

# BLIGHT'S BARROW



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## CREDITS

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**Special Thanks:** A big thanks to our friends at *Wizards of the Coast* for making the coolest game in the world and allowing creators like ourselves to borrow your open license.

## WHAT DO YOU NEED TO RUN THIS ADVENTURE?

In addition to the adventure itself, this adventure pack comes with multiple assets for you to enjoy and enhance your games. Below is a list of everything that you need to successfully run this game.

**The Adventure.** This very document! Keep an eye out for future projects on [Ty's Twitter](#).

**Cze & Peku's Battlemap.** The battlemap is included in the adventure pack and come with both gridded and ungridded versions to use for print and virtual tabletop play. If you would like additional variants of the map detailed in this adventure, you can find them on [Cze & Peku Patreon](#). This particular map was crafted with the help of special guest [Jess Jackdaw](#), who can also be found on Patreon!

**Magic Items by The Griffon's Saddlebag.** There are five unique magic items that appear in this adventure, all expertly crafted by The Griffon's Saddlebag. You can get them all as part of the adventure pack. For even more magic items, check out [The Griffon's Saddlebag Patreon](#).

The items included in this adventure are:

- Widow's Tea
- Orner's Venomous Crossbow

**Monster Stat Blocks by Ty Christensen.** Ty has created two new monsters to go with this adventure. Those monsters are the **Ooze-born Skeletons** and **Crel-Vohr the Green Dragon**. You can get both of these monsters as part of the adventure.

**Paper Miniatures by Paper Forge.** Crel-Vohr the Blight has a fully illustrated miniature for print and virtual tabletop play created by Paper Forge. You can get tons of other amazing miniatures on [Paperforge's Patreon](#).

**Custom Musical Track by Music d20.** Add an extra helping of spice to this session with a custom music track for Crel-Vohr and his Barrow! Check out [Music d20's Patreon](#).



## ADVENTURE PRIMER

This adventure is designed for **three to seven 12th-17th-level characters** and is optimized for **five characters with an average party level (APL) of 16**.

**Suggested Music Track:** "Crel-Vohr the Blight" by [Music d20](#).

### BACKGROUND

Hidden deep within his verdant, deceptively poisonous forest, **Crel-Vohr the Blight** (an Adult Green Dragon) has begun his ascent to ultimate power as he builds a new, more terrible army. Not content with the fortitude of zombies or the malleability of oozes, he has created a monstrous shock trooper for his ideal servants. And yet, the threat he now poses is nothing compared to what awaits in the future if his plans are not foiled now.

### OVERVIEW

Crel-Vohr's lair might be located in any seemingly innocuous glade or forest large enough to hide him. Most likely, he has hidden his machinations deep within the woods, tens or hundreds of miles from civilization.

The adventure assumes that characters have already delved deep into the woods, whether in pursuit of Crel-Vohr or not, and must confront him now, lest he grow even stronger.

## ADVENTURE HOOKS

### VANISHING WOODS

Over the past few months, the nearby forest which has always been fraught with danger, has utterly refused to disgorge any trace, tracks, or corpses of its victims. Recent disappearances have included minor government officials, various hunters/trappers, and traveling adventurers. With more than two dozen missing over the last three weeks, something must be done.

### NECROMANTIC EMANATIONS

While the woods have never been a particularly safe place, at least the local wildlife seemed to thrive. Lately, game has been rapidly fleeing the area, and various majors and researchers have detected powerful emanations of necromantic arcane power from deep within. Some sort of expedition must be mounted to determine and cleanse the source of this foul magic.

## FORTUNE AND PLUNDER

Rumors have spread far and wide of a cunning and powerful dragon, whose vast and enviable treasure hoard is located in a hidden glade deep within the heart of the forest. Should a band of adventurers manage to successfully slay this crafty beast, the wealth thus obtained would surely be beyond even the wildest imagination.

## UNSETTLING VISIONS

Over the most recent night's repose, a party member is troubled by haunting, restless nightmares. They wake in cold sweat to share their vision of countless strange undead marching forth, their odd translucent flesh revealing haphazardly assembled skeletons with far too many bones.

## THE BARROW

Crel-Vohr holds sway over his poisonous forest from his Barrow lair. In the heart of the forest, within a secret glade, he conducts his experiments. A softly burbling caustic spring wells up just outside his cavern's yawning mouth, before weaving through the ancient, derelict ruins. This picturesque glade is lush with deadly flora, influenced by the dragon's foul magic.

## CAUSTIC CREATURES

Due to Crel-Vohr's experimentations, the spring and surrounding forest have begun to corrupt the few remaining creatures who call this place home. Any hard substances like antlers, claws, talons, teeth, and beaks have turned soggy with leaking acidic pus, or have fallen off entirely. Eyelids have been eaten away, and tear-mark scars mar the faces of these poor beasts. Communication with these creatures reveals only anguish and suffering. Following this trail of corruption is the fastest way to the Barrow.

## REGIONAL EFFECTS

- The forest within 1 mile of Crel-Vohr's lair is hypnotically beautiful. Attempts at navigating are made with disadvantage as the landscape seems to consistently warp into new shapes and patterns.
- Within 1 mile of the Barrow, inedible and poisonous vegetation grow with fervor, and what scarce small game is present appears thin and sickly. All attempts at foraging within this area only reward caustic food that poisons those who partake of it for 1d4 hours.
- Streams and brooks within 1 mile of Crel-Vohr's lair are corrupted with residual acid. It provides no relief from thirst and deals 1d4 acid damage for every gallon ingested.

## AREA DESCRIPTION

The barrow has the following features.

**Dimensions & Terrain.** Roughly Stepping forward into the glade itself, the air filling your lungs seems almost sickly sweet. The vegetation is verdant and thriving, yet you feel a sense of unease prickling your neck as your eyes focus on the pool of gently cascading water on the far end of the clearing. The canopy is lighter here, but the air seems more humid, sticking to the back of your throat.

**Light.** Surprisingly few shadows make their home here, but the sunlight seems to ignore the cave mouth up ahead.

**Sounds & Smells.** A fell quiet stalks this den, as even the smallest creatures seem to know better than to linger. Despite the dense vegetation and cloying scent of honey, there are no flowers to be seen.

## TREASURE

Within Crel-Vohr's cave is a mighty hoard, worthy of his age and power. It contains a total of 643 gp, 57 pp, 3 beautiful paintings worth 275 gp each, 2 intricately crafted golden candelabras worth 250 gp each, a *spell scroll* of animate ooze-born skeletons, *widow's tea* and *Orner's venomous crossbow* (from the Griffon's Saddlebag).

## CREL-VOHR THE BLIGHT

A cunning manipulator and schemer, Crel-Vohr has designs to assemble an unstoppable army and conquering vast swathes of land beneath his rule. His curiosity with magic, particularly necromancy and the peculiar nature of oozes, has led him to uncover a terrifying secret: piles of corpses animated while suffused with vast quantities of alchemical acid and his own vile poisonous breath weapon become **Ooze-born Skeletons**.

Crel-Vohr has spent decades perfecting this science, and now has begun the tedious process of assembling his army. His 5 perfected creations lie dormant in the pool of water outside his cave, awaiting his call to action. He is eager to keep their existence a secret, but does not value any knowledge more than his own life, so once he has suffered at least 50 damage, he will call for their aid. (Roll initiative separately for them.)

Would-be heroes will have to resist Crel-Vohr's honeysuckle flattery and manipulative charm. He invites them for tea (from his *widow's tea* teapot.) in an attempt to paralyze the largest threat while learning more about his foes. If at all possible, he will goad invaders to fight each other, or incite a particularly naive enemy to protect him and his beautiful forest.

Only when words fail will he unleash his devastatingly poisonous breath weapon. He fights using tooth and claw elegantly balanced with magic and strategy.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Crel-Vohr takes a lair action to cause one of the following effects; Crel-Vohr can't use the same effect two rounds in a row:

- Shaking foliage briefly warns of movement, as animated vines launch boulders of rubble towards foes. One target of Crel-Vohr's choice must make a DC 15 Dexterity saving throw or suffer 18 (4d8) bludgeoning damage.
- Sickly sweet mist billows toward one creature within 60 feet of the burbling pool. They must succeed on a DC 15 Wisdom saving throw or be charmed by Crel-Vohr until the end of their next turn.
- At his command, the gently rippling acid spring overflows and pours 10 feet beyond its banks. Each creature within 10 feet of the pool must make a DC 15 Strength saving throw. Creatures that fail the save suffer 6 (2d6) acid damage and are knocked prone.

## RUNNING THE ENCOUNTER

During combat, Crel-Vohr is utterly merciless. He focuses on removing large threats like spellcasters, making the most of his poison breath when it's available, and stays in the air as much as possible. He will deduce and target any observable weaknesses, using his spells and abilities with brutal efficacy.

Only after he and his minions have noticeably weakened will his wrath fully reveal itself. Like many cornered chromatic dragons, Crel-Vohr will fight with a ferocity that is every shred as terrible as his intelligence. The future awaits his magnificent designs, and those who oppose him will suffer torturous anguish such as the world has never known.

## CONCLUSION

If successfully defeated, the secret to creating Ooze-born Skeletons will fall to the party via a spell scroll, to do with as they please. This magic has the potential to wipe out nations in the wrong hands, so their decision one way or another could lead to many further adventures as this spellcraft is sought after and fought over.

If Crel-Vohr's plotting is not stopped in time, he'll continue to grow in power and assemble a sizable army. Heroes who find themselves unable to prevent this uprising may be able to assemble allies and face it head on. Either way, a hazardous trip home through Crel-Vohr's woods awaits, as his caustic regional effects linger over the next 10 days.

### VARIANT: ANCIENT MANIPULATOR

If you seek a more dangerous challenge, feel free to increase the size of Crel-Vohr's army and apply the following traits to the stat block of an Ancient Green Dragon to show just how powerful he has become. (Be sure to increase the size of his hoard accordingly!)

**Innate Spellcasting.** Crel-Vohr's Spellcasting ability is Charisma. (spell save DC 19). He can innately cast the following spells, requiring no material components:

At will: *mage hand, mending*

1/day each: *animate ooze-born skeleton, blight, contagion, counterspell, detect magic, disintegrate, forcecage*

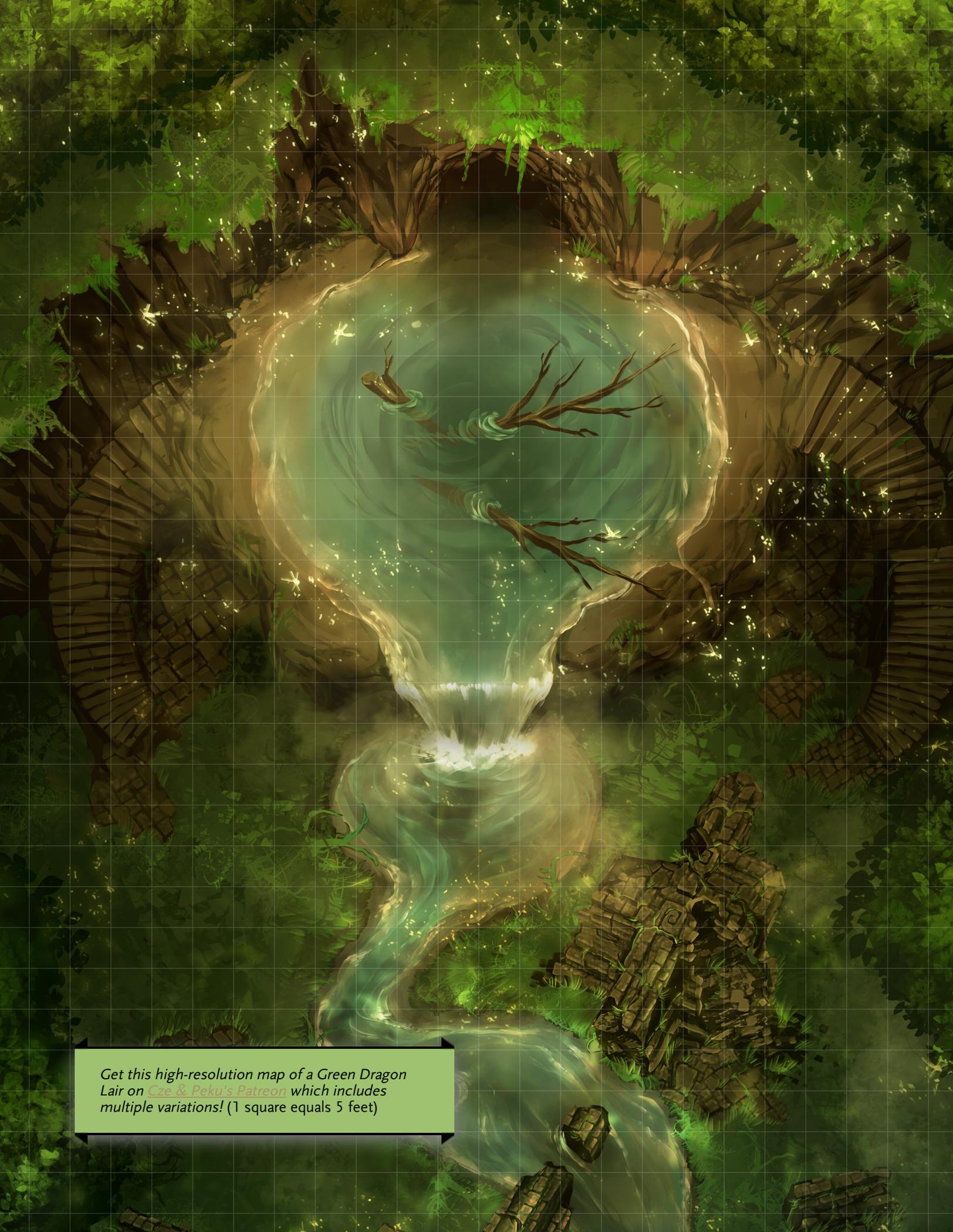
### SHOCK TROOPERS

If you're feeling particularly vicious, apply the following trait and action to some (or all) of Crel-Vohr's **Ooze-born Skeletons** to increase their challenge rating.

**Regeneration.** The ooze-born skeleton regains 10 hit points at the start of its turn. If it takes fire damage, this trait doesn't function at the start of its next turn.

**Bone Shards (Recharge 6).** The ooze-born skeleton jettisons poisonous bone shards in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 26 (4d6) poison damage and 26 (4d6) piercing damage on a failed save, or half as much damage on a successful one.





Get this high-resolution map of a Green Dragon Lair on [Cze & Peku's Patreon](#) which includes multiple variations! (1 square equals 5 feet)

## APPENDIX

### ORNER'S VENOMOUS CROSSBOW

*Weapon (crossbow, hand), uncommon (requires attunement)*

This magic crossbow carries a small system of curious tubes and vessels. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The crossbow has 4 charges and regains 1d3 + 1 expended charges daily at dawn. You can expend 1 of the weapon's charges when you make an attack with it to coat the fired bolt with a unique, self-generating venom. If the attack hits, the target takes an extra 1d6 poison damage and must make a DC 13 Constitution saving throw. On a failed save, the target is poisoned until the end of its next turn.

If you expend the crossbow's last charge, roll a d20. On a 1, the vessels attached to the crossbow shatter and spray poison in a 25-foot-radius sphere centered on your location. Creatures within the sphere take 1d12 poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. When this happens, the crossbow ceases to be magical and loses all of its additional properties.

### WIDOW'S TEA

*Wondrous item, rare*

This dark ceramic tea set comes with a teapot and two matching teacups. The malignant spirit of a hag lives within the teapot and corrupts the first cup of tea that it pours into one of the matching teacups. The first creature that drinks this cup of tea must make a DC 15 Constitution saving throw as the hag's spirit assaults it from the inside. On a failed save, a creature takes 4d6 poison damage and is paralyzed for 1 minute. On a successful save, a creature takes half as much damage and isn't paralyzed. At the end of each of its turns, a paralyzed creature can make another DC 15 Constitution saving throw. On a success, it is no longer paralyzed.

Once this property has been used, it can't be used again until 1d4 + 3 days have passed.

WIDOW'S TEA



### ANIMATE OOZE-BORN SKELETON

*5th-level necromancy*

**Casting Time:** 1 minute

**Range:** 15 ft

**Components:** V, S, M (poisonous gas and at least 1000gp worth of acid, which the spell consumes)

**Duration:** Until dispelled

This spell creates an undead servant. Choose the corpses of at least 2 Medium humanoids within range. Your spell imbues the targets with a foul mimicry of life, raising them as an undead creature. The target becomes an ooze-born skeleton (the GM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 200 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to 10 creatures you have animated with this spell, rather than animating a new one.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you animate or reassert control over 5 additional ooze-born skeletons for each slot level above 5th. Each creature must come from 2 different corpses.



ORNER'S VENOMOUS  
CROSSBOW

## CREL-VOHR THE BLIGHT

Huge dragon, lawful evil

**Armor Class** 19 (Natural Armor)  
**Hit Points** 207 (18d12 + 90)  
**Speed** 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

**Saving Throws** DEX +6, CON +10, WIS +7, CHA +8  
**Skills** Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6  
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** Blindsight 60 ft., Darkvision 120 ft., passive Perception 22  
**Languages** Common, Draconic  
**Challenge** 15 (13,000 XP)

**Amphibious** Crel-Vohr can breathe air and water.

**Legendary Resistance (3/Day).** If Crel-Vohr fails a saving throw, it can choose to succeed instead.

**Innate Spellcasting.** Crel-Vohr's Spellcasting ability is Charisma. (spell save DC 16). He can innately cast the following spells, requiring no material components:

At will: *mage hand*

1/day each: *animate ooze-born skeleton*, *blight*, *contagion*, *counterspell*, *detect magic*

### Actions

**Multiattack.** Crel-Vohr can use its Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Frightful Presence.** Each creature of Crel-Vohr's choice that is within 120 feet of Crel-Vohr and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Crel-Vohr's Frightful Presence for the next 24 hours.

**Poison Breath (Recharge 5–6).** Crel-Vohr exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

### Legendary Actions

Crel-Vohr can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Crel-Vohr regains spent legendary actions at the start of its turn.

**Detect.** Crel-Vohr makes a Wisdom (Perception) check.

**Tail Attack.** Crel-Vohr makes a tail attack.

**Wing Attack (Costs 2 Actions).** Crel-Vohr beats its wings. Each creature within 10 feet of Crel-Vohr must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Crel-Vohr can then fly up to half its flying speed.

## OOZE-BORN SKELETON

Medium undead, unaligned

**Armor Class** 10  
**Hit Points** 28 (3d8 + 15)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	20 (+5)	3 (-4)	6 (-2)	1 (-5)

**Saving throws** Con +7 Wis +0  
**Damage Immunities** lightning, poison, slashing  
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

**Senses** blindsight 60ft. (blind beyond this radius), passive Perception 8

**Languages** understands common but can't speak  
**Challenge** 1 (200 XP)

**Turn Immunity.** The Ooze-born Skeleton is immune to effects that turn undead.

**Undead Fortitude.** If damage reduces the ooze-born skeleton to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the ooze-born skeleton drops to 1 hit point instead.

### Actions

**Bone Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 9 (2d8 + 1) slashing damage.

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