): bless, guiding bolt, inflict wounds, shield of faith

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) bludgeoning damage.

GNOLL WAR CHIEF

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	7 (-2)	11 (+0)	8 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1 (200 XP)

Rampage. When the gnoll war chief reduces a creature to 0 hit points with a melee attack on its turn, the gnoll war chief can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll war chief makes one Bite attack and one Greatsword attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

GNOLL WIZARD

Medium humanoid (gnoll), chaotic evil

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	7 (-2)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages Gnoll

Challenge 1 (200 XP)

Spellcasting. The gnoll wizard is a 2nd-level spellcaster.

Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following Wizard spells prepared:

Cantrips (at will): acid splash, fire bolt, poison spray

1st level (3 slots): expeditious retreat, magic missile, ray of sickness, thunderwave

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

HARDY COMMONER

Medium humanoid (any), any

Armor Class 12
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +4, Survival +2

Senses passive Perception 11

Languages Common

Challenge 1/4 (50 XP)

ACTIONS

Improvised Melee Weapon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning, piercing, or slashing damage.

Improvised Ranged Weapon. *Ranged Weapon Attack:* +4 to hit, range 20 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning, piercing, or slashing damage.

POI THE ELFKIN

Small humanoid (elf), neutral good

Armor Class 14
Hit Points 22 (4d6 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	12 (+1)	14 (+2)	14 (+2)

Skills Acrobatics +8, Athletics +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish

Challenge 1/4 (40 XP)

Prehensile Tail. Poi can use his tail to do anything he can do with its hands.

Dexterous Feet. Poi can use his feet to climb trees and similar objects.

ACTIONS

Multiattack. Poi makes one melee attack with his hand and one with his tail.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

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

RAMDRAKE

Medium abomination, unaligned

Armor Class 13 (natural armor)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	10 (+0)	3 (-4)	11 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Charge. If the ramdrake moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

ACTIONS

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

Frost Breath (recharge 5–6). The ramdrake emits a 20-foot cone of freezing air. Each creature within the cone must make a DC 14 Dexterity saving throw, taking 7 (2d6) cold damage on a failure and half as much on a success.

WOOD GOLEM

Medium construct, neutral

Armor Class 13 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	7 (-2)	11 (+0)	5 (-3)

Damage Vulnerabilities fire

Damage Immunities cold, lightning, poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical weapons

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

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Alarm. Whenever a creature other than its creator comes within 60 feet of the golem, it releases an audible alarm sound which can be heard out to a range of 300 feet.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapon. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The wood golem makes two slam attacks.

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 12 (2d8 + 3) bludgeoning damage.



UNDEAD BEAR CUB

The undead bear cub uses the statistics of a **black bear** with the following changes:

- The undead bear cub has 9 (2d8) hit points.
- The undead bear cub has Undead Fortitude: if damage reduces the bear 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 bear drops to 1 hit point instead.

UNDEAD MAMMA BEAR

The undead mamma bear uses the statistics of a **black bear** with the following changes:

- The undead mamma bear has a Challenge 1 (200 XP)
- The undead mamma bear has Undead Fortitude: if damage reduces the bear 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 bear drops to 1 hit point instead.
- The undead mamma bear is a Vicious Mother: if an attacker that she can see hits her cub, she can use her reaction to move up to half her speed and make a bite attack.

YELLOW MOLD

Patches of yellow mold are most commonly encountered in dark, damp locations, and grows in 5-foot square and larger patches. If disturbed, the yellow mold releases a cloud of spores in a 10-foot radius around itself. Creatures caught in the spore cloud take 11 (2d10) poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The creature takes an additional 5 (1d10) poison damage at the start of each of their turns and can repeat the saving throw at the end of each of their turns, ending the effect on itself on a successful save.

Yellow mold is instantly destroyed by fire damage or sunlight.

YOOV'FHEK

Yoov'fhek uses the statistics of a **mimic** with the following changes:

- Yoov'fhek is Large and has 67 (9d10 + 18) hit points
- Yoov'fhek has the ability to **Breath Brain Mold (recharge 5–6)**: Each creature within a 20-foot radius of Yoov'fhek must succeed on a DC 14 Constitution saving throw or be infected with Brain Mold. Infected creatures begin to sprout white moss and red mushrooms along their head and shoulders. An infected creature may attempt a new saving throw after a long rest to shake off the effects. Yoov'fhek can issue commands to an infected creature within 100 feet of it. An infected creature with an Intelligence of 10 or higher can repeat the saving throw any time it takes damage due to following Yoov'fhek's commands.

APPENDIX B: NEW MAGIC ITEMS

BALL OF FEATHER FALLING

Wondrous item, rare (requires attunement)

While carried, this item acts like a *ring of feather falling*.

BLOOD MARK

Wondrous item, uncommon

You activate this item by placing a drop of blood on the material. Once activated, you can place the bookmark in any book and no one but you can open the tome until the bookmark is removed. The bookmark can be used in this manner in three different books before the silk fades.

BOX OF SECRETS

Wondrous item, very rare

To open this ivory puzzle box, you must first succeed on a DC 22 Intelligence check and then succeed on a DC 22 Dexterity check. Doing so solves the puzzle box and causes a tiny ball of light to fly up and into your forehead. You immediately gain a point of Intelligence and a point of Dexterity. The box can be solved only once, after which it becomes a novelty box that can store one thumb-sized object.

CANDLE OF INVISIBILITY

Wondrous item, rare

When this candle is lit, it creates a zone 10 feet around it. Any creature within the zone is invisible. When new, a *candle of invisibility* has 10 minutes of burn time before it is consumed.

GLITTERING FAERIE ASH

Wondrous item, uncommon

The ash can be thrown onto a single creature within 10 feet. The creature must succeed on a DC 14 Dexterity saving throw or be outlined in *faerie fire* (as per the spell).

PASS STONE

Wondrous item, rare

When you press a *pass stone* against any flat surface, a hole opens as per the *passwall* spell. Once a stone is used, it melds into the structure and cannot be removed.

PORRIDGE BOWL AND SPOON

Wondrous item, uncommon

Rubbing the silver spoon clockwise three times around the interior of the bowl magically fills the bowl with steaming maple oat porridge up to three times per day.

POTION OF UNDEAD CONTROL

Wondrous item, rare

When you use an action to drink this potion, you may force a single undead creature within 60 feet that you can see to make a DC 14 Wisdom saving throw or be dominated as per the *dominate monster* spell.

TALKING SKULL

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

While you are attuned to this crystalline skull, you cast *speak with the dead* three times per day without material components.

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BLIGHT OF THE MOONGLOW GLADE

It began after a star fell from the heavens. A blight now ravages Namjan Forest, killing everything it touches. If it cannot be stopped, then soon the forest will fall to the molding blight, and then the world.

In *Blight of the Moonglow Glade*, the adventurers discover a gray blight infecting the nearby woods. It is unlike anything they have ever confronted before. It leaves its blighted mark not only on the lands, but on the very souls of those who commune with nature. It is up to the adventurers to discover the source of the blight and destroy it. Only then can the forest can be saved.



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