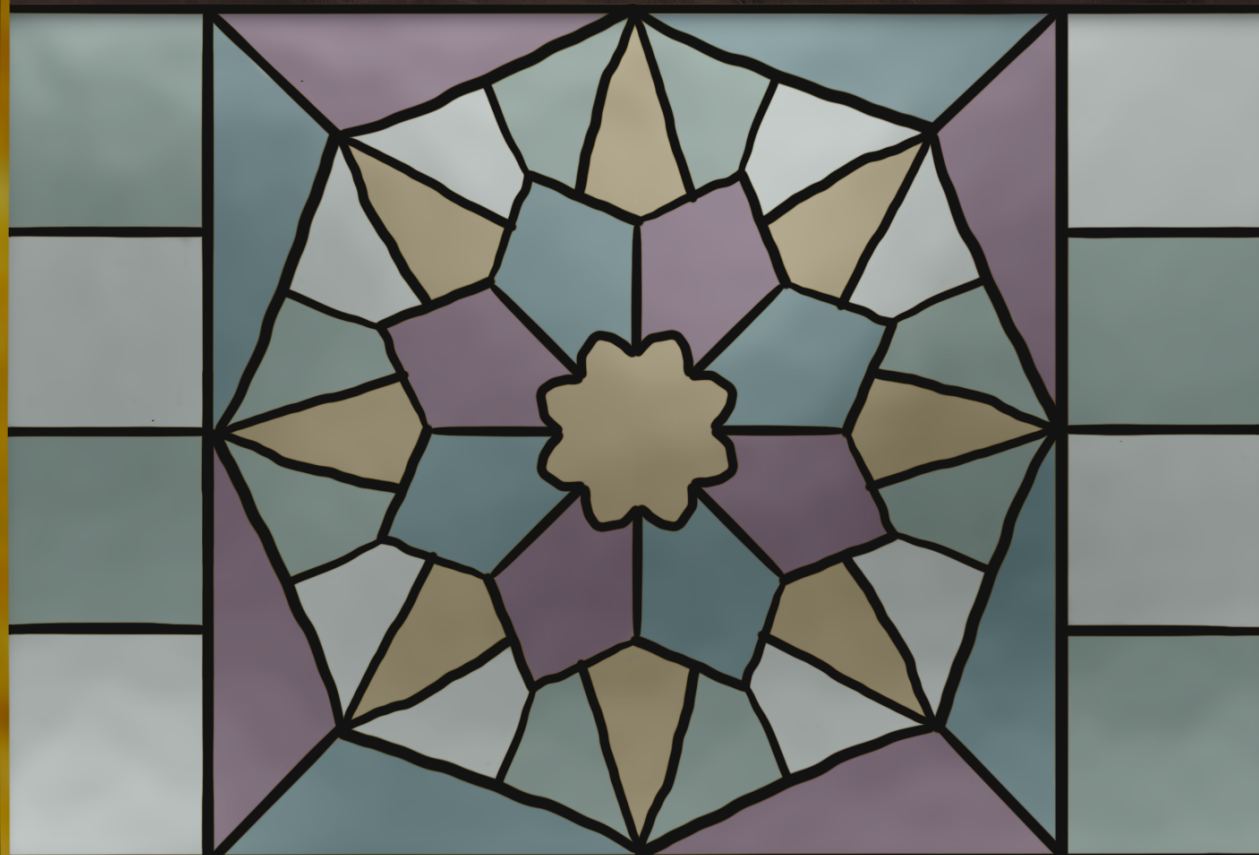


# Duskmire

By Tyler Monahan



A dying land untouched by the sun. Vampire lords rule over the few survivors with an iron fist. An adventure for levels 5-10.

## DUSKMIRE

Eternal night has risen over the territory of dusk mire. As crops died the kingdom fell and a coven of vampires moved into to stabilize the area and save their food source. Using dark magic they make the plants grow but exact a blood tax on the people living there.

### CIVILIZATION

There are two major safe areas in the territory. The town of dusk mire which is neutral and populated by surviving humans. The Crimson Palace which is the home base of the vampires and is open if you become friendly with them. There are some farm houses few and far between but they aren't trusting of visitors.

### WILDERNESS

There is little to nothing to forage as the plant and wildlife has died of. The lands are crawling with undead that are kept out of areas with humans but otherwise left to its own devices making travel difficult.

### MONSTER HUNTER PLOT

Help Ludwig Wolfsbane as he fights monsters in dusk mire concluding with finding a feywild portal that people can escape to. You can further this plot line by having a conflict with the vampire lords as you drain people from their domain or by going into the crimson palace to kill them. You can also just leave off with Ludwig handling sneaking people to the feywild alone.

### VAMPIRES PLOT

The vampires purely want to maintain order and the status quo in their lands. They will reward people who help them with gold and treasure and attempt to kill adventurers who try to disrupt their lands. If the adventure's help them with all their tasks they gain the vampire's favor and free access to the sanguine palace.

### NEUTRAL PLOT

If the party helps neither the monster hunters of the vampires you can either leave things as is or you can give them the favor of a night hag coven that operates in secret from the feywild with the Indigo academy and with the witch Eva.

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## VOLKINBURG HOOKS (LEVEL 6)

**Monster Hunters:** Ludwig Wolfsbane approaches the party and warns them the village turned to dark magic to survive and were cursed with lycanthropy. While they appear normal they are liable to turn on you at any moment. Offers you silvered short swords and arrows and is willing to join you in an attempt to wipe them out (veteran)

**Vampires:** Victor Hengsbach a vampire magician approaches the party on horseback in fine nobleman's clothes. He won't offer information about himself other than his name and his duties to protect the land. He will offer the party 1200 gold if they will investigate rumors of a dark cult in Volkinburg. He is unable to do so himself because of his status.

**Neutral:** Party simply arrives at the town while traveling.

## EBONLEAF SWAMP HOOKS (LEVEL 7)

**Monster Hunters:** Ludwig Wolfsbane believes there is dark magic twisting Ebonleaf Swamp. He also wants a sample of the magical plants. He will go with the party (veteran) and if they collect samples he can craft 8 healing potions for the party and he will give them 4 holy waters.

**Vampires:** Stefan Bischof (vampire) will look to send adventures into the forest to find and destroy plants that started walking around and find the source. He will pay 1400 gold if the adventures can end the problem before it threatens the town and outlying farms.

**Neutral:** Minerva, a witch in dusk mire, needs a package (box of cupcakes) delivered to Agatha (hag) in the swamp. Offers 4 potions of haste if they can make the trip.

## DUSKWATCH PRIORY HOOKS (LEVEL 8)

**Monster Hunters:** Ludwig Wolfsbane has some intel on some weapons that will help them fight the undead. He (veteran) wants to go with the party to Duskwatch Priory to recover the catch of holy weapons.

**Vampires:** Victor Hengsbach a vampire magician will need the party's help destroying some dangerous magical artifacts. He will send them to Duskwatch priory to find a cache of weapons and return them to him to be destroyed. Replace vampire spawn with Gladiators (monster hunters). He will pay 2000 gold.

**Neutral:** Waldomar, head priest of the church of the sea, slips the party a map to duskwatch but says nothing else.

## WHISPERING CAVE HOOKS (LEVEL 9)

**Monster Hunters:** Ludwig Wolfsbane tells the party he found some old druidic scrolls that speak of a crossing into the feywild. He thinks if the party can help him investigate it they might be able to find a place people can escape to that will be safer than this undead infested land.

**Vampires:** Corina Winzer the vampire oracle approaches the party to destroy a feywild crossing she found before the chaotic fey cause problems. She gives them a mirror that can be placed in the portal to lock it. Will reward them with a cache of magic items. (animated shield, staff of fire, dancing sword)

**Neutral:** Eva from the indigo academy needs the party to defeat the guards of a feywild crossing so she can come and go freely again. Rewards Cauldron of Rebirth



## DUSKMIRE REGION

Eternal night has risen over the territory of dusk mire. As crops died the kingdom fell and a coven of vampires moved in to stabilize the area and save their food source. Using dark magic they make the plants grow but exact a blood tax on the people living there.

The countryside has mostly fallen to death and decay but the odd patch of plant life exists twisted by dark magic to be able to survive in this barren land. Undead and other monstrosities roam the land.

### DISCOVERY TABLE

#### d6 Encounter

- |   |                     |
|---|---------------------|
| 1 | Roaming Undead      |
| 2 | Fomorian Lair       |
| 3 | Faerie Circle       |
| 4 | Abandoned Hamlet    |
| 5 | Supernatural Farm   |
| 6 | Hidden Weapon Cache |

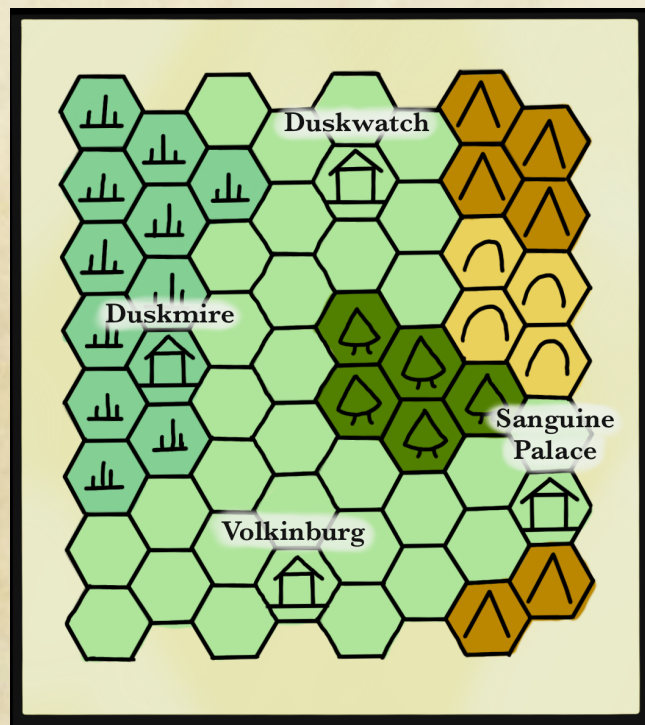
### CHARTED LOCATIONS

**Dusk mire:** A small town built in the swamp that acts as a port. Largest settlement in Dusk mire.

**Dusk watch:** The ruins of a small outpost village. Most of the buildings were burned down to the foundations but a stone tower and priory stand slowly crumbling to mark the village.

**Volkinburg:** An isolated village on the border of dusk mire. The inhabitants have been cursed with lycanthropy.

**Sanguine Palace:** An old palace nestled in the mountains inhabited by vampire lords who rule over the region.



## ROAMING UNDEAD

Undead roam the regions outside of towns seeking out life to destroy. They tend to be loud and easy to hide from but can still be dangerous if taken head on. The undead will ignore any creatures that have the favor of a vampire.

### RANDOM ENCOUNTER

#### d4 Monster

- |   |                   |
|---|-------------------|
| 1 | 1d12 Zombies      |
| 2 | 1d8 Ghouls        |
| 3 | 1d4 Vampiric Mist |
| 4 | 1d4 Vampire Spawn |

## FOMORIAN LAIR

Human corpses in various states of decay are draped on the branches of dead trees outside a cave that is home to 2 Fomorian named Bres and Goll. They have a camp inside the cave connected to a large cavern being used to grow fields of edible mushrooms that could easily feed a small town.

## FAERIE CIRCLE

A large (20ft radius) ring of white mushrooms on the ground. While standing inside it a creature can faintly hear the sound of wind chimes. Undead cannot enter the ring. A dc 14 religion check can identify the circles properties.

## ABANDONED HAMLET

An abandoned hamlet with buildings beginning to collapse. If the hamlet is searched, roll on the Discovery Table but ignore results other than a 1 or a 6.

## SUPERNATURAL FARM

An isolated farmhouse surrounded by fields of wheat that glows faintly crimson. The farmers work for the local vampire lords who enchanted their crops to grow without sunlight. They will offer food and shelter to travelers.

**Names:** Ackermann, Bauer, Grieve, Hasenkamp, Hofer

## HIDDEN WEAPON CACHE

The glint of metal can be seen inside a rotting stump. A small chest has a lock with a dc of 12 to pick or smash. Inside is a vial of holy water, 2 wooden stakes, a desiccated head of garlic, and one of the following random items.

### RANDOM ITEM

#### d4 Item

- |   |                         |
|---|-------------------------|
| 1 | Potion of Healing       |
| 2 | Dust of Disappearance   |
| 3 | Wand of Magic Detection |
| 4 | +1 hand crossbow        |

# DUSKMIRE TOWN MAP





# DUSKMIRE

A town built out of wood on stilts in a swamp on the coast ruled by vampire lords. Buildings are connected by wooden planks and people often travel by gondola around the city in areas where streets don't exist.

## 1. CENTRAL MARKET

In the center of town is a dock with many small boats containing shops docked here. Merchants hawk their wares from their decks and people shop.

- Fishmonger with luminescent fish
- Vendor with black apples and pomegranates
- Bags of mixed black rice like dead insects

## 2. CHURCH OF THE SEA

The only stone building in dusk mire built on a rocky outcropping. They regularly take boats out of the swamps to the connected sea. They turn a blind eye to the vampires running the town and keep to themselves. Head priest Waldomar. Uses priest stats

- Travelers can stay at the church for free
- Undead take 8d8 radiant damage by entering
- Raise Dead service 1000gp

## 3. INDIGO ACADEMY

A tall 4 story building with faded indigo paint. The academy is dedicated to the study of the arcane and is run by the scholar Eva. The academy is in general decline.

- Magic Initiate (wizard) 750gp + 4 weeks
- Ritual Caster (wizard) 750gp + 4 weeks
- Proficiency in Arcana 200gp + 4 weeks

## 4. BLOOD BANK

A surprisingly well maintained building of stout oak. People pay the blood tax of 1 pint of blood here every 3 months. The building stores gallons of blood in glass jugs.

- Will buy 1 pint of blood from outsiders for 5gp
- Has tax records for everyone in town here

## 5. DUSKMIRE TAVERN

A quaint 6 room 2 story tavern that has been boarded up and is for sale. The previous owner was murdered horribly and has been abandoned ever since.

- 750 gold to purchase the deed and reopen
- Has a poltergeist who terrorizes patrons
- Makes 1d100 gold per week in 40 gp upkeep
- Hidden teleportation circle in the basement

## 6. WITCH'S HUT

On the edge of the town is a small hut that is home to Minerva. The house is generally avoided but people often visit the house in secret to get curses removed or placed.

- Remove Curse/Dispel magic 90 gold
- Curse requires a doll with hair/nails from the target. Lasts 1 week. 110 gold

## HISTORY

Dusk mire was established by King Wendoll as a port town on the edge of the swamps. It was a major trade artery and grew rapidly. Unfortunately the kingdom entered a period of famine and collapsed. The vampire Dominik Teyber seeing his food supply collapse took control of the town supplying it with food grown with necromancy and taxed the population in blood. The few people who tried to resist the takeover were cut down and a demoralized people settled into a new life.

## ENCOUNTERS

1. A group of 6 people in chains are escorted by 2 vampire spawn to the Blood Bank to pay the blood tax. The vampire spawn are attacked by a vampire hunter (veteran)
2. A beggar on a walkway begs for money and gets coins from passers by. If someone doesn't give then the beggar curses them to reek of dung and attract flies. (real curse)
3. A gondola transports a hooded figure who stands at the bow and chants "The end has come and from the sea the faithful will be judged."
4. A row boat with a commoner on it is transporting baskets of mushrooms from the swamp. A violet fungus hidden in the mushrooms attacks the commoner.

## COMMON INFORMATION

1. The land is overrun with undead and ruled by evil spirits and is best avoided by travelers.
2. The indigo academy was once a prominent wizarding school but hasn't been heard of since the town's fall.
3. A consecrated church of the sea goddess might still have survivors cut off from the world.
4. The plants in dusk mire are cursed and suck the blood of the living leaving nothing but dusty husks behind.

## QUESTS

1. Minerva is looking for someone to burn an effigy hung in the swamp. There are 4 twig blights attracted to it that will kill anyone who approaches. Pays 200gp (level 1)
2. Eva (indigo academy) needs a Nothic in her attic killed for stealing a scroll of fireball. Pays 400 gp (level 2)
3. Felix the captain of the guard needs 2 Ogre Zombies that have moved into a nearby cave slain. They have been killing townsfolk. Pays 800 gold (level 3)
4. The blood bank needs guards for a wagon shipment to the Sanguine Palace. 3 days of travel there and back. Attacked by 2 Peryton. Pays 1000 gold (level 4)

## PEOPLE

Dusk mire Native: Adela, Alaric, Baugulf, Brunhild, Chlothar, Ellanher, Erhard, Fridwald, Gautvin, Grimwald, Hailwic, Herleva, Isbrand, Ishild, Managold, Meino, Odalric, Oda, Raban, Ragimar, Sigihild, Sigimund, Theudobald, Theodoar, Veremund. (old germanic)



## SANGUINE PALACE

An opulent palace owned by the duskmiere vampire court. It has neatly cut stone walls and red banners with a black moon on them. The vampire lords come and go freely from the palace and are not always present.

### PALACE DEFENSE

The palace is defended by 20 vampire spawn that patrol the grounds in pairs and spectral hounds around the exterior. It is warded against divination magic and teleportation.

### NECROTIC GARDENS

A sprawling garden full of rose bushes, rows of flowers, and pomegranate trees. All of the plant leaves are a deep black. They are a magical strain of plants enhanced with necromancy that feed off magic.

- There are 2-3 vampire mist's gently floating from plant to plant feeding on their nectar and gently pollinating them.

### HAUNTED LIBRARY

A stone tower finished with mahogany bookcases lining the walls and a spiraling wooden staircase going up the length. Rose red carpets give the staircase a splash of color and leather arm chairs on the ground level sit next to a crackling fire. The tomes on the shelves contain legal documents, necromancy spell books, and romance novels.

- The librarian Ester Buchwald is a ghost who drifts in and out of the tower organizing the books. She is happy to help guests find books in the library or to defend it.

### SEER'S POOL

An indoor pool that is colorfully tiled with a mosaic of a maiden, mother, and crone weaving a tapestry on the bottom of the pool. Blue fire burns in sconces.

- A creature with the spellcasting feature or pact magic can cast scrying at will while submerged in this pool. Creatures must make a dc 15 constitution save after using the pool and on a failure they gain 1 level of exhaustion.

### CRYPTS

Arching stone pillars hold up the ceiling of the crypts under the palace. The floor is barren dirt that is lightly packed leaving obvious foot prints though it is oddly smooth currently. There are 4 chambers that connect to the central crypt. Only radiant damage can destroy the coffins.

1. A portcullis that requires a dc 20 strength check to lift guards the coffin of Minister Stefan Bischof. The coffin is gilded with wheat and a pastoral field of cows.
2. A locked door that requires a dc 20 thieves tools check to open guards the coffin of Judge Corina Winzer. The room contains a stone statue of an angel with a blind fold.
3. A magical barrier that is water permeable can be destroyed with dispel magic and protects the coffin of Lord Marshal Victor Hengsbach.
4. A stone golem protects the door to Count Dominik Teyber's coffin. The coffin inside the room is covered in claw marks and scorch marks but is intact.

## VAMPIRE LORDS

### COUNT DOMINIK TEYBER

A vampire warrior who formed the vampire court of duskmiere. His plot to rule over humans saved both vampires and humans from death.

- Obsessed with the goddess of the night
- Prefers living in luxury to ruling
- Views living creatures as inconvenient

### LORD MARSHAL VICTOR HENGSBACH

A vampire spell caster who is charged with protecting the realm. He animates the dead to defend the land and commands vampire spawn for more delicate tasks.

- Obsessed with learn new magic
- Tactical mind for solving military problems
- Views living creatures as mere cattle

### JUDGE CORINA WINZER

Charged with upholding the law and order of the realm. Travels the realm adjudicating any disputes that come up between vampires or humans. Considered a fair arbitrator.

- Obsessed with order and blind to anything else
- Follows the letter of the law over all else
- Views living creatures as legal property

### MINISTER STEFAN BISCHOF

A vampire charged with furthering agriculture in the realm. He makes sures the human villages are stocked with food and collects the blood tax from them.

- Obsessed with growing necrotic plants
- Is interested in magical plants
- Views living creatures as pets

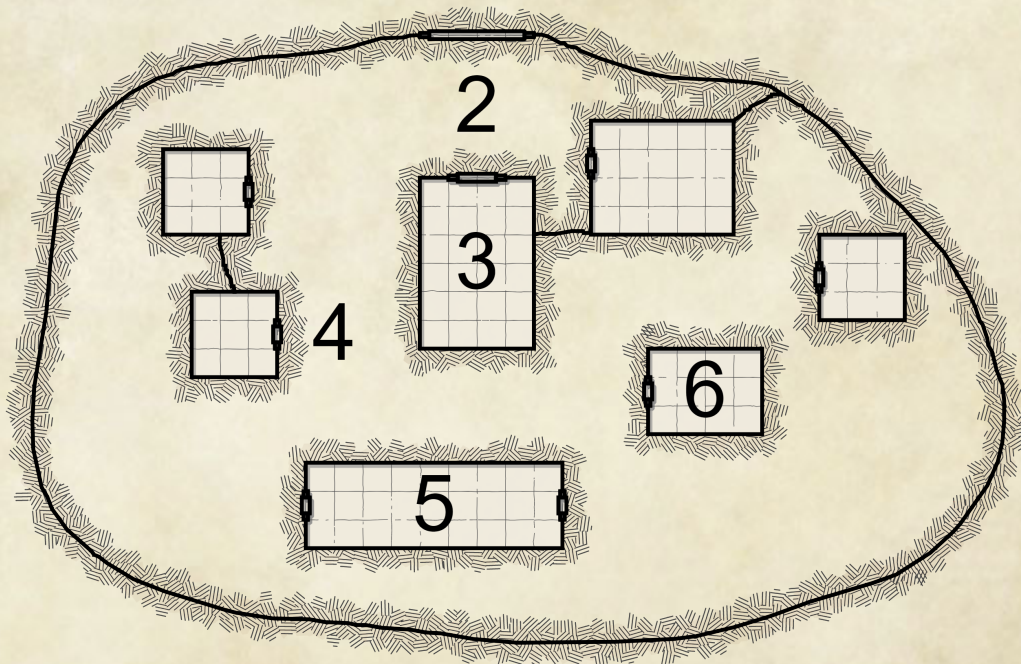
### REGIONAL EFFECTS

1. If any of the vampire lords are slain it rains black blood for 1d6 days in a 20 mile radius around the palace.
2. Plant leaves within a 20 mile radius turn black and instead of feeding on sunlight they consume magic.
3. Walls of fog surround a 1 mile area center on the palace and creatures must make a dc 20 intelligence check to navigate them without getting turned around.

### ENCOUNTERS

1. Invitation to dine with Count Dominik Teyber if the characters have a positive reputation. He will send a carriage drawn by skeletal horses and driven by a vampire spawn. Pleasant dinner to introduce vampires.
2. Spell caster's will receive an invitation to meet with Lord Marshal Victor Hengsbach in the Haunted Library where he wants to discuss magic. Happy to talk on any new magical subject and will trade knowledge of necromancy spells (added to characters spells known).
3. Characters with a legal dispute may bring it before Judge Corina Winzer for arbitration. There is a large courtroom where she will hear cases.
4. Wagons delivering barrels of blood to the place periodically arrive. Minister Stefan Bischof always receives the shipments and has servants store the barrels in the cellar next to the crypts.





## VOLKINBURG

A small hamlet whose entire population has been infected with lycanthropy after their crops failed. They act like a normal hamlet and will invite travelers to stay the night and then attempt to kill them in their sleep.

### 1. HOOKS

Unlucky adventurers might wander into volkinburg without knowing the hamlet is cursed and meet a gory end. A lucky adventure might be approached by Ludwig Wolfsbane, a monster hunter who will try to enlist them to fight the werewolves with silvered weapons. Others might be given a divine mandate by a nearby church to smite the abominations.

### 2. TOWN PALISADE

The town is protected by a 8ft wooden palisade patrolled by 3 werewolves with torches and spears who are split up. They appear in their human form and will welcome travelers into the town but they will stop anyone trying to leave the town.

### 3. CLOSED CHURCH

An abandoned church that they will tell you has been closed since the local priest died. They don't want anyone to go inside because it is "unsafe." Inside the walls have been painted red with blood. The pews have been smashed and pushed against the walls. A circle of bones in the center of the room has 2 severed animal paws in the center. A dc 10 nature check reveals they are wolf paws. A dc 14 religion check shows they are talismans to the god of the hunt and patron of were wolves.

### 4. GAMBLERS

In front of a small wooden house with a thatch roof and smoke coming up from the chimney are 3 "villagers" (werewolves) playing dice with bones. They are betting with copper coins and have a total of 20 coins but won't accept silver. They are happy to let travelers play and it is a simple game where you both guess a number then roll 2d6 and whoever is closest wins. If the visitors show signs of escaping they transform and will attack on sight.

### 5. HUNTING LONG HALL

A hunter's long hall with no windows and a deer's head mounted above the door. The inside of the room is trapped with bear traps. Creatures entering the room who do not make a dc 17 perception check to spot them must make a dc 14 dexterity save or have the jaws of a bear trap snap shut on their legs dealing 2d6 piercing damage and immobilizing them. A dc 16 strength or thieves tools check is needed to free a creature from the trap. Inside the hunting hall are human bones and human arms/legs hung to cure.

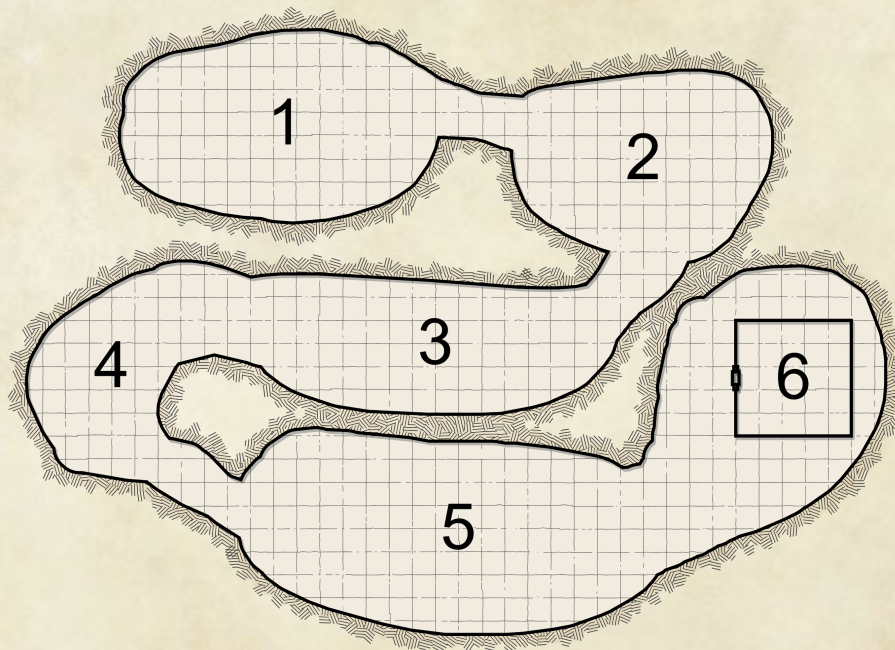
### 6. REST HOUSE

A small wooden house that travelers are allowed to stay the night in. It has sleeping rolls and a small fireplace. They will be brought a suspicious meat stew that tastes strange (up to you if its elk or not) and will be wished pleasant dreams. In their sleep 3 were wolves will try and kill the travelers.

### BIG FIGHT

If a fight breaks out one of the werewolves howls alerting the rest of the village the werewolves will attack in waves. When a werewolf dies roll 1d6 and on a 5-6 a new one joins the fight to replace it. If there are no werewolves in combat roll 1d6 and that is how many rounds before 3 more werewolves attack. There are a total of 9 werewolves in the hamlet.





## EBONLEAF SWAMP

A dead swamp that has started to regrow but the new plants have black or crimson leaves. Dark magic has twisted the plant life here and instead of consuming sunlight they consume necromantic magic and blood. Venturing into the swamp may provide clues to the nature of the dark magic before it spreads further. (Level 7)

### 1. HUNTER GATHERS

A deer's caracas is pulled through the muck by 2 wood woads. Growing from the caracas are small seedlings with black leaves with their roots sunk into the corpse. The wood woads attack other creatures on sight and when they release the deer's corpse the sprouts' roots sneak into the ground and all creatures within 30ft take 2 necrotic damage at the start of their turn.

### 2. VAMPIRIC PLANTS

Crimson horsetail (plant) grows up from the earth in large patches in this area. Creatures passing through the horsetail must make a dc 14 wisdom save and on a failure they will lay down and fall asleep. At the start of their turn they take 1d6 necrotic damage and the horsetail around them start growing as they siphon their life. At the end of their turn they can make a dc 14 wisdom save to break the effect or they can be shaken awake.

### 3. CORPSE BOG

Ankle deep water covered in broad black leafed pennywort covers the area. When a creature is damaged here the plants drink the blood and grow up around them. Creatures must make a dc 12 strength saving throw or become restrained by the vines. A restrained creature can use its action to repeat the saving throw in an attempt to free itself. There is a Corpse Flower lurking in the waters that attacks humanoids.

### 4. STRANGLER VINES

Vampire vines hang from the trees in this area. Creatures moving through the area must make a dc 16 dexterity check and on a failure the vines lash around their neck restraining them. At the start of their turn creatures restrained by the vampire vines take 1d6 piercing damage from the vines thorns. As an action creatures can try to make a dc 13 strength save to free themselves from the vine. And slashing damage to the vines frees the creature.

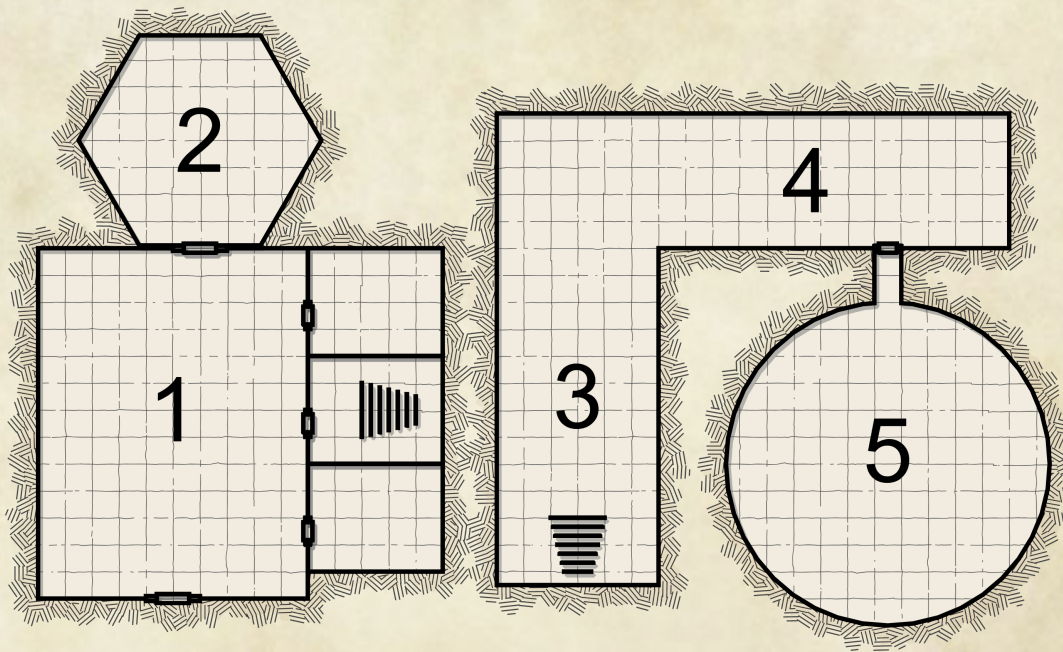
### 5. WOAD MOTHER

A rotting tree lies in the center of a grove with its trunk split open as a tree with dull red bark and sharp black leaves grows from its decay. The tree has an ac of 18 and has 30 hit points. Attacking the tree causes 2 wood woads to spring out of the tree to defend it. Any damage to the tree is split between the wood woads instead. Dark magic pulses out from the tree into the ground and over 1d4 + 2 rounds near by trees warped by magic until one turns into an evil treant unless the red bark tree is destroyed.

### 6. THE PLANT BREEDER

The nighthag Agatha Agmist tends to a small garden outside her hut. The plants can be seen tearing apart some rats she is feeding them. She is happy to talk about her plant breeding and how she is crossing them with necromancy so they can survive in inhospitable places. She wont fight and instead tries to flee if attacked. Inside the hut is a potion of growth, a potion of poison, potion of mind reading, potion of diminution, broom of flying, feywild shard, ring of animal influence, and a shadowy cloak of protection.





## DUSKWATCH PRIORY

A small stone priory on the outskirts of the hamlet of Duskwatch which is now in ruins. The priory worshiped a sun god known as the Dawn Breaker before the hamlet was destroyed. Now vampire spawn keep watch over the building to make sure no one ever gains access to the holy relics hidden within. (level 8)

### 1. RUINED NAVE

Rows of smashed pews make the terrain in this room difficult and flammable. The windows have been bored up and at the back of the room there is a stone coffin with 9 red candles on top of it and a pile of skulls around the base. When a creature enters the room 3 flame skulls burst to life from the pile of skulls and attacks. On each of the flame skulls turns in addition to their normal actions they light 1 of the 9 candles. When all 9 are lit a wraith is summoned.

### 2. SANCTUARY

A secluded sanctuary with an altar to the dawn breaker lies desecrated. The candles and incense have been scattered on the floor, the cloth cover of the altar has been torn, and a holy symbol depicting a golden sun is broken. Repairing the altar earns adventures the blessing of its god granting them the effects of bless for 24 hours.

### 3. GUARDED CRYPTS

Deep below the priory is an ancient crypt that houses generations of the faithful. Magic runes are carved into each pillar and when their command word is issued necrotic fire springs up from the ground in the crypt dealing 2d8 necrotic damage to creatures at the start of their turn or half on a successful dc 14 dexterity save. There are 2 vampire spawn that guard the crypt and activate the runes against significant threats.

### 4. FALSE SARCOPHAGUS

In the back of the crypt is a false sarcophagus that hides a stairway down to a secret room. A dc 10 investigation check is enough to find the seam revealing there is something hidden. A dc 15 investigation check reveals one of the torches on a nearby pillar can be turned to cause the sarcophagus to pull back revealing the staircase. The sarcophagus can be forced out of the way with a successful dc 18 strength check.

### 5. HIDDEN SACRISTY

A circular chamber with 6 sacred statues (knights) around the circumference each with a different colored gem in the center of their head where eyes would be. On the other side of the room is a circular door with 6 empty sockets in it that opens and reveals a Holy Chest when all of the gems from the sacred statues are inserted. The room is guarded by an Eidolon that attacks anyone who tries to defile the room by possessing the statues.

#### HOLY CHEST

Consecrated whip, +1 whip deals an additional 2d8 radiant damage when you hit undead or fiends. 6 scrolls of protection from good and evil. 6 vials of holy water. Shield of the Sun, +1 shield, as a reaction to being attacked you can cast burning hands with a dc of 15 once a day. Scepter of the sun while attuned you know and can cast sacred flame and it deals an extra 1d8 radiant damage.



## WHISPERING CAVE

An ancient cave once used by druids as a ritual site. Over the ages it naturally became connected to the feywild. Now it is kept secret and protected to avoid creatures going in or out of the feywild freely. (level 9)

### 1. SURROUNDING AREA

The whispering cave is located in a remote valley. There are ancient cairn's with druidic writing that can guide you to the whispering cave. If no one can speak druidic then a dc 18 religion check can decipher its location. A pixie will approach those who are seeking but fail to find the cave and will trade the location for someone's sense of taste.

### 2. CAVE ENTRANCE

A valley with steep sides covered in boulders narrows and dead ends in a cave protected by a magic rune. As the cave is approached 2 galeb duhr roll down the valley to attack intruders. On an initiative count of 20 the magic rune protecting the cave flares up and casts the sleep spell centered on the creature with the lowest health.

### 3. FAY DEAL (FACE)

A whispering voice comes from a small crack in the wall of the cave. If a creature leans in to listen they hear a bell-like voice "O weary traveler I offer you a trade. I offer you the ability to be anyone else in exchange for your likeness" If a character agrees they gain the ability to cast disguise self but the effect doesn't end and it can't look like you do. (limited once)

### 4. TWIN GUARDS

The korred (2) twins Hop and Skip dance between 4 10x10ft boulders forming an island in the center of a pond of wine. There are wooden planks that lead to the boulder pile. The twins will tell anyone trying to pass through to turn around and if they persist in getting past them they will fight on the boulders. On a 20 initiative roll 1d4 and one of the boulders corresponding to that number shakes and then on the next turn falls into the wine. Creatures that start their turn in the wine take 2d10 poison damage or half damage on a successful dc 14 constitution saving throw.

### 5. FAY DEAL (TONGUE)

A whispering voice echos from a tiny hole in the floor of the cave. If a creature leans in to listen they hear a bubbling voice say "Silver tongued traveler will you trade me your words for the tongue of claw and fang." If a creature makes the trade they lose one language of their choice and gain the ability to cast speak with beasts at will (limit 1)

### 6. FEY CROSSING GUARD

Ono a satyr arch druid guards a crevice in the cavern that leads to the feywild. He starts combat with foresight and stoneskin cast on himself. He will refuse intruders access to the feywild and threaten to seal it if they do not leave. On his turn in combat in addition to his normal actions he will cast a spell creating 1 rune around the feywild portal if he can see it. Once there are 6 runes the portal is sealed shut.

### 7. FEY PORTAL

The gleaming feywild portal flashes with hues of gold and earthy brown and green. Stepping through it transports a creature to the Clearwater Plains in the fey wild. A land of golden grass fields as far as the eye can see with a majestic snow capped mountain range to the west. Unclaimed land with fertile soil bathed in the unending light of dawn.