

Eirik

November 30, 2023



Medium humanoid (human), neutral

Armor Class 14 (leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Perception +4, Survival +4

Senses passive Perception 14

Languages Common

Challenge 2 (450 XP)

Favored Enemy: Beasts. Eirik has advantage on Wisdom (Survival) checks to track beasts, as well as on Intelligence checks to recall information about them.

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Seren

November 30, 2023



Medium humanoid (human), lawful good

Armor Class 12 (padded armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

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

Saving Throws Str +4

Skills Athletics +4, Perception +3

Senses passive Perception 13

Languages Common

Challenge 1/2 (100 XP)

Actions

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Bonus Actions

Leadership (Recharge 4–6). Seren can use a bonus action on her turn to choose one friendly creature within 30 feet that can see or hear her. That creature gains advantage on their next attack roll before the start of her next turn.

Elowen

November 30, 2023



Medium humanoid (human), neutral good

Armor Class 13 (leather armor)

Hit Points 18 (4d8)

Speed 30 ft.

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

Skills Medicine +4, Nature +5, Perception +4

Senses passive Perception 14

Languages Common, Elvish

Challenge 1/8 (25 XP)

Herbalist's Expertise. Elowen has advantage on Intelligence (Nature) checks related to identifying and working with plants.

Actions

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

Naelin

November 30, 2023



Medium humanoid (elf), neutral good

Armor Class 13 (leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	13 (+1)

Saving Throws Wis +5

Skills Medicine +7, Persuasion +3, Religion +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Challenge 1/2 (100 XP)

Spellcasting. Naelin is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with

spell attacks). Naelin has the following [cleric](#) spells prepared:
Cantrips (at will): [Guidance](#), [Light](#), [Sacred Flame](#), [Thaumaturgy](#)
1st level (4 slots): [Cure Wounds](#), [Shield of Faith](#), [Detect Magic](#),
[Command](#)
2nd level (3 slots): [Aid](#), [Spiritual Weapon](#)

Fey Ancestry. Naelin has advantage on saving throws against being charmed, and magic can't put her to sleep.

Healing Word (3/Day). A creature of Naelin's choice within her line of action within 60 feet of her regains 1d4 + 3 hit points.

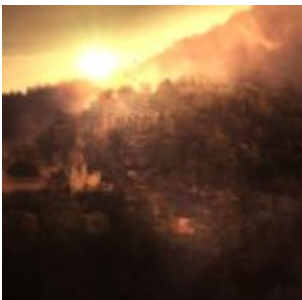
[Photosensitivity](#) [IE 3]. Naelin is sensitive to bright light, including all but the darkest cloudy days. While in moderate to bright light, she has a -3 penalty on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.
Hit: 3 (1d6) bludgeoning damage.

The Outsiders

November 30, 2023



Content Trigger Warnings

This encounter includes themes of displaced ill refugees, corruption, and wasps.

Plot Hooks for Other Adventures

This encounter can work with nearly any adventure where the party travels through a forest. Here are some other ways you can incorporate this encounter into other adventures:

1. **The Corrupted Grove:** Instead of a decaying town, the adventurers are lured to the forest by rumors of a corrupted grove where magical disturbances are wreaking havoc on nature. Naelin seeks their aid to restore balance and cure the forest's ailments.
2. **The Cursed Expedition:** The adventurers are part of an expedition to explore a mysterious forest. They encounter Naelin, who requests their help in gathering rare herbs to lift a curse that has befallen her elven kin. The party must navigate the dangers of the enchanted woods.
3. **The Plague and the Herbalist:** The party learns of a plague sweeping through a nearby town. Naelin, a renowned herbalist, seeks their assistance in finding a rare herb deep in the forest to create a cure. The refugees in the camp are plague survivors seeking shelter.

Additional Twists

1. **Betrayal Within:** One of the refugees is secretly aligned with the corrupt forces, intending to sabotage the party's mission. The party must uncover the traitor before it's too late.
2. **Ethical Dilemma:** The party discovers that the Lifewind


Blossoms are linked to the life force of the forest. Harvesting them may bring temporary relief to the refugees but risks causing irreversible harm to the ecosystem. The party must decide between immediate aid and long-term consequences.

The Outsiders

Encounter Background and Setup

As the party enters the forest, they discover a refugee camp led by Naelin, an elf seeking aid. After assessing the party's sincerity, Naelin assigns Elowen, an herbalist, and Seren, a guard, to assist. The journey to the hidden grove is fraught with challenges and potential encounters, including writhing vines, corrupted creatures, and an awakened tree. In the grove, the party faces giant wasps and bandits desperate for the magical Lifewind Blossoms. Diplomacy may sway the bandits, Eirik, Grelm, and Lyra, to a non-theft course. Returning to camp, Naelin, Elowen, and Seren work together to prepare a remedy with the harvested blossoms, fostering a sense of hope and community among the refugees.

Introduction

As the party traverses the forest, a murmur of voices draws their attention. They come upon a clearing where a makeshift camp has been established. Tattered tents and haphazardly arranged lean-tos create a modest refuge for a diverse group of refugees. The occupants, dressed in worn and weather-beaten garments, cast wary glances toward the approaching adventurers. Amidst the huddled group stands [Naelin](#), an elf cloaked in a  hooded robe adorned with a veil that shields her fair skin

from the sun's harsh rays. The camp seems to find a center in her, as she orchestrates the coordination of tasks among the refugees. Naelin regards the party with a discerning gaze, her veiled eyes focused on each member in turn. "Strangers, why do you travel these cursed woods?" She listens carefully to their responses, weighing the sincerity in their words. Once satisfied, she continues, her tone firm yet not unkind. "The refugees under my care are not numerous, but their need is great. Thirty souls huddle here for shelter, seeking refuge from a town consumed by corruption. Can you help us to gather the medicinal herbs we need? The Lifewind Blossoms, rare and potent, hold the key to mending the wounds that afflict my people. Will you bring them to us, and in doing so, help bring a flicker of hope to this forsaken place?" If the party agrees, she instructs them: "To find the Lifewind Blossoms, venture deeper into the heart of this forest. Look for a hidden grove marked by a unique flower, a vibrant golden bloom with tendril-shaped petals. These blossoms emit a faint magical glow, making them distinguishable even in the dimmest light. Be cautious, for the magic that taints this land may attract creatures drawn to the healing properties of the herbs. Gather thirty blossoms with care, and avoid trouble."

She sends along two assistants, [Elowen](#), a young herbalist, and [Seren](#), a guard who will protect Elowen and the harvested flowers.

Journey to the Lifewind Blossoms

As the party ventures deeper into the forest, the path becomes overgrown, making progress challenging. The journey from the refugee camp to the hidden grove of Lifewind Blossoms is approximately 5 miles through the dense and overgrown forest. Roughly two miles of this consists of difficult terrain due to

twisted roots, thorny bushes, and uneven ground. Navigating this challenging landscape requires the party's careful attention, slowing their progress and increasing the likelihood of encounters with the mystical and corrupted denizens of the forest.

Random Encounter Table: Finding the Lifewind Blossoms

Roll (1d6)	Encounter
1–3	Writhing Vines. The path ahead is blocked by a mass of writhing, thorny vines. Each party member must succeed on a DC 12 Dexterity saving throw or take 1d6 piercing damage from the thorns. The vines can be cut away with a successful DC 14 Strength (Athletics) check.
4	Corrupted Creatures. A pack of 2d4+1 corrupted wolves , tainted by the dark magic of the forest, prowls the area. The wolves attack on sight. Their bite does an additional 1d6 necrotic damage, and they are immune to being charmed.
5	Mystical Guardian: An awakened tree will ignore the party if they have no Lifewind Blossoms as they pass but will attack and attempt to take the blossoms back if the party has any.
6	Cursed Foliage. The foliage in this part of the forest is cursed. If touched, it drains the life force of the party. Each party member must succeed on a DC 13 Constitution saving throw or take 1d6 necrotic damage.




Discovering the Lifewind Blossoms

Upon reaching the hidden grove, the party sees a stunning display of vibrant golden blooms with tendril-shaped petals, emitting a soft, subtle glow. Elowen, the herbalist, identifies the Lifewind Blossoms and directs the party on how to harvest them without disturbing the magical properties. As the party collects the Lifewind Blossoms, a humming sound fills the air as four [giant wasps](#) descend on the party. As the wasps attack, they're joined by a volley of arrows from within the trees as three bandits attack the party, determined to harvest the blossoms for themselves to sell them.

The bandits, [Eirik](#), [Grelm](#), and [Lyra](#), are residents of the town, also refugees desperate to acquire the funds needed to move their families somewhere safer. Eirik once served as a hunter for the town, Grelm was a weaponsmith, and Lyra was an archer who trained birds of prey. Their families are still in the town. They recognize Elowen and Seren and don't attack them. Elowen and Seren recognize them once they're no longer hiding in the trees and encourage diplomacy. The party must succeed on a DC 12 Charisma (Persuasion) check to convince them to join the refugee camp or another non-theft course of action.




Return Journey

Once the party resolves the conflict one way or another,  choose or use the table above to determine encounters on the way back to the camp. As they approach the refugee camp, they find Naelin patiently awaiting their return. Naelin, with a nod of gratitude, accepts the harvested Lifewind Blossoms from the party. Elowen carefully tends to the delicate herbs. Seren stands guard, ensuring the safety of both the party and the

precious cargo. The refugees watch with anticipation as Naelin begins preparing a potent remedy. If Eirik, Grelm, and Lyra chose to join the party, the refugees, recognizing them from the town, greet them with a mix of surprise and familiarity. As the party and their new allies settle into the camp, the atmosphere transforms from one of mere survival to a shared determination to rebuild. The refugees, now recognizing the familiar faces among the newcomers, feel a renewed sense of community.

Maps

Use the [Bloom Where You're Planted map](#) for this encounter,  available in 4K and animated options. We've also included [VTT tokens for online play](#).

Undead Guardian Hound

November 30, 2023



Medium undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Common but can't speak it

Challenge 3 (700 XP)

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

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

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) necrotic damage.

Death Breath (Recharge 5-6). The hound exhales rotting goo in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Undead Countess

November 30, 2023



Medium undead (zombie), neutral evil

Armor Class 10 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

Rotting Burst. When the Countess dies, it explodes in a burst of rotting flesh. Each creature within 20 ft. of it must make a DC 13 Dexterity saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Undead Fortitude. If damage reduces the Countess 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 Countess drops to 1 hit point instead.

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) bludgeoning damage.

Undead Count

November 30, 2023



Medium undead (mummy), lawful evil

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	16 (+3)	8 (-1)	14 (+2)

Saving Throws Wis +1

Damage Vulnerabilities fire

Damage Immunities necrotic, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, Common, Infernal

Challenge 3 (700 XP)

Actions

Multiattack. The Count can use its Dreadful Glare and makes one attack with its rotting fist.

Dreadful Glare. The Count targets one creature it can see within 60 ft. of it. If the target can see the Count, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the Count's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all [mummies](#) (but not [mummy lords](#)) for the next 24 hours.

Rotting Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the [Remove Curse](#) spell or other magic.

Chillwraith

November 30, 2023



Medium undead (wraith), neutral evil

Armor Class 12

Hit Points 60 (8d8 + 24)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Wis +3

Skills Survival +3

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages understands Common and Orc

Challenge 4 (1,100 XP)

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

Chilling Presence. Any creature that starts its turn within 10 feet of the wraith must succeed on a DC 11 Wisdom saving throw or take 5 (2d4) cold damage and have its speed reduced by 10 feet until the start of its next turn. On a successful save, the creature takes half damage and isn't slowed.

Ethereal Sight. The wraith can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Turn Immunity. The wraith is immune to effects that turn undead.

Actions

Freezing Grasp (Recharge 5-6). The wraith targets one creature it can see within 10 feet of it. The target must succeed on a DC 12 Wisdom saving throw or be restrained for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Icy Touch. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 16 (4d6 + 2) necrotic damage.

Snowstorm. The wraith can summon a small snowstorm in a 15-foot cone. Each creature in that area must make a DC 12 Wisdom saving throw. On a failed save, a creature takes 14 (4d6) cold damage and is unable to take reactions until the start of its next turn. On a successful save, the creature takes half damage and can still take reactions.

Bonus Actions

Invisibility. The wraith magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the wraith wears or carries is invisible with it.

[Chillwraith VTT Token](#)

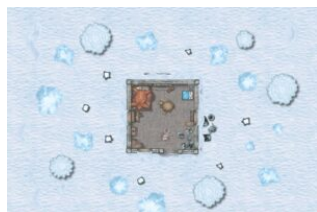
Snowed Inn Maps

November 30, 2023

[Download](#) the 4K maps with your choice of gridless, hex, and square grid versions. Enhance your virtual tabletop experience

with the animated map (2048 × 1360).

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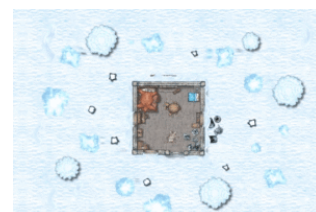
Gridless



Hex



Square



Animated