

LEVEL 1 ADVENTURE MODULE

FIFTH EDITION FANTASY #2

THE FEY SISTERS' FATE



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FIFTH EDITION FANTASY

#2: THE FEY SISTERS' FATE

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The *Fey Sisters' Fate* is an adventure designed for use with the 5th edition of the first fantasy roleplaying game. It is intended for 4-6 1st level characters (the heroes) and can be completed in a single session. Depending on the number of characters, they will gain at least one and possibly two levels by the end of the adventure. A balance of the four core

classes (fighter, wizard, rogue, and cleric) is suggested to overcome the variety of challenges presented during the course of the adventure. The adventure begins in a rustic wilderness town, and sends the heroes on a journey along a river through a nearby forest. The adventure can easily be placed in the GM's own campaign setting with minimal effort.

BACKGROUND

Far to the north, a mysterious overlord has his eyes set on the fertile southern lands in and around the Briarwood Forest. But the forest is under the watchful eyes of two hamadryad sisters, and their allies. The overlord has sent a disgraced frogfolk (an evil, bipedal, frog-like humanoid) shaman, Gruuak, and a band of frogfolk warriors into the forest to wrench control away from the fey sisters. But the impatient shaman, still fuming from his demotion and wretched assignment, led his war band in a brash frontal assault against one of the fey sisters. Although the fey sister Corelei was eventually defeated, the shaman lost over half of his warriors.

Gruuak wisely decided to slow his assault before taking on the other fey sister, whose majestic willow tree was situated along the Silver Mist Run, a few miles to the south. He liked the defensive position of the dead hamadryad's tree and ordered his warriors to fortify it. Crude platforms were erected in the dying branches of the oak tree, and the frogfolk settled for a long-term stay. Meanwhile, the shaman discovered a small network of earthen tunnels near the tree and made his lair in one of the chambers. There, he plotted his next move, imploring his dark god for advice.

Eventually, he struck upon a plan. Using captured goblins and an unlikely alliance with an ogre runt, the frogfolk began construction of a massive log and mud dam across the Silver Mist Run. By disrupting the flow of the river, the shaman hopes to create a marshy area that favors his frogfolk troops. In addition, since the hamadryad is mystically bound to her tree, she will slowly die of dehydration. But this fey sister, Lorelei, has not sat idly by while the frogfolk work.

Lorelei is aware something unspeakable has befallen her sister, from her mystical bond and according to information from the local fauna and flora. Shortly after, goblins from the east have come to the Briarwood to investigate the recent frogfolk activity. Lorelei *charmed* the leader of

one of the bands, and sent them upstream to investigate. The goblins clashed with the frogfolk and many were slain or captured (and put to work on the dam, much to the delight of the frogfolk). The goblin leader returned to the fey sister with only a few remaining goblin warriors. Disappointed at their inability to defeat the frogfolk, Lorelei realized she needed more capable troops to wage her war on them. She commanded the *charmed* goblin boss to lead his goblinoids on an attack against the human town of Bur Hollow. Being a goblin, and interested in plundering pathetic humans, he did not see this as an unreasonable request. All the while, the mighty Silver Mist Run continues to slow, and Lorelei begins to show the effects of illness and dehydration.

That attack did not go well (as Lorelei expected) and the goblins were wiped out. But as expected, the humans sent a troop of townsfolk to investigate, and Lorelei was sure the goblins left plenty of clues to easily find her glade. The town guard was led by the charismatic Melina Alousi, and that spelled doom for the humans. It was an easy task for Lorelei to *charm* Melina and send her north to combat the frogfolk, with her obedient troops in tow. Melina insisted on leaving a few guards at the glade to keep watch over her new "friend." But that was nearly a week ago, and they have not returned. Lorelei is running out of time.

In a last-ditch effort, Lorelei sends a *charmed* guard back to Bur Hollow, in the hope that more help will be sent.

OVERVIEW

Assuming the heroes accept the challenge to investigate the situation in the Briarwood, they find many clues (purposely left by *charmed* guards) leading to Lorelei's glade. The hamadryad is succumbing to the effects of dehydration at this point, and is defended by the townsfolk guards while she rests. Once the heroes defeat the townsfolk (hopefully using nonlethal methods), Lorelei

THE BRIARWOOD

The Briarwood is a temperate hardwood forest composed of maple, oak, and hickory trees. It boasts an impressive undergrowth story, mostly of shrubs adorned with thorns, briars, and burs. Travel off established paths is slow and can be painful. Even a variety of oak, the oakthorn, sports six-inch-long spines on its trunk to dissuade herbivores from grazing on its tender leaves. Many of these shrubs bear a bounty of berries at various times throughout the growing season. These blueberries, blackberries, redberries, and briarberries are actively collected by residents of Bur Hollow to supplement their diet. Briarberry pie is a local favorite, and hard to resist by travelling Halflings.

BUR HOLLOW

The sleepy rustic town of Bur Hollow is home to about 250 hardy folk. The residents are primarily farmers, but harvest berries, game, and lumber from the Briarwood for sustenance. Situated about a day's march from larger villages to the east and west, it is a popular stopover location for travelers and caravans. A small inn, the *Broken Axle*, caters to travelers with hearty meals and humble accommodations. Simple weapons and common adventuring gear are available for purchase (or trade) at the local trading post, at the GM's discretion.

admits her subterfuge, and divulges where she sent Melina and the other townsfolk. She begs the heroes to find them, and restore the Silver Mist Run to its original flow.

A well-used path winds along the river. En route, the heroes encounter a newly hatched clutch of giant mosquitoes, a band of naiads (river sprites) in need of aid, and a sticky situation with some giant frogs. Finally they arrive at a recently constructed dam, composed of logs and mud. Several frogfolk oversee several human slaves toil at expanding the dam. After defeating the frogfolk, including a repulsive taskmaster and an ogre runt, the heroes free Melina and the remaining few guards from Bur Hollow. But Melina blindly wants justice against the frogfolk leader, and desires to recover her magic rapier, a family heirloom. She orders the townsfolk to destroy the dam, before sending them back to Bur Hollow. Meanwhile, she accompanies the heroes to the frogfolk lair.


The remaining frogfolk are stationed in the dead tree that once belonged to the other fey sister, the hamadryad Corelei. The heroes face a pitched battle with numerous frogfolk on the platforms concealed in the branches of the massive oak tree. After discovering a concealed system of underground tunnels near the tree, the heroes confront the despicable frogfolk shaman and his undead troops.

ADVENTURE HOOK

It's up to the GM to decide how the heroes arrived at the town of Bur Hollow. They could be local residents (this works well, if beginning a new campaign), or they could be passing through en route to another location. Perhaps the GM can weave one of the player backgrounds into the reason they are in Bur Hollow, or one of the heroes could have an association with Melina.

Quest: Investigate the Missing Town Guard. Shortly after the heroes arrive in town, they are approached by the mayor, Patric Cullen. He recounts the goblin attack, and Melina's impassioned quest to find the source of goblins and bring them to justice. He offers to pay each hero 20 gp to investigate the disappearance of the town guard and Melina, a locally adored resident.

BEGINNING THE ADVENTURE

he adventure begins in the town of Bur Hollow. The heroes are approached by the mayor, Patric Cullen, with a desperate plea for assistance. You can simply read the text below, or roleplay the scene as a social interaction, as you prefer.

A middle-aged man with salt-and-pepper thinning hair bails your band as you go about your business in town. He is followed by a trio of others constantly whispering and sizing up your group. His fine outfit, gilded with silver thread embroidery, and well-groomed appearance lead you to believe he is a person of importance.

“Well met, my friends! I would say it is a fine day indeed, if not for the dark times that have befallen our simple community. By now, I’m sure you have heard the tales of despicable goblins boldly attacking our town but a week ago,” he blandly states, searching your faces for approval to continue.

“Aye, the brave captain of the guard quickly rallied her best men, and sent those vile humanoids scurrying back to their dark holes in the ground. The ones that never escaped will give back to the land, buried at the edge of Briarwood.” He pauses again waiting for a reaction.

“But against my better judgment, the captain of the guard gathered a troop of 12 of her finest warriors and departed town to follow the goblins that fled. She hoped to find their camp or lair, and put them all to the sword. But that was almost a week ago, and we have not heard word from her or any of her troops. That is, until last night.” With a dramatic pause, he gauges your interest in his tale.

“Late last night, one of the guards returned. Although not wounded, he was disbeveled, exhausted, and starving. He has been tended to and rests comfortably following his ordeal. He rambled on and on about the goblins and their hidden camp, located just north of the road across Fodor’s Ford a few hours outside of town,” he explains.

“We are but simple folk, and have few trained warriors to spare. I beg you, please find this camp of goblins, and ascertain the fate of our beloved captain of the guard and her dedicated troops. We have limited resources, but I’m willing to empty the town’s coffers for an end to this situation and news regarding our missing folk.” He trails off and begins to confer with his advisors.

The town can offer a maximum of 20 gp per hero to investigate the missing townsfolk. If the heroes agree to take less (or no money) the GM should consider giving them a small experience point award. The mayor can provide a rough sketch map of the region and can provide a 50 gp line of credit at the local trading post in

case the heroes need to outfit themselves. Assuming the heroes accept the quest described by the mayor, proceed below.

Fodor’s Ford is about two miles east of Bur Hollow, along a well-maintained road. Travel is easy, and the heroes don’t have any encounters. When they arrive at the ford, they immediately notice the water level is unusually low. The river typically varies from 50 feet to 200 feet wide along its course. But now, it’s barely 10 feet wide and very turbid. On the opposite bank, a well-used trail can be located heading north into the forest. It’s easy to find because Lorelei ordered her guards to trample a path so others from the town could find it. A DC 15 Wisdom (Survival) check reveals that the path has numerous human tracks, but no goblin tracks. The trail leads to area 1.

GENERAL FEATURES

Consult the sidebar for details on the Briarwood.

Light: Unless the heroes decide to travel at night, assume it is a bright sunny summer day.

Weather: Unless the GM wishes to complicate the heroes’ journey, assume the weather is clear and temperatures are comfortable, if a bit warm.

Forest: Movement off the road or established trails is considered difficult terrain due to the numerous briar patches.

AREA 1—THE WEEPING WILLOW: *The trail ends at a clearing perhaps 100 feet in diameter, with the west side abutting the river bank. This glade was once perhaps an idyllic setting, but a saddened pall envelops the place now. The once lush grass is trodden, and the clear crisp river waters are now but a muddy trickle flanked by exposed mud flats. The air is heavy with the scent of decay and swarms of annoying insects cloud your vision. Along the riverbank stands a once majestic willow tree, but its bark is now peeling and its leaves have turned dry and brown, despite the fact it is the peak of summer in the region. Resting in a lower bough of the tree is the slumbering delicate form of an elven-like maiden. She wears a flowing dress that barely conceals the curves of her body. Her skin appears dried and ashen, with wrinkles of sadness etched on the surface. Movement to the right startles your band, as three human warriors exit the underbrush, brandishing drawn weapons.*

The **three humans** are Bur Hollow town guards,

charmed by Lorelei and under orders to protect her. There are two males and one female, all adorned in ill-fitting leather armor and carrying an assortment of weapons. One carries a spear, one a quarterstaff, and the final guard carries a wooden shield (AC 13) and a short-sword. All three move to intercept the heroes before they reach **Lorelei**, the slumbering **hamadryad** in the willow tree. Although they will interact with the heroes, it doesn't take much provocation to get them to attack. A hero can attempt a DC 15 Wisdom (Insight) check to determine that the *charmed* guards are not acting on their own accord.

Hopefully, the heroes will employ nonlethal blows or spells (*sleep*) to incapacitate the guards. A player merely needs to state he is not attacking to kill to use the flat of his blade or weapon. When reduced to 0 hit points, the target is knocked out instead of killed.

The slumbering elven maid is Lorelei, a hamadryad and, along with her sister, protector of the Briarwood. Lorelei is dying a slow death, because the mystical bond with her sister was recently broken (see area 4) and the reduced flow of the river is dehydrating her willow tree. If her tree dies (and it will in another week), Lorelei will die as well. The sickness has altered her appearance and shifted her personality as she suffers. Although she is a fey, even she can't resist these two dreadful events, orchestrated by the frogfolk shaman.

Lorelei will wake up from her sickness-induced stupor in a few rounds. At first she will assume the heroes are aggressive and seek to do her harm. She will not stop her guards from attacking, but at some point (GM's discretion) she will intervene by hailing the heroes. See Developments, below. If the heroes continue the attack, Lorelei responds by casting *sleep* or *charm person*, as appropriate. The former could disable an entire party of 1st-level heroes. If this occurs, they wake up bound and gagged along the roadside, assuming a few human guards are remaining to transport them.

Developments: If the heroes open up a dialogue with Lorelei, she is eager to converse. After all, she led the heroes to her glade. She admits to *charming* the goblin leader and sending his band upstream to restore the river. When they returned defeated, she understood the need for more powerful allies. Hence she sent the remaining goblins on a doomed attack on Bur Hollow to elicit a response. The forest could use a few less goblins anyway. When Melina and her troops arrived from Bur Hollow, it was an easy manner to *charm* the captain of the guard and have her do the hamadryad's bidding.

Melina insisted a few guards be left behind to watch over her new "friend." Melina and the rest traveled upstream, but they are yet to return.

She explains her desperate situation regarding the broken bond with her sister Corelei (assumed dead) and the lack of river water. She suspects she only has a few days before she and her tree both die. And that means the Briarwood will soon fall under the sway of the frogfolk that killed her sister and altered the river. If need be, she implies that whatever evil influence is behind the frogfolk aggression, Bur Hollow will soon feel its wrath as well. She begs the heroes to travel upstream, defeat the frogfolk, and restore the river to its original flow.

Quest: Restore the Silver Mist Run: The heroes have six days to restore the Silver Mist Run to its original flow, or else Lorelei will succumb to sickness and dehydration. Since the heroes' original quest was to investigate Melina and the missing guards, they should agree to do this task for the hamadryad. If the heroes accept this quest, Lorelei gives them three *potions of barkskin* before they depart. She recommends they follow the old lumber workers' path alongside the west side of the river.

Awarding Experience: If the heroes use lethal blows to defeat the *charmed* townsfolk, don't award any XP. If they use nonlethal blows, divide 60 XP among the characters.

CHARMED TOWN GUARDSMAN (3)

Medium humanoid (human), any alignment

Armor Class 11 (leather armor) or 13 (leather armor, shield)

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

ACTIONS

Weapon Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage (spear, two-handed), or 4 (1d6 + 1) piercing damage (short-sword), or 5 (1d8 + 1) bludgeoning damage (quarter-staff, two-handed).

LORELEI THE HAMADRYAD

Medium fey, chaotic good

Armor Class 16 (natural armor)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	11 (+0)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +5

Skills Animal Handling +5, Perception +5, Stealth +6, Persuasion +6

Damage Vulnerabilities cold iron weapons

Senses passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 1 (700 XP)

Innate Spellcasting. A hamadryad can innately cast the following spells using Wisdom as her spellcasting ability (spell save DC 14; +5 to hit with spell attacks) and requiring no material components:

- At will: *charm person*, *sleep*
- 1/day: *suggestion*

Sickness. Lorelei is afflicted with a sickness, and suffers disadvantage on all attack, saving throws, and skill checks.

Tree Dependent. A hamadryad is mystically bound to her tree, and can never stray more than 300 yards away from it. If she does, she gains the poisoned condition and will die in 4d6 hours.

Wild Empathy. A hamadryad can speak with animals and plants, and has advantage on all Wisdom (Animal Handling) checks.

ACTIONS

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Lorelei is a delicate elven maiden with long, flowing, brownish-red hair. Her once fine skin is ashen and etched with wrinkles and an ever-present frown. A dress covers the curves of her body.

AREA 2—THE OVERLAND JOURNEY:

Crossing back to the west side of the river, the old lumber trail can be easily located. It meanders north along the river bank, never straying more than 10 feet for so from the edge.

There are three encounter areas as the heroes traverse the banks of the Silver Mist Run.



AREA 2-A—PESKY PESTS: *Ahead, the trees part to reveal a sluggish bend in the once-mighty Silver Mist Run. The riverbed in this area widens to several hundred feet, and is now an exposed morass of mud flats dotted with small pools of stagnant water. The stench of organic decay is stronger here.*

The newly-formed mud-flat habitat is the perfect breeding ground for insects of all kinds, and the area is abuzz with insect activity. This includes a recently hatched clutch of monstrous giant mosquitoes the size of roundish gourds. Several of these giant insects have recently emerged from their aquatic larval stage as flying adults, seeking their first blood meal.

Six **giant mosquitoes** hunt this area looking for prey. They attack a few rounds after the heroes arrive. They choose targets at random, using their long proboscises to feed on blood. As one fills up on blood, its abdomen turns bright red. After becoming satiated (see below), a giant mosquito flies to the opposite side of the river to digest its blood meal.

Awarding Experience: Divide 150 XP among the characters if they defeat or drive away the giant mosquitoes.