

One with Nature

Introduction

This is a DND 5E oneshot module, designed for a **party of 4** around **LV5**. It is suited for both beginners and veterans and should provide a challenge for either of them.

Summary

The township of **Durham**, located just a mile south-east of the **Elwood Forest**, is in great distress. About a month ago it seems as though the nearby **forest has come alive**, and creatures made of wood and vines have been seen leaving the forest at night, destroying property and crops of Durham's surrounding settlements, even violently attacking cattle and people alike.

The **mayor of Durham**, a former knight named **Norman Garrat** and his council have sent out a plea, seeking adventurers and mercenaries to rid their town of this nightmare.

Why are creatures from Elwood Forest suddenly attacking the township? Is there more to these attacks than meets the eye? Adventure is calling!

Adventure Hooks

In a running campaign, you can guide the party towards this adventure by simply placing Durham on the path to their next destination. Alternatively, an informant (a barman, a newspaper, a traveling merchant, etc.) may also point them towards Durham by mentioning strange creatures that have been haunting the town recently.

Scene 1: A town in distress

Once the party enters Durham, they will be greeted by several of the town's guards handing out **leaflets** to any group of incoming travelers, offering a big reward, e.g. 1200gp, to any group who can rid Durham of its assailants, with instructions to **talk to the mayor's council** for further details.

They may further encounter guards carrying off **Twig Blights** and **Vine Blights** (see Monster Manual, pg. 32) in cages, scratching and whipping at the bars. If questioned, these guards will inform the party that these blights were caught destroying crops last night, and are carried off to the town's **botanist** for inspection. They will also notify the party of the reward and instruct them to talk to the mayor's council for more information.

Should the party decide to visit the botanist in search of information (a **halfling** by the name of **Perrin Wilbeck**, his laboratory can be found by asking the townspeople), they will find that he sadly has very little to offer them. His appearance is shabby, his hair unkempt, there are large bags under his eyes suggesting a severe lack of sleep. For this reason, he can barely focus on the conversation with the party and will sometimes drift off and ramble about his lack of findings.

By questioning Perrin (and with some patience for his mental state), the party will learn that the mayor has instructed him to find out how these plants have come to life and how to stop them at any cost, but he simply isn't qualified for this kind of research. Normally he only investigates healing properties of certain roots and plants.

If questioned further, Perrin will admit that the **mayor sounded quite desperate and threatened his business** if he didn't comply with this task. Fearing repercussions, Perrin accepted and has lost several night's worth of sleep since beginning his research without so much as a lead to go on. Conversely, in his desperation he might even **beg the party to head into the forest and investigate** the source of this phenomenon for him. If the players accept, they may each obtain one of **Wilbeck's Willow Extract** (a healing potion requiring an action to consume, restoring 2d8+2 HP upon consumption) from Perrin for their promise. (Note: Since he doesn't have time to spare to brew potions these are all the healing potions he currently has in store)

Durham is normally a quiet town. To the north of the town walls, farmers grow wheat, barley and hemp, as well as cattle which gets sold on the market place and exported elsewhere through traders docking in the harbor. It sits on top of a river that powers a handful of water mills, in which millers produce wheat and barley flour. A few taverns and general stores may also be found near the market place, as well as weavers who produce clothing from the grown hemp. Players looking for adventuring gear not found in the general store may be lucky in the town's armory instead, although the selection will be scarce.

Most of Durham's inhabitants are human, but half-orcs, halflings, and dwarves make up sizable minorities as well. When strolling across the market place, players may overhear conversations between vendors and customers regarding shortages as a result of a loss in crop and cattle due to the recent attacks. Some customers may lash out at the resulting raise in prices, while vendors will see no alternative if they wish to feed their families as well.





Scene 2: A meeting with the mayor

As the party arrives at the entrance of the walls surrounding **Town Hall**, guards will ask them to state their business, and showing them the leaflet or mentioning the offered reward will be enough for the guards to grant them access and lead them to the chamber in which **Durham's council** holds its meetings.

Inside, a meeting is in session and they will be introduced to a **half-orc named Duzrag**, representing the Farmer's Association, a **dwarf named Hadhod Hindsson** overseeing commerce and business throughout the township, and a **human woman named Isabel Meraud** who arrived with a convoy sent by the noble family of the nation's capital that appointed Durham's mayor. Finally, they are introduced to the **human mayor Norman Garrat** himself.

Norman Garrat is a flustered but stubborn man, aged in his mid-60s. He used to be a knight which earned him enough renown to be appointed mayor of Durham by a noble family as a way of retiring. Knights in this country take a vow of abstinence, and so he never married (this can be picked up in the town gossip as well).

Players might further notice that he has very old-fashioned views, is a bit misogynistic, and isn't particularly fond of spellcasters. Not that he would outright badmouth them, but he may dismiss their statements or direct his focus to the martial classes within the party when talking to them. Should the party choose to take on the quest, he will nonetheless accept help from anyone regardless of gender and class.

In the meeting, Duzrag and Hadhod will stress the **economic consequences** that these recent attacks have had on Durham's production of goods, that the prospect of food shortages and widespread poverty is making the town's residents anxious and could even cause many of them to move elsewhere if nothing is done. Isabel is here to notify Norman that the noble family overseeing his governing position **may remove him from his post** if he cannot present a strategy to resolve the issue. She may even set a **deadline** of 1-2 days.

Norman clearly seems **relieved** to see our party enter the chamber and will brief them on the situation: **Elwood Forest has never given them any trouble**, in fact it has proven to be a great source of wood for the local community. No sightings of plants that seemed "alive" had ever been reported until a month ago, when they were suddenly **seen leaving the forest to damage property & crops and attack cattle & farmers** north of Durham at night. The town guard had been sent into the forest to investigate the source of these creatures, but they ran away in fear, stating they heard **voices coming from the trees**, and felt like **they were being watched** every step of their expedition. 1200gp and a free selection of the town's armory are offered if the group can resolve this matter. Naturally all expenses regarding food and accommodation in Durham will be covered as well.

If they agree, Norman will **shake the hands of the male party members**, and **pull them aside** to tell them that he already "knows" the source of these problems. There is a **"devious witch"** living in a shack at the entrance of the forest, and **"no doubt she wants to bring chaos and death to all that is good and proper. Kill her, or this will never stop!"**

In conversations with townspeople, at a town inn, or when asking the council members, the party can hear stories about how these creatures have affected Durham, e.g.:

"Farmer Cragbow's been hit the hardest if ya ask me. Woke up a week ago, found all his chickens torn apart. All 25 of 'em. Can't produce no eggs no more now, how do you expect him to make a living? Poor man's 85!"

"I'm tellin' ya, they even creep into yer homes! One of the hemp farmers told me the other day, he woke up to the sound of glass shatterin'. Ran to find what it was, and ya wouldn't believe it! He caught one of them vine things in the crib o' his young 'un! Barely managed to pull it off before it choked the poor thing to death!"

"Whole patches of crop fields, dead. Those things set their roots in there and the whole soil's gone bad. Never thought I'd live to see the day, plants killing plants!"

etc.



Scene 3: Witch hunt!

Norman has instructed the party to **"kill the witch"**, and so far this is the only lead they have. It isn't hard to miss, as the hut in question is just a few hundred feet from the entrance of the forest, with instructions from Norman it can't be missed. In terms of **battle maps** I recommend using this map found on reddit: [Witch hut in the forest](#)

On the walk up to the hut, players can spot several wooden signs saying things like **"Keep out!"**, **"Force will be met with force!"**. Scattered in a **30ft radius** around the hut are **"Shriekers"** (see Monster Manual pg. 138), each of them about 15ft apart with some modifications: they react to **creatures within 5ft** of them and their shrieks can be heard within a 50ft radius. They can be pre-emptively destroyed with **ranged attacks** or circumvented by maintaining >5ft distance to them and they only have **5HP each**. They can be spotted with a **DC13 Perception** check, and identified with a **DC15 Nature** check. If one of the party members steps within 5ft of one of the fungi, they **emit a loud continuous screech**, alerting anyone within 50ft of their presence, until the fungi are destroyed or "turned off" by their owner.

The hut is structured into 3 rooms, a storage room on the left, a main alchemy and living room in the center (connecting to the entrance door) and a bedroom on the right. The main room further has a hatch leading down to a basement underneath the hut. All rooms have windows, although all the curtains in the bed- & storage rooms are pulled closed.

The storage room contains pouches filled with roots, dried herbs, fungi (seemingly) pickled in jars and regular ingredients used for cooking.

In the main room, we have an alchemy table filled with ground powders, herbs and fungi, potions, notes and a journal. In a shelf on the wall one may find several books on herbology, alchemy and enchantments as well as tools used in alchemy. Further there's a cooking spot over a fireplace currently cooking a (potato) soup and a dinner table.

The bedroom only has 2 beds and chests filled with robes and clothes.

Residing within the hut is in fact not a "witch" as Norman would put it, but a **female wood elf druid called Faylen Qileth** (see appendix). She is of short stature, and dressed in a dark green robe and pointed hat. In her servitude she has a **"Root Golem"** (see appendix), a magically created creature formed from vines and roots which only listens to its creator's (her) commands. As the party members are approaching the hut, Faylen will be working in the **storage room** and the Root Golem will be in the otherwise empty **basement** of the hut. Party members will not be able to make out either of them from the outside, as all the curtains of the storage room windows are closed.

If any of the **Shriekers** are triggered, or the door of the hut is opened failing a **DC15 Stealth** check, Faylen will **wildshape into a mouse**, hiding between the crates in the storage room, and the **Root Golem will be activated**, climbing out of the basement, **searching for and attacking the party on sight**. Fighting can be avoided if the party openly says that they **don't want to fight** in a way that either Faylen herself or the Root Golem can hear. In such an event, the Root Golem will **"deactivate"** and Faylen will hesitantly show herself to the party to ask them why they have come here.

Combat tactics

Faylen will try to **avoid fighting** altogether unless directly attacked by one of the party members. Instead, she will hide out in her mouse form and observe until either the party or Root Golem are **destroyed**, or the Root Golem goes **berserk inside the hut**. In the latter case, she will turn back into an elf and attempt to **calm the golem** while begging the party to put away their weapons. If the golem dies, she will also try to seek a **ceasefire**.

The **golem**, unless otherwise instructed by Faylen, will **fight to the death**. It feels no pain and will fight the entire party at once. While it may prefer to attack party members closest to it, it is not intelligent enough to focus on one member at a time and will often **switch from one target to another**.

This is designed to be a **MEDIUM** combat encounter.

Talking it out

If the party managed to avoid fighting Faylen she will want to **question** them about their intentions. Likewise, the party may question Faylen about what she does, trying to determine if there is truth to Norman's claims. Faylen's (true!) motives are listed in the box on the next page, and she will try to be as honest with the party as possible. Whether they believe her or not is up to them.

The conversation may end in either an **alliance** between Faylen and the party, or another **combat** in which **Faylen will try to escape** e.g. by wildshaping into a raven.

If the party decided to kill Faylen at any point before hearing her out, they may also find everything stated in the box on the next page in her **journal** on the alchemy desk, including **directions** on where she suspects the source of the plants, **but the journal will say nothing about her common past with Norman**.



Faylen is wary of strangers. In the past 2 weeks, several assassins have been sent out to try and kill her, and it was only thanks to her Root Golem that she was able to fend them off. She then planted the Shriekers as an alarm system around her hut to protect herself. She doesn't even know why people are after her head.

Faylen is not responsible for the recent happenings in Elwood Forest. Quite the opposite, as a druid she is trying to look after the forest and all its inhabitants. Plants coming alive is also new to her and she fears that some kind of sickness has befallen the forest - she wants to do anything in her power to find out its origin. But as a poor fighter, she hasn't been able to make her way deep enough into the forest to locate it. Curiously she did notice that these plant creatures seem to leave her hut alone however. Encounters she had in the forest also didn't seem out to kill her, just drive her away.

As a hermit, she is unaware of political changes in the nearby towns. If the party mentions Norman Garrat, Faylen will explain their common history: 30 years ago, Norman fled into the forest, wounded, following an ambush set by local bandits. He stabbed the bandit captain in the heart before stumbling into her hut. She tended to his wounds and they fell in love and had a short affair. Norman asked her to work as a chamber maid at the King's Court so they might continue their affair, which she refused. She explained that she was the druid of this forest, to which he exploded "Cursed be you, foul witch! No doubt your spell is what seduced me and made me break my knight's vows!" and stormed off. She suspects he has held this grudge for breaking his vows all these years, and now he is in a position of power with enough reason to send assassins after her.

If they **captured Faylen**, or killed her and secured her body, and are **convinced that she is responsible** for the awakened plants, they may choose to **bring her back to Durham** as proof. Mayor Garrat will order guards to inspect the blights at **Perrin Wilbeck's** laboratory, and upon finding that they are still alive and acting viciously - conclude that the **true root of the problem is still out there**, and their quest has not been fulfilled.

Following their conversation, the party may choose to form an **alliance with Faylen**. She may even offer it herself if the party seems trustworthy. In the case of an alliance, Faylen will **offer to come along as they move towards her suspected point of origin**. If her **golem** still has **more than 40HP**, she will offer to take it along as well, otherwise she will decide to **leave it at the hut** to repair it later, lest it might go berserk (again).

If the party **killed Faylen**, or let her escape, and **destroyed the journal** as well (e.g. by setting the hut on fire during combat), then their only option to find the true origin is to **track it themselves**. More on this in the next scene.



Scene 4: Into the woods

By now the party should have concluded that there is still more to this crisis than meets the eye and **head into the woods to find out the source** of the problem.

If Faylen joined the party, or if they found her journal then the party will reliably find their way through the woods **up to the point where Faylen had to abandon her search** due to the danger of vicious plant enemies.

Enemies might only **leave** the forest at night, but within the forest they are **roaming and active any time of day**. The party should have **2 MEDIUM** encounters, or **1 MEDIUM** and **1 HARD** encounter on their way there. Any forest battle maps, found on /r/dndmaps for example, can be used here.

Combat encounters in the forest:

Medium

- 2 Awakened Trees (MM pg. 317), 1 Myconid Sovereign, 1 Myconid Adult (both MM pg. 232)
- 2 Myconid Sovereigns, 2 Quaggonith Spore Servants (MM pg. 231)
- 2 Vegepygmy Chiefs, 2 Thornys (both VG pg. 197)
- 1 Wood Woad (VG pg. 198), 1 Awakened Tree, 2 Vine Blights (MM pg. 32)

Hard

- 1 Wood Woad, 2 Vegepygmy Chiefs
- 1 Corpse Flower (MToF pg. 127), nerfed to make only 2 Tentacle Attacks per round and the DC for all CO N saves is reduced to 12

Tracking the source

With **Faylen or her journal's** help they can make it within **1 mile of the source**, otherwise they will have to start tracking it down from her hut (**3 miles from the source**). Either way, the party will have to find the origin in some way. There are several ways the party can go about tracking down the origin of the problem.

- If players are **unsure how to begin**, Faylen herself or her journal might give them a hint that these creatures all **originate from one point**. If they can **track where they come from**, they can find the source of the problem

- The most direct way is to **investigate the tracks of plant monsters**, these are very distinct compared to the tracks of regular wildlife found in the forest. Vine creatures drag their vines behind them, leaving distinctive marks in the forest floor. The corpse flower leaves a long-lasting, horrid stench wherever it goes, allowing for tracking via animal companions or a wildshaped Faylen for example. Vegepygmys scatter spores, which leave a notable residue. A **DC 13 Perception** or **Investigation** check finds tracks of plant monsters. A **DC16 Survival** check reveals the direction this creature was coming from. If Faylen is with the group, they have **advantage on Survival and Nature** checks since she knows these woods well.
- When going in the right direction, a **DC18 Perception** check may allow them to notice that **some of the trees have eyes**. They are all **facing away from a single point** somewhere in the heart of these woods - the origin, and notify whatever is controlling them that intruders are approaching. Within 1 mile of the origin, the trees start to **form a full humanoid face**, and may even **become aggressive**, e.g. by screaming in a high-pitched voice: **"OUT OF MY FOREST, SCUM OF FLESH AND BONE"** at the party. ****Animals**** in the forest **avoid the origin point** completely. If the party decides to speak with them (e.g. by using Speak With Animals) they can point them in the right direction. They might also encounter a group of animals running away from a certain direction, possibly being startled by plant creatures coming from the origin. If stuck, **Faylen knows Speak With Animals** as a 1st level spell and can support them.
- There are certainly plenty more ways to find the source, so feel free to **let your players be creative** and figure out a different solution!

A light at the end of the trail

Eventually the party will see they're only a couple hundred feet away from a **distinctive clearing in the forest** (the point of origin), at which point they will be attacked by a **"Shambling Mound"** (MM pg. 270) and a **"Dryad"** (MM pg. 121, but with doubled HP, i.e. 44HP), designed to be a **MEDIUM/HARD** encounter. The **Dryad is intelligent** and will try to charm party members, keep her distance and stay out of harm's way (e.g. by using Barkskin), whereas the **Shambling Mound will rampagingly attack** anything in sight and fight to the death. Should the Shambling Mound die first, then the **Dryad will try to flee** and possibly try to attack them **later during the encounter at the clearing**.



Scene 5: Putting an end to the nightmare

The **party arrives at the clearing**. For an encounter map, I would recommend: [Great Tree Clearing](#).

In the center of the clearing is an **enormous tree**, 10ft in diameter and too high to make out its highest point through its crown. **Sitting before it** is what appears to be a **woman whose body is almost entirely covered in leaves, bark, vines and roots**. She is a **Dryad Queen** and the party recognizes that this is the lady whose face they have previously seen in some of the trees, ordering them to leave.

She will begin by questioning who they are and why they entered her forest, "**slaughtering her precious children**". See the box below for more information about the Dryad Queen.

Two souls fighting for dominance

As mentioned in the box below, the **Dryad Queen is (partially) possessed by the angry ghost of the human bandit captain Elridge Custerforth**. Because of this, it is not always clear **which of them is talking** in the conversation with the party. Elridge is bound to his ghost form since he has **unfinished business with Norman**, and so if the mayor's name gets mentioned he will lash out in anger: "**The bastard has to pay for what he's done!!**", but has no intention of revealing their shared history while disguised as the Dryad Queen.

Otherwise it will be the Dryad Queen speaking, although her **personality will still be struggling** with the negative effects of the possession. **One moment, she might be calm**, doubting if she has gone down a wrong path in her thirst for destruction, while **the next moment her anger might resurface** and she will lash out at the party, or even initiate combat herself.

Either way, unless the party pre-emptively **finds out that the Dryad Queen is possessed** (which neither the Queen nor Elridge will outright say, at most the Queen might mumble to herself "That damned human messing with my head!") and **dispels the ghost** in some way, eventually **combat will be triggered**, either by the party or the Queen herself.

The Dryad Queen

A leader of all the Dryads, a Wild Fey and not a member of any of the Fey courts. She was bound to the Great Tree by the Queen Of Air and Darkness, and has since made it her duty to protect Elwood Forest and all its inhabitants. Peacefully, she silently watched over it, hidden in the trees and shrubs. While she may not approve of trees being felled by nearby towns, she has refrained from acting on it as long as the wellbeing of the forest was not in danger.

That changed a month ago. The ghost of a human bandit captain by the name of Elridge Custerforth, bound to this forest as the place where he was slain by Norman 30 years ago, found her asleep in her Great Tree, and successfully possessed her.

For Elridge's motives, refer to his box on the next page.

But possessing a Wild Fey is not as easy as a normal humanoid, and so Elridge does not have complete control over the body yet. Instead, he has only managed to amplify the Queen's negative thoughts towards humans, causing her to create nightmarish creatures that aim to drive away any nearby human settlements through violence and destruction in order to protect Elwood Forest. She does not think badly of all people however, Faylen for example has proven herself as a protector of the forest, and so the Queen has refrained from attacking her hut.

Combat Tactics

The moment combat is triggered, the Queen summons **4 Awakened Trees** to her aid. If the **Dryad from the previous battle** is still alive, it will also reappear here. The full encounter is meant to be **HARD/DEADLY**, but the party should realize that it is **the Queen who commands these minions**, and bringing her to OHP will **put an end to her creatures** as well. Indeed, if she



drops to 0HP or **Elridge is driven out** beforehand, all plant minions **return to their inanimate states**, and the **Dryads will settle down** as well.

The **Queen** (see appendix) will make plenty of use of her **Tree Stride** and **magic**, in order to attack the party from all sides. She will try to use her **Fey Charm on Faylen**, seeing her as an ally that needs to be brought onto her side.

An exorcism by force

Whether they have realized the possession or not, **combat is one way to drive out Elridge** from the Queen. When the Queen goes down to 0HP, she will start making **death saving rolls** just like a PC would, and **the ghost of Elridge will appear** in the next unoccupied space, 5ft away from her body.

Alternatively, from Elridge's comments about hating Norman, the players may suspect some kind of **connection to Norman's battle 30 years ago** in this forest. If it came up, Faylen mentioned that **Norman slew a bandit captain by stabbing him in the heart** before making his way to her hut. **Elridge still carries a trauma** from that fatal wound, and if any player decides to **stab (or pierce) the Queen in the heart**, it will **drive out Elridge** in the middle of battle.

Once Elridge is driven out, the Queen's **minions settle down** and turn back into inanimate plants. The **final battle** occurs between the party and the **ghost of Elridge Custerforth**. If the Queen has more than 0HP, she will **join the party** in battling the ghost.

Setting things right

Once she drops to 0HP, the Queen will make **death saving rolls**. It is at this point that **2 more Dryads will appear from nearby trees** and rush to the aid of their dying ruler. They will not use their Fey Charm or attack the party, but instead **beg them** (in Elvish and through gestures) **to come to their aid and stabilize their Queen**.

Once Elridge is driven out, he will **attack the party and fight to the death**. He uses the stats of a **Ghost** (see MM pg. 147). It is at this point that on his turn, he will **speak freely and curse out Norman** with every breath. Players will hear further proof of his being the mentioned bandit captain 30 years ago.

When Elridge drops to 0HP, the **nightmare is over**.

Elridge Custerforth

The captain of a group of bandits that had its hideout in Elwood Forest 30 years ago. A group of knights, including Norman, was dispatched by the King to clear these lands of any bandits roaming around. Elridge had previously raided an envoy and intercepted a message about this group of knights, so he set up an ambush for them.

The battle was bloody, and although many of the knights were slain in the process, they still achieved victory over the bandits. Norman, the last surviving knight that day, struck down Elridge by putting his blade through his heart, and the few remaining bandits fled. Heavily wounded, Norman dragged himself to the nearest hut, while Elridge swore that he would get his revenge, even in death.

He lost track of Norman for 30 years until he discovered that he had been made mayor of Durham, upon which he plotted to possess someone powerful enough so he could kill Norman. To his dismay, the Dryad Queen proved to be too powerful and he could never quite obtain full control over her.

A grateful Queen

If the Queen died, this will be the end of this forest adventure. Players will **head back to Durham** to inform the mayor and his council that the plant creatures will **bother them no more**. Of course it is up to them how much they want to explain about their adventure, whether they want to mention **Norman's past with Faylen and Elridge**, the existence of the **Dryad Queen**, etc. However, if they explain the situation to Norman **he will admit that he was misguided in his crusade against Faylen** and promise to leave her in peace from now on.

If the Queen survived, she will be **grateful** to the party for driving out the ghost who possessed her. She will **find back to her peaceful nature** and promise that she will **not cause harm to the nearby towns** again. In fact, she will use her powers to grant the harmed farmers an unusually **fruitful harvest to make up for the losses** she has caused.



Appendix: Special stat blocks

FAYLEN QILETH

Medium humanoid (Wood Elf), lawful good

Armor Class 11 (16 with *barkskin*)

Hit Points 52 (8d8 + 16)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	15 (+2)	12 (+1)	17 (+3)	11 (+0)

Skills Medicine +5, Nature +3, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish

Challenge 3 (700 XP)

Spellcasting. Faylen is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*
1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

3rd level (2 slots): *call lightning*, *plant growth*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with *shillelagh* or if wielded with two hands.

ROOT GOLEM

Medium construct, neutral

Armor Class 12

Hit Points 115 (12d8+61)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Vulnerabilities fire

Damage Immunities acid, lightning, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands the language of its creator but cannot speak

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 5 or 6, the golem goes berserk. On each of its turns while berserk, the golem makes three attacks, one Slam attack and two Vine attacks, lashing out at any creature in sight. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The golem makes two attacks, one vine attack and one slam attack.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Vine. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 14 (2d8 + 5) poison damage.



DRYAD QUEEN

Large fey, neutral

Armor Class 14 (18 with *barkskin*)

Hit Points 65 (10d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	15 (+2)	18 (+4)	22 (+6)

Skills Perception +7, Stealth +6

Senses darkvision 60 ft., passive Perception 17

Languages Elvish, Sylvan

Challenge 5 (1,800 XP)

Innate Spellcasting. The dryad queen's innate spellcasting ability is Charisma (spell save DC 15, +9 to hit with spell attacks). The dryad queen can innately cast the following spells, requiring no components.

At will: *druidcraft*, *goodberry*

3/day: *entangle*, *shillelagh*, *thorn whip*

1/day: *barkskin*, *dispel magic*, *pass without trace*, *plant growth*, *spike growth*

Magic Resistance. The dryad queen has advantage on saving throws against spells and other magical effects.

Tree Stride. Once on each of its turns, the dryad queen can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Speak with Beasts and Plants. The dryad queen can communicate with plants and beasts as if they shared a language.

ACTIONS

Multiattack. The dryad queen makes two attacks with her club.

Greatclub. Melee Weapon Attack: +5 to hit (+9 to hit with shillelagh), reach 5 ft., one target. Hit: 11 (2d8 + 2) bludgeoning damage.

Fey Charm. The dryad queen targets one humanoid or beast she can see within 30 ft. of her. If the target can see the dryad queen, it must make a DC 15 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad queen as a trusted friend to be heeded and protected. Although the target isn't under the dryad queen's control, it takes the dryad queen's requests or actions in the most favorable way it can. Each time the dryad queen or its allies do something harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours, or until the dryad queen dies, is on a different plane of existence than the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad queen's Fey Charm for the next 24 hours. The dryad queen can have no more than one humanoid and up to three beasts charmed at the same time.

