

DUNGEONS & LAIRS #38: TREANT GROVE

Treant Grove is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 8, 11, 14, or 17**. This document offers a general guideline on how to scale the adventure for each level. The plants of a magical forest have suddenly turned against the elven village located within its trees. The characters must clear out the village and figure out what caused the plants to attack.

CREDITS

The following creators made this adventure possible:

Design and Writing. DMDave, Ellie Hogan

Cartography. Tom Cartos

Creature Design. Ellie Hogan, Tony Casper

Art. Dean Spencer, Direquest, Matias Lazaro



PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Treant Grove Hooks table below offers details for introducing this adventure to your players.

Gold Rewards. To further incentivize the party to travel into the magic forest, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 1,000 gp per level of the adventure so long as their patron is wealthy enough to afford such a price.

Omeria Placement

In Omeria, this barely-populated magic forest might be Ardhitupu in Southern Omeria, part of the Dorthell Forest in Central Omeria, or, maybe most fittingly, the Wallingmiotta in Northern Omeria.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. If you don't have a copy, you can access a free basic ruleset from the official source.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

Treant Grove Hooks

d8	Side Quest Type	Details
1	Fetch Quest	A rare plant needed for a potion or ritual only grows within this forest. The elves of Ahnore should be able to tell the characters exactly where to harvest this plant.
2	Recover Stolen Item	The waste of a magical or mechanical manufacturer has been stored in barrels in a secure cave. During an inspection, the local guards noticed quite a few barrels missing, with the workers disavowing knowledge of their whereabouts. Wagon tracks lead into the nearby forest but get lost in the underbrush, so the characters are asked to retrieve the barrels.
3	Receive Information	An old map or a prophecy can only be understood correctly in connection with the position of the stars at the time it was made or is said to be fulfilled. The orrery in Ahnore is the most precise way to observe the night sky of the past and future.
4	Rescue Mission	A character or an ally is contacted by a distressed <i>sending</i> from the elves of Ahnore, and the party needs to travel there quickly to save them from whatever is threatening them.
5	Find a Missing NPC	An ally or relative of a character has recently fallen in with a shady group. When nobody hears from them for a while, the party enters the forest, the NPC's last known destination. (The ally may simply be lost in the forest, or actively involved with the group responsible for the pollution.)
6	Monster Hunt	A noble wishes to use the part of the forest they own for hunting and logging, but the trees themselves seem to fight those plans. They hire the party to kill the forest's protector so they can resume their plans.
7	Supernatural Investigation	The plants of the forest grow more quickly and higher than anywhere else, and there are magical species only found here. A city's ruler wants the characters to discover the reason and see if it can be applied to the city's parks.
8	Secure Aid	A local lord wishes to establish a trade route through the forest but is conscious that the area is protected. They ask the characters to find the forest's guardian and secure their permission for such a trade route.



LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 8th, 11th, 14th, or 17th, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you run this adventure for characters with an average party level of less than 7 as it may pose too much of a challenge. Similarly, a party with an average party level of 19 or greater might find the adventure too easy.

Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
7	8th-level	Hard
8	8th-level	Medium
9	8th-level	Easy
10	11th-level	Hard
11	11th-level	Medium
12	11th-level	Easy
13	14th-level	Hard
14	14th-level	Medium
15	14th-level	Easy
16	17th-level	Hard
17	17th-level	Medium
18	17th-level	Easy

PART 1: THE FOREST

Ahnore, the elven outpost, is located deep within a magical forest, at least a week away from the closest forest edge. The magical nature of the forest makes teleporting into it treacherous at best, with any result on the *teleport* table being moved one column to the left, with the exception of permanent circles (i.e. On Target becomes Off Target, Off Target becomes a Similar Area, a Similar Area becomes a Mishap). The forest is filled with towering trees, exotic plants, and dangerous creatures. Each day the party spends in the forest, roll a d10. On a result of 10, a random encounter occurs. To determine what the party encounters, roll a percentile die and check the Forest Random Encounters table for the appropriate adventure level.

Once the party has reached the approximate location of Ahnore, they hear shouting in the distance. As they approach, they can see that the noise is coming from a group of a dozen elves who appear to have recently been in a fight. Many of them sport nasty scratches and bruises, and the eldest has a nasty gash on her wrinkled forehead.

These elves are the inhabitants of Ahnore that the party is searching for, a group of 4 **scouts**, 3 **druids**, and 4 **acolytes** led by a **mage**. They were recently forced to abandon Ahnore when the forest suddenly turned against them and plant monsters attacked. The elderly leader of the group, an elf named Tialha Laerelth, explains the situation once introductions have been made:

This forest is special. It has a... presence. Something that allows it to grow so large. We are a collaboration of druids and wizards who have been studying this phenomenon for many years now. The presence has never objected to us before, but today it suddenly turned against us, attacking us in our very home!

Forest Random Encounters

Encounter	8th Level	11th Level	14th Level	17th Level
2d6+2 dire wolves	01-10	-	-	-
1d6+1 swarms of poisonous snakes	11-20	-	-	-
1d4-1 wereboars	21-40	-	-	-
1d4+2 owlbears	41-60	-	-	-
1d6+2 giant boars	61-80	01-10	-	-
1d4+3 awakened trees	81-90	11-20	-	-
3 green hags	91-100	21-40	-	-
1d4+2 weretigers	-	41-60	-	-
1d4 gorgons	-	61-80	-	-
1d4 unicorns	-	81-90	01-10	-
1d4 trolls	-	91-100	11-20	-
1d6+1 shambling mounds	-	-	21-40	-
1d4+2 werebears	-	-	41-60	-
1d4-1 giant apes	-	-	61-80	01-10
1d4-1 oni	-	-	81-90	11-20
1 adult green dragon	-	-	91-100	21-40
1 adult gold dragon	-	-	-	41-60
1d4-1 guardian nagas	-	-	-	61-80
2 rocs	-	-	-	81-90
2d4 earth elementals	-	-	-	91-100

If further questioned, Tialha can provide the following information:

- ▶ They believe the presence in the forest is sentient. They druids have always described it as a neutral force, but this morning they were all awoken by a terrible headache and sense of foreboding. None of them know what the presence is or why its mood changed so suddenly.
- ▶ Ahnore boasts a large library and has an impressive collection of arcane gadgets as well. Tialha is confident that they can determine the cause of this change if only they can regain access to their notes and equipment!
- ▶ Ahnore was attacked by a number of plant monsters that are still presumably in their base.

Tialha admits that the group has very little gold on hand, but promises that in addition to helping with any task the group is here to accomplish from the Adventure Hooks, they have funds and magical items stored in their home city and will gladly pay the characters to clear out the monsters from Ahnore and help determine what has happened. She is willing to lend the characters enough *amulets of recall* (see Appendix) to teleport directly into Ahnore. Otherwise, they will have to fly or climb the tree to reach the outpost.

Loot by Adventure Level

Version	Adventure Reward
8	2500 gp and a <i>ring of feather falling</i>
11	15,000 gp and a <i>hammer of thunderbolts</i>
14	30,000 gp, a <i>staff of charming</i> , a <i>wand of wonder</i> , and a <i>+2 warhammer</i>
17	100,000 gp, <i>+1 scale mail</i> , and a <i>belt of cloud giant strength</i>

DON'T BREAK OUR HOME!

Ahnore and the equipment within it is of no use to anyone if it is burned to the ground or otherwise destroyed. Whenever any creature misses an attack, casts a spell with an area of effect, or directly targets part of Ahnore, the GM must roll a d6 and multiply the result by the level of the adventure. When it comes time for the characters to collect their reward, subtract these results from the total gold value.

PART 2: AHNORE

Ahnore is a small, hidden research outpost high in the canopy of a magical forest where druids and wizards collaborate to examine the interactions between nature and magic.

GENERAL FEATURES

Unless otherwise stated, locations in Ahnore have the following features:

Architecture. The buildings of Ahnore are either carved from the center of the massive trees of the forest or built from wood. Rooms have 15-foot-high ceilings. Each 5-foot section of buildings has AC 15, vulnerability to fire damage, and immunity to poison and psychic damage. Man-made segments have 15 hp while solid tree segments have 30 hp per square.

Many of the individual rooms are connected by vine bridges. These bridges are difficult terrain and have AC 12, 20 hp, vulnerability to fire damage, and immunity to poison and psychic damage.

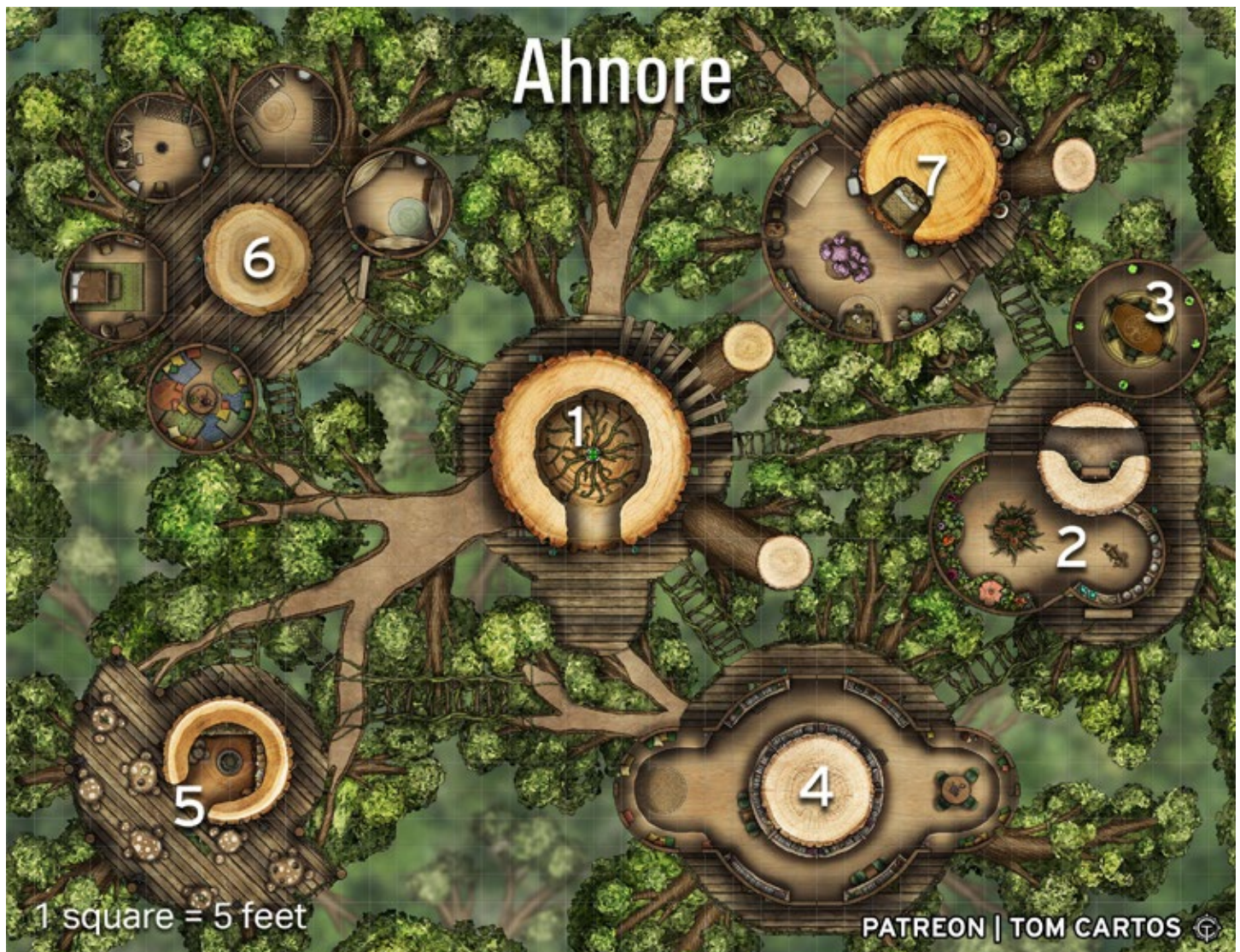
Fire. Fire easily spreads throughout Ahnore. If any part of the treehouse takes fire damage roll a d20 + 2 times the damage taken. If the result is 30 or

higher, a fire breaks out. Treat the fire as a large object with AC 5, 100 hit points, and immunity to all forms of damage except cold. Each round, on initiative count 20, the fire ignites any adjacent squares with objects made of wood, gaining 25 hp for each square that ignites.

To extinguish a fire, a character must either attack it with a spell or effect that deals cold damage, or make a Strength (Athletics) check against the flames. The fire's hit points are reduced by an amount equal to the check's result. For every gallon of water splashed on the fire, it takes 5 cold damage.

Lighting. The forest canopy blocks natural light from reaching Ahnore, but the outpost is brightly lit by *continual flame* spells cast in wooden lanterns growing directly out of the trees' bark.

Long Way Down. Ahnore is hidden in the trees around 100 feet off the ground. A creature that falls must make a DC 15 Strength saving throw, taking 35 (10d6) bludgeoning damage on a failed saving throw. With a successful saving throw, the creature grabs a branch halfway up the tree, only falling 50 feet and taking half damage.





Magical Protections. Ahnore is protected by the spells *private sanctum* and *forbiddance*, granting it the following features:

- ▶ Ahnore is surrounded by a magical barrier that appears dark and foggy, preventing vision (including darkvision) through it. The barrier itself is hidden beneath the dense foliage of the surrounding trees and can only be spotted with a successful DC 18 Wisdom (Perception) check by a creature that knows its general location. Sound can't pass through this barrier.
- ▶ Sensors created by divination spells can't appear inside Ahnore or pass through the barrier around its perimeter.
- ▶ Creatures in the area can't be targeted by divination spells.
- ▶ Nothing can teleport into or out of Ahnore, except by using the teleporter described in area 1.
- ▶ Planar travel is blocked within Ahnore.
- ▶ When any celestial, elemental, fey, fiend, or undead creature enters Ahnore for the first time on a turn or starts its turn there, it takes 22 (5d10) radiant damage.

Plant Clues. The plant monsters the party finds in Ahnore can provide the following clues:

- ▶ Any character that touches the plants with their bare hands feels a greasy residue coating it.
- ▶ Talking with the plant monsters via *Speak with Plants* or other similar spells or abilities reveals that the plants were neutral towards Ahnore and other humanoids in general until the Great Protector was attacked with horrible toxins this morning. They were all commanded to remove any intruders from the forest. The plants can all give directions to this "great protector" who lives in a grove half a day away.

1 - TELEPORTER

The entrance to Ahnore is located within the hollowed-out center of a massive tree. A large, green gemstone is mounted on a pedestal of living vines at the center of the room. A tangled web of thorny vines have grown within the room, creating an unpleasant welcome for anyone that teleports into it.

A character that casts *Identify* or who succeeds on a DC 18 Intelligence (Arcana) check can determine that the gemstone is a *destination beacon* (see the Appendix). Once a character knows the nature of the teleportation beacon, it can learn its sigil sequence as if it were a permanent *teleportation circle*.

The easiest way to access Ahnore is by using one of the *amulets of recall* (see the Appendix) owned by the elves who live in Ahnore.

Hazard: Thorny Vines. Any creature that enters the room (including by teleportation) for the first time or ends its turn there must make a DC 15 Dexterity saving throw or take damage determined by the level of the adventure. A creature that succeeds on its saving throw takes half damage. The vines are incredibly difficult to move through, requiring 4 feet of movement for each 1 foot traveled.

Thorny Vine Damage

Version	Slashing Damage
8	27 (6d8)
11	45 (10d8)
14	63 (14d8)
17	81 (18d8)

2 - SOLARIUM

Lush, rare plants grow in the western half of this room. The other side has shelves filled with preserved plant specimens, minerals, and a large metal contraption.

Hazard: Foul Smell. A large corpse flower growing in this room assaults the nostrils of any creature that breathes within this room. The creature must succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour. A creature that succeeds on this saving throw is immune to the plant's stench for 1 hour.

A character that succeeds on a DC 14 Intelligence check can determine that the metal contraption is a microscope, used for getting a much closer look at samples. A character with proficiency in tinker's tools can add their proficiency bonus to this check. The microscope allows a creature to make Intelligence (Investigation or Nature) checks of natural specimens that rely on sight with advantage.

Adventure Clue. A character that examines a portion of any of the plant monsters found in Ahnore can clearly see a greasy residue clinging to its surface.

3 - MEETING HALL

The large table surrounded by comfortable chairs within this trunk is used to discuss the elves' findings. It is lit by arcane, green orbs.

4 - LIBRARY

The northern door to this room is torn off of its hinges.

This well-stocked library boasts an impressive collection of books on plants, animals, and other aspects of nature, as well as a small fiction section. Cozy reading nooks along the walls are padded with soft throw pillows.

Encounter: Illiteracy Kills. The library is currently occupied by **animated vine clusters** that use the **rop-er** statblock with the following changes:

- ▶ Its creature type is plant.
- ▶ Instead of darkvision, it has blindsight to a range of 60 feet and is blind beyond this radius.
- ▶ Its False Appearance trait allows it to look like a normal cluster of vines.

Library Encounter

Version	Number of Animated Vine Clusters
8 or 11	2
14	3
17	6

Adventure Clue. A character that spends an hour researching plant monsters and succeeds on a DC 15 Intelligence (Investigation) check can learn the following:

- ▶ Woody plants and plant monsters are often vulnerable to fire, while non-woody plants are not, or may even have resistance.
- ▶ Plant monsters are almost always unaligned and ambivalent towards humanoids that maintain a respectful distance.
- ▶ Many plants and plant monsters are highly sensitive to environmental toxins and pollutants. Some will go to great lengths to protect their homes from such threats.

5 - MESS HALL

Living fungal tables and toadstools grow from the platform surrounding a small cooking area. Shelves inside the small building are well-stocked with local ingredients.

6 - SLEEPING QUARTERS

Five small bedrooms surround a central trunk, their doors flung open in the occupants' haste to leave. They are each furnished with the occupants' preferred sleeping setups: beds, hammocks, or floor rugs. Individual sleeping quarters lack lanterns and are lit when occupied either by small braziers or spellcaster's *light* spells.

Encounter: Let Sleeping Plants Lie. A group of plant monsters have made themselves at home in the bedrooms. They attack as soon as they detect the characters. The nature of this encounter depends on the level of the adventure.

Sleeping Quarters Encounter

Version	Encounter
8	1 shambling mound and 2 violet fungi
11	2 shambling mounds and 4 violet fungi
14	2 shambling mounds and 6 violet fungi
17	4 shambling mounds and 2 violet fungi

Treasure: Unattended Valuables. The chests in these rooms contain the majority of the elves' worldly possessions, which don't amount to all that much. Characters who insist on robbing the elves find the following spread between the chests in these rooms:

- ▶ 100 gp in miscellaneous coinage
- ▶ Two *potions of healing*
- ▶ A *staff of the python* (adventure levels 8 or 11) or a *staff of the woodlands* (adventure levels 14 or 17)

The elves will become suspicious if they return to find any of these items missing and downright hostile if they find out that the party has stolen from them.

7 - HERBALIST

A beautifully pruned bonsai tree holds the spot of honor at the center of this room. A collection of plants and insects line the shelves and pots in and behind the room. A large, comfortable bed rests in an alcove carved into the trunk of the tree.

This room belongs to Thallan, the head druid of this operation.



8 - ORRERY

The wooden door to this room (AC 15, 20 hp, vulnerability to fire damage, and immunity to poison and psychic damage) is locked and further protected by the *arcane lock* spell. It requires a DC 25 Dexterity check using proficiency in thieves' tools to unlock or a successful DC 25 Strength (Athletics) check to break down.

The only object within the room is a large orrery, surrounded by swirling magical energy projecting the appearance of the night sky onto the floor, walls, and ceiling. A character that succeeds on a DC 15 Intelligence (Nature) check can tell that the orrery shows the current alignment of important planetary bodies in the night sky. Turning the gears on its side causes the orbs to move and the sky image to shift to match past or future dates.

Hazard: Bad Vibrations. The large gears in the orrery vibrate as they move. While the sound isn't particularly loud, any plant creatures still alive in Ahnore are drawn to it.

Trap: Sensitive Equipment. The orrery has magical protections that activate if the structure is attacked. The orrery has AC 18, 30 hits points, and immunity to poison and psychic damage. If a creature attacks the orrery, a *shield* spell appears to protect it (3 available per day). Once per day, if the orrery is targeted by an attack or takes any damage from another source, a blast of arcane energy pulses out from it. Each creature in the room takes an amount of force damage determined by the level of the adventure. The spell *shield* blocks this energy completely as if it were the spell *magic missiles*.

Arcane Energy Damage

Version	Force Damage
8	17 (3d10)
11	28 (5d10)
14	39 (7d10)
17	55 (10d10)

9 - RESEARCH ROOM

The door to this room is broken open, signs of force on the outer side.

This room is the personal quarters of Tialha Laer-elth, Ahnore's head researcher. A small bookshelf juts from one wall. It is not large enough to contain all of Tialha's books, which seem to cover every available surface in the room.

Tialha's personal journal lies open on the desk. It contains everything Tialha mentioned in "Part 1: The Forest." The last line reads "Thallan tells us that plants are attacking. But why now? What has changed?" in hastily scrawled writing. The books in the room largely seem to focus on historical accounts of various forest guardians and natural magic.

Treasure: Backup Spells. A character that succeeds on a DC 20 Intelligence (Investigation) check finds a backup copy of Tialha's spellbook hidden behind some of the other books on her shelf. It contains all of the spells a **mage** can cast.

10 - OBSERVATORY

The door to this room is broken open, signs of force on the outer side.

Two trees flank the door into this room. A character with a passive Perception score of 16 or higher notices that some of their upper branches are broken. Right before the party enters the room, they hear a loud crash from within.

The observatory is lit by arcane, green orbs and dominated by a massive bronze telescope that peeks out through the forest canopy shrouding the outpost. Shelves along the walls display a variety of delicate arcane instruments, maps, and books. A freshly cracked, rough-cut green gem mounted at the center of the room seems to radiate power, a plant monster standing beside it.

Encounter: Magical Fascination. Awakened trees commanded by the plant monster(s) inside the room guard the door. The monsters inside depend on the level of the adventure. Chopper flowers can be found in the Appendix.

Observatory Encounter

Version	Encounter
8	2 awakened trees and 1 chopper flower
11	2 awakened trees and 2 chopper flower
14	2 awakened trees and 3 chopper flower
17	3 awakened trees and 2 barkborn protectors (uses the stone golem statblock but its creature type is plant and it has vulnerability to fire damage)



Hazard: Explosive Energy. A character that casts *identify* on the stone or succeeds on a DC 15 Intelligence (Arcana) check can tell that this is a large chunk of *emerald odonburgite* (see the Appendix). After being weakened by the plant monsters' attack, the stone is dangerously damaged. If it takes more than 20 points of damage from a single source, it explodes. Each creature within 60 feet of it must make a DC 15 Dexterity saving throw, taking 42 (12d6) radiant damage on a failed saving throw, or half as much damage on a successful one. The explosion tears a hole into the fabric of reality. On subsequent turns, any creature within 30 feet of the hole must make a DC 15 Strength saving throw, or be pulled into the hole and shunted to another plane of existence.

The stone powers the outpost's magical defenses (see "General Features") and the *destination beacon* in area 1. The elves of Ahnore are furious if the characters steal this and don't cover their tracks well enough.

Adventure Clue. A character that spends at least 10 minutes scanning the surrounding area through the telescope and succeeds on a DC 18 Wisdom (Perception) check notices a section of the forest where the canopy is rustling much more vigorously than the rest of the forest. If the characters have communicated with any of the plant monsters, they know that this is the same direction the plants came from.

PART 3: THE GREAT PROTECTOR

The signs all point to some sort of corruption of the local plant protector of the forest. If the party was not able to put the clues together themselves, the elves of Ahnore come to this conclusion and can point them in the right direction within a few hours of their home getting cleared out. Tialha urges the characters to reason with the presence of the forest, if possible. After all, her life's work revolves around its interaction with the forest!

Encounter: *Ain't No Rest for the Humanoid.* The Great Protector of the forest has no interest in letting the invaders rest. The elves of Ahnore encourage the party to go to its location immediately, but if they insist on trying to take a long rest, they are rudely interrupted by more angry plants as shown in the Plant Monster Reinforcements table.

Plant Monster Reinforcements

Version	Encounter
8	1 shambling mound
11	2 shambling mounds
14	3 shambling mounds
17	4 shambling mounds



THE TREANT GROVE

The journey to the Treant Grove only takes a few hours. Violent thumping and rustling sounds give away its location as the party draws closer. The grove itself contains a small pond with a number of barrels on its shore. A greasy liquid has seeped from the barrels and polluted the once pristine waters with a film of oily residue. This is the source of the Great Protector's anger.

Encounter: *The Great Protector.* The Great Protector blames all humanoids, including the characters, for polluting its waters. The nature of this fight depends on the level of the adventure. Unless the party can come up with a peaceful solution, the Great Protector will fight to the death. Creatures marked with an asterisk can be found in the Appendix.

Treant Grove Encounter

Version	Encounter
8	1 treant and 1 awakened tree
11	1 treant and 5 awakened trees
14	1 ancient treant and 2 awakened trees
17	1 ancient treant* and 2 vine serpents*

Resolving the Fight Peacefully

Although the Great Protector immediately begins to fight the characters, it is possible to convince it that they are not to blame through a skill challenge. A character can use its action to make a DC 15 Charisma (Persuasion) check. The character gains advantage on this roll if it speaks in Druidic or if they or another character has used its action to clean the pond within the last round (by casting *prestidigitation* or removing a barrel, for example). The character gains disadvantage on this check if it has attacked the Great Protector or its minions during this encounter. As a collective, the party must succeed on 3 checks before having 3 failures.

APPENDIX A: MAGIC ITEMS

Success. The Great Protector is no longer hostile to the characters.

Failure. The Great Protector will no longer listen to what the characters have to say. They will have to find some other way to resolve the situation.

Alternatively, if the party is able to restrain the Great Protector until the pond is fully cleaned, it will cease fighting them, even if they previously failed the skill challenge. To clean the pond, the characters must:

1. **Remove the Barrels.** Each full barrel weighs 70 pounds. Many of the barrels are leaking and must be patched with glue, by a character proficient with carpenter's tools, or any other means the characters can think of to keep the oil in.
2. **Clean the Water.** The pond contains a little over 100,000 gallons of tainted water. Fully cleaning it using *prestidigitation* would take a single character over 26 hours. A character that succeeds on a DC 16 Intelligence check made using proficiency in alchemist's tools can spend 1 hour to create an alchemical powder that absorbs the oil (Tialha is capable of doing so if the characters are not). Allow the players to succeed with any other creative solutions they may come up with, as well!

CONCLUDING THE ADVENTURE

Tialha and the other elves of Ahnore are thrilled if the party manages to resolve the situation without killing the Great Protector. They pay the party what was promised and help resolve any adventure hooks that led the party to their outpost to the best of their ability.

The real culprits of the pollution were not detailed in this adventure. The Great Protector or Tialha may ask the characters to find who is responsible for the pollution, leading to further adventures.

If the Great Protector is killed, the forest slowly loses the magical spark that makes it special. The trees no longer grow to fantastic heights, and many of the more exotic plants die off. Eventually, the forest either becomes mundane or is adopted by another protector.

If the party fails to resolve the situation one way or another, the forest becomes hostile to humanoid life. Tialha and the rest of the researchers are forced to abandon their base and trade routes become impassable. Ω

AMULET OF RECALL

Wondrous item, uncommon (requires attunement)

Once per day, you can use an action to cast the *teleport* spell (self only) to this amulet's linked *destination beacon*.

DESTINATION BEACON

Wondrous item, rare

This large, green gemstone functions as a permanent, portable *teleportation circle*. It requires power to function, typically from *emerald odonburgite*.



EMERALD ODOBURGITE

Wondrous item, uncommon

The most plentiful of the jaduee pat'r, *emerald odonburgite* is the element of evocation. It appears as a glowing green stone and is often found in Southern Omeria.

A 2-inch-diameter piece of *emerald odonburgite* has 50 charges. While you are holding the *emerald odonburgite* next to a magic item that has charges, you can use an action to speak a command word to transfer any number of remaining charges from the *emerald odonburgite* into the magic item, up to the maximum number of charges the magic item can hold.

The *emerald odonburgite* regains 5d10 charges at dawn.

APPENDIX B: NEW CREATURES

Ancient Treant

Gargantuan plant, chaotic good

Armor Class 18 (natural armor)

Hit Points 214 (13d20 + 78)

Speed 30 ft.

STR
24 (+7)

DEX
8 (-1)

CON
23 (+6)

INT
14 (+2)

WIS
21 (+5)

CHA
15 (+2)

Saving Throws Int +7, Wis +10

Skills History +7, Nature +7

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses tremorsense 120 ft., passive Perception 15

Languages Common, Druidic, Elvish, Sylvan

Challenge 14 (11,500 XP)

Ensnaring Roots. Immediately after the treant hits a creature that is on the ground with a melee attack, the treant can use its bonus action to attempt to ensnare the creature with a writhing mass of magical roots. The target must succeed on a DC 19 Dexterity saving throw or become restrained by the roots until the end of the treant's next turn.

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Grounded. The treant has advantage on saving throws against being knocked prone, and it can't be pushed, pulled, or otherwise forced to move against its will.

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

ACTIONS

Multiattack. The treant makes three attacks: two with its slam and one with its stomp. Alternatively, it makes two rock attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage.

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Rock. *Ranged Weapon Attack:* +12 to hit, range 100/300 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Animate Trees (2/Day). The treant magically animates one or two trees it can see within 120 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 300 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.



Chopper Flower

Medium plant, chaotic neutral

Armor Class 16

Hit Points 135 (18d8 + 54)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	22 (+6)	17 (+3)	11 (+0)	14 (+2)	7 (-2)

Skills Perception +5

Condition Immunities blinded

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 15

Languages —

Challenge 7 (2,900 XP)

Plant Camouflage. The flower has advantage on Dexterity (Stealth) checks made to hide in an area with ample vegetation.

Regeneration. While in sunlight, the flower regains 5 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the flower's next turn. The flower dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The flower makes four chop attacks.

Chop. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Petal Flurry (Recharge 5–6). The flower fires a stream of razorlike petals in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 25 (10d4) slashing damage on a failed save, or half as much damage on a successful one.

Vine Serpent

Large plant, unaligned

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	7 (-2)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Perception +7, Stealth +4

Damage Immunities poison

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 17

Languages understands Druidic and Sylvan but can't speak
Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The vine serpent makes three attacks: one with its bite and two with its lashing vines.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 15 (2d10 + 4) piercing damage.

Lashing Vines. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Toxic Spores (Recharge 5–6). The vine serpent releases toxic spores in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 40 (9d8) poison damage on a failed save, or half as much damage on a successful one.

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