

LOST IN THE DURGEON WOOD

Victoria Koops

A 5e D&D Compatible One-Shot
Written by Victoria Koops

STEP INTO DURGEON'S KEEP

and explore the fantasy sights, sounds, and settings featured in Victoria Koops' debut novel, *Who We Are in Real Life*. This introductory adventure is designed for both experienced and newly curious players of *Dungeons & Dragons*, and allows readers to immerse themselves in the novel's table-top role-playing game (TTRPG) world, alongside familiar and brand new characters.

USING THIS RESOURCE

This guide can be used by experienced Dungeon Masters (DMs) as inspiration or supplemental material for their own TTRPG or as a step-by-step guide for new DMs.

All you need to play this adventure has been included in this bundle—you will find pre-made character sheets (click the character name to download), stat blocks, and maps in the EXTRA MATERIALS at the back of the PDF—but the following resources will improve your experience:

- The *D&D 5e Players Handbook* and the *D&D 5e Dungeon Master's Guide*
- A d20 dice set or dice app
- Pencils and paper
- This [ambient playlist](#) to accompany the gameplay
- And most importantly, at least three other friends to play along with you!

Once you've read through the adventure, feel free to make changes as needed. Use what you like, ignore what you don't. This is your story now!

And most importantly, have fun!

LET THE ADVENTURE BEGIN

Celebrations in the isolated city of Durgeon's Keep go late into the night, with everyone—from devout, All Father worshippers to rowdy, young nobles—crowding the streets. Candles, torches, lanterns, and brazier fires light the windows and open doors of the shops and homes closest to St. Oswin's Tower, as is the custom on Hearth Day. Children play with sparklers, their shrieks jumping above the sound of flutes in the city square.

Dotting the cobbled square, dozens of carefully stacked piles of wood await the match, and at midnight, when the church bells announce the arrival of St. Oswin's Day, the bonfires will ignite.

The Players find themselves next to a vendor's stall, the spicy smell of cardamom rolls drawing them and others close.

Allow players the opportunity to purchase a roll or roasted almonds from the stall. See prices below. Prompt any who do to introduce their Player Character (PC).

Baker's Stall Price List

Cardamom Roll.....	3 CP
Roasted Almonds.....	2 CP
Warmed Mead.....	5 CP
Ale.....	1 CP

If players do not purchase anything from the Baker's stall, they will soon have the opportunity to introduce their characters.

THE Mother, THE Maiden, AND THE Crone

An elderly woman, with a healer's apron and gnarled hands stained with ink and crushed herbs, along with a younger woman, her hair braided in a crown, slide wreaths of blackwood branches, dried fruits, and pink flowers around the necks of all the PCs.

Read the following NPC dialogue.

"For protection, dear ones. May you be kept safe this Hearth Day," says the elderly woman, as she slides the garland wreath around your neck. She does so for each of you, her younger charge assisting with a shy smile.

How the players interact with Healer Lisbet and the girl may provide them with helpful clues and information for their upcoming quest hook. As the DM, you may choose to prompt them to roll History, Medicine, or Religion to learn more. Or not, it's up to you!

History Check (DC 10): On a successful roll, the PC knows of Healer Lisbet's impressive reputation in the city as the owner and proprietor of a popular apothecary. Her shop and services are widely recommended. She is almost as well known for her devout piety, as she is known for her salves and tinctures. On a critical success (a naturally rolled 20), the PC will also recognize the girl as Lisbet's granddaughter and apprentice. They appear to be gifting healing charms in the name of the All Father this Hearth Day.

Medicine Check (DC 12): On a successful roll, the PC identifies the medicinal properties of the blackwood wreath—fir needles to clear the mind and dried citrus to restore energy. The PC will also identify the pink flowers as Hebenon blooms, a poisonous flower typically avoided, although you've heard rumours of it being used in small doses medicinally.

Religion Check (DC 13): On a success, the PC recognizes the blackwood branches, citrus, and pink flowers as symbols of the Old Gods, Myrkfure, Elske, and Aader, sibling deities who citizens of Durgeon's Keep are forbidden to worship upon penalty of death. On a critical success, you also know that these ingredients have been used to brew a potion said to cure petrification.



Allow for any role-play to occur, but ensure that you interrupt the action before the PCs depart the baker's stall and their interaction with Healer Lisbet and her granddaughter. Read the following:

"They're about to light the fires," the granddaughter says on a giggle, as she points toward a procession of firebearers marching from St. Oswin's Tower into the square. Each of the young initiates wear long robes with the All Father's sigil embroidered onto the vestments, and each hold a burning torch above the heads of the crowd, as they proceed toward the stacked piles of wood.

Just as an initiate passes by, a frantic woman bumps into him. "Brother," she begs, gripping his sleeve. "Have you seen a girl? My daughter, I can't find my daughter."

The initiate shoves her off with a scowl and continues with his duties. The worried Mother stumbles back into the Player with the highest Strength score.

She looks up at you, then to the rest of the group gathered by the stall. "Have any of you seen my girl? She was just here a moment ago, she couldn't have gotten far! Help me find her? Please."

If asked directly what her daughter looks like, the Mother will provide the following description.

"She is only a youth, fourteen this year. She was wearing her hair braided in a halo on her head and a white dress. We call her Poppy. Please, help me find her!"

Option A: The party agrees to help the Mother search for her daughter.

Perception Check (DC 12): Despite careful searching, you do not find any child matching the Mother's description. Something strange is going on here.

Investigation Check (DC 12): No one you've approached and questioned recalls a child of the Mother's description, but something nettles you.

If the PCs have assisted the Mother, they receive a boon. Read the following aloud:

As you search for the Mother's child, the frantic woman composes herself. She steps back, seeming to melt into the shadows despite still standing before you. On either side, Healer Lisbet and her granddaughter, flank the woman.

"For protection, dear ones," the Mother says, her voice close in your ear, as though she whispers only to you. "May you find your way home, this Hearth Day. Deyja guide you."

You feel the thrum of magic through your veins, just as the bonfires light behind the Mother, the Maiden, and the Crone, illuminating the outlines of the three strange women. Then the light snuffs out and you fall into darkness.

Award the PCs "Blessed" as a condition for the remainder of this one-shot. See below:

BLESSED

On any attack roll or saving throw made by the Blessed PC during this one-shot, they roll an additional 1d4 and add the result to their d20 roll.

Option B: The party refuses to help the Mother search for her daughter. If the PCs do not attempt to assist the Mother, read the

following aloud:

The frantic, cloying Mother composes herself, the change so sudden that it demands your attention. She steps back, no longer bereft and when she speaks, her voice booming in your ear.

"For redemption, dear ones," she says, with a cold stare. "You will be cursed until the time you recover the child. May you see the folly of your ways."

You feel the thrum of magic through your veins, just as the bonfires light behind the Mother, the Maiden, and the Crone, illuminating the outlines of the three strange women. Then the light snuffs out and you fall into darkness.

The PCs receive "Cursed" as a condition for the remainder of this one-shot. See below:

CURSED

On any attack roll or saving throw made by the Cursed PC during this one-shot, they roll an additional 1d4 and subtract the result to their d20 roll.

ENTER THE DURGEON WOOD

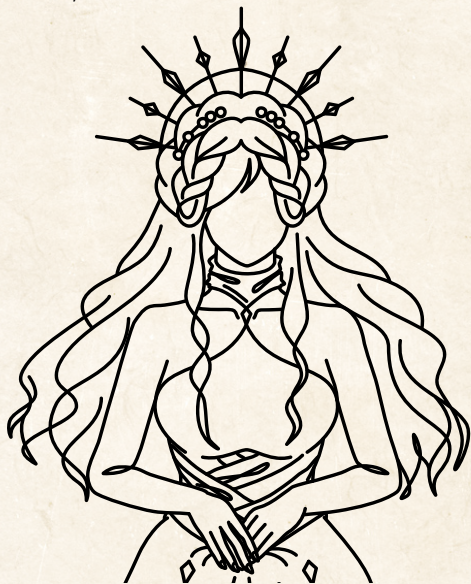
Wind rustles through shivering pines, insects buzz and chirp, and somewhere in the distance an owl's hoot echoes. The forest sounds would be comforting, if not for the disorienting sensation of being removed and transplanted somewhere other—somewhere the people of Durgeon's Keep whisper about with warning.

All know the danger awaiting inside the Durgeon Wood. Stories of cursed ruins, impossible paths, and dangerous monsters keep the city folk away. The forest has a reputation of keeping its secrets close and its victims even closer; of those who enter, few live to tell the tale. Read the following:

You awake, and even before your eyes open, a headache throbs against your temple. The effects of the Mother's conditions, no doubt. Beneath you, you feel the hard, cold ground. You blink open your eyes, but the darkness is so black, you nearly wonder if you've lost your sight as well. Then slowly, inky shapes come into focus. You hear others in the clearing with you.

Allow the PCs time to explore their new surroundings. They have been transported to a small clearing in the heart of the Durgon Wood.

At the centre of the clearing a stone statue rests, overgrowth covering the stone with vines, moss, and lichen.



When the players examine the statue, read the following description:

The statue appears to be a young woman, a youth really, though a sculpted veil and living vines obscure her face. She stands no taller than five feet and holds a clutch of flowers to her chest. Upon closer inspection, you notice words carved into the platform where she stands.

Clearing away lichen, you read "The Maiden" in your first language.

Perception Roll (DC 10): The PC recognizes the young woman as the Healer Lisbet's apprentice and granddaughter. But wasn't she in the town square earlier? There appears to be strange magic afoot. Provide the PC with Advantage (roll 2D20 and take the higher roll) on any subsequent Arcana checks.

Insight Roll (DC 10): There is strange magic at play, as the statue bears a striking resemblance to the Healer Lisbet's charge from the town square. Provide the PC with Advantage on any subsequent Arcana checks.

Arcana Roll (DC 14): The statue doesn't appear to be a statue at all and is in fact a petrified young woman. You recall a potion to reverse petrification that uses the same components found in the garlands around your necks.

Placing a garland around the Maiden's neck will reverse the petrification. From where the wreath rests against her neck, the Maiden's stony exterior will transform back to rosy skin and soft fabric. The veil continues to cover her face, but billows in the night breeze once more. Once completely revived, she speaks, her eyes cloudy and distant. Read the following:

*"There is a young Maiden, deep in the wood,
Deep in the woods, alone-o.
Take her away, on silver wings of grey,
Follow the moon through the dark, dark, dark,
And follow the moon through the dark."*

The Maiden's voice sounds like a lullaby. If PCs choose to make any roll to recognize the words of her rhyme, and succeed a DC 10 roll, they recognize the words as lyrics to an old song, sung to children by superstitious nurses and Mothers. While they don't recall the entire song, they can remember another verse.

*'Twas the Old Gods, that did see her there,
Let the path be hidden away-o.
Only the cunning and wise will see through
their lies,
And bring her alive from the dark, dark, dark,
And bring her alive from the dark.*

Any attempt to communicate with the Maiden is pointless, she appears to be under some sort of geas and cannot respond to questions. If asked to repeat the earlier rhyme, she will comply. She will not relate any further verses from the old song.

She can move on her own and will follow one word commands, such as used in the spell

"Command". She will also suffer damage from AOE and friendly fire damage. If she dies before the Party escapes the forest, jump to the final encounter on pg 8.

While the PCs do not have a map of the path through the woods, please see a reference for the DM on pg 15.

Nature Check (DC 10): In the darkness, you notice the faint glowing of fluttering wings. As you approach, you recognize the crescent shaped markings on the giant moth wings: a Moon Moth hovers along the entrance to a dark, forbidding path.

Perception Check (DC 12): In the darkness, you notice the faint glowing of fluttering wings. As you approach, you notice a large moth, about the size of a human hand, with curious, crescent shaped markings on its wings. The moth hovers along the entrance to a dark, forbidding path.

Note: If the players explored earlier, they will have come to this path entrance, along with others, but the moth would not have been there. The moth only appears after the statue has been awakened.

Option A: The Party follows the Moon Moth into the woods.

Use the path indicated on the map. Provide the PCs Advantage on all rolls to detect traps using Perception or Survival. As the DM, you may choose to even prompt your players using the Moon Moth, as follows:

A little ways down the path, the Moon Moth stops and hovers above a suspicious pile of leaves. With delicate wings, the moth lands on the mulch. Immediately, a trap springs loose, just as the moth takes flight and flutters further down the path.

Option B: The Party chooses another path through the woods.

Whichever path the PCs choose to follow, use the same one marked on the DMs map, with the only difference that the PCs have chosen to walk this path alone. They will receive no bonuses to their Perception or Survival rolls.

Option C: The Party attacks the Moon Moth.

The PCs successfully cut down the Moon Moth with one successful attack. Whichever path they choose to follow now, as before, use the same path marked on the DMs map. They will still need to follow this path alone and will receive Disadvantage (rolling two D20s and taking the lower roll) for any subsequent Perception or Survival rolls to spot traps along the path.

Option D: The Party steps off the path.

If the Party steps off the path, as DM you have two choices. Either teleport them to the start of the path and have them travel the same path, with the traps reset, or transport them to the combat encounter on pg 8.

Option E: The Party attacks the Maiden.

If the Party attacks the Maiden, allow them to kill or knock her unconscious, once they fell her, wake the Forest Guardian and bring the fight to them in the forest clearing. Go to pg 8 and adapt the encounter to take place in the clearing.



THE DARK PATH FORWARD

Read the following:

The path is dark, with low mist snaking between the trees and mottled shadows all around you. The sounds of the forest seem far away, nearly non-existent, as if all other living creatures here are holding their breath as you venture forth.

The forest path is approximately 10 ft. wide and covered in spongy clovers and moss. Follow the provided map, included on pg 18.

Below, you will find descriptions of each trap in chronological order along the path, the Skill Checks needed to discover the trap, and some potential responses forward.

DM Tip: *The best traps are avoidable, yet deadly, ensure you provide your PCs enough time to strategize—both in and out of character—as they proceed down the Dark Path. As a general rule, if their plans sound possible but use different Skills Checks than what are suggested in this one-shot, allow them to do so and use similar difficulty class (DC) numbers (the target number for a successful roll).*

Important Reminder: Please keep in mind that, if the Party chooses to escort the Maiden, they must successfully bring her through each trap too. Should they step off the path (quite literally the forest path along the ground), they are either teleported to the start of the path and have them travel the same path, with the traps reset, or transported to the combat encounter on pg 8.

Trap #1: Pit Trap

Detritus—fallen branches and overgrowth—hide this pit. The trap spans the entire width of the path, which appears to be interrupted by the covering pile of mulch. If someone steps forward, their foot doesn't find purchase and they fall 20 ft. into a burrowing hole.

Perception (DC 15): The player notices a lack of foot traffic through the leaves. With a Perception roll of 18 or higher, the PC also recalls seeing a fallen pine, 20 feet in length, a bit before.

Investigation Check (DC 15): The player confirms that the suspicious pile of mulch indeed hides a pit. With an Investigation roll of 18 or higher, the PC notices a thick, lower hanging pine limb above the pit. It looks strong enough to hold up to 200lbs in weight.

Players may try to jump over the pit using Strength, engineer a bridge using the fallen tree, or attempt to swing across using the pine limb and rope. They may also get creative and

find another way over. That's okay!

How to Long Jump: Players can take a running jump over the pit. To do so, they must back up a minimum of 10 ft. and take a running start toward the pit. This allows them to use their Strength Base Ability to determine how far they jump. For example, if the PC has a Strength of 12 and they take a 10ft running start, they may jump 12ft.

How to Engineer the Bridge: Players can work together to move the fallen pine tree and position it across the pit. They need to succeed a collective Strength Check (DC 15) as a group to do so. To roll a group check, each player rolls the Strength Check and over half must be successful for the group to move the tree.

How to Swing Across: Using rope and grappling hook (if they have it available in their supplies), Players can roll a Dexterity Check (DC 15) to secure the rope on the thick, low-hanging pine limb. Once secure, they can use either Athletics or Acrobatics (DC 12) to swing across.

If the PCs fail their ability checks while trying to cross the pit (jump or swing), they will fall into the pit and take 6 (2d6) fall damage and need to escape the pit.

Fallen Players can attempt to climb out using Athletics or Acrobatics (DC 18). If a PC first succeeds a Perception, Nature, or Investigation (DC 10), they notice the roots and stones they can use as hand and foot holds. Award them Advantage on subsequent Athletics or Acrobatics check to escape the pit. Alternatively, their Party may assist by throwing down a rope or some other aide. If hose above offer assistance, this lowers the Athletics or Acrobatics difficulty to DC 10.

Trap #2: Poisonous Plants

Past the pit trap, the path is littered with Hebenon blossoms, mushrooms, and other poisonous plants for the next 15ft. This becomes Difficult Terrain for the PCs.

Nature or Survival (DC 13): The PC identifies the poisonous plants. Currently, they do not appear to be harmful, but if disturbed, there's a significant chance



that they will release dangerous toxins.

Perception or Investigation (DC 13): The PC notices the bright pink flowers and red capped mushrooms. They also identify a skeleton sagging against a tree just on the other side of the plants. Something about this stretch of the path appears deadly.

If players disturb the plants, a poisonous gas deals 10 (3d6) poison damage and PCs are Slowed (their movement speed is halved), following a failed Constitution save (DC 13). If the PC succeeds their Constitution save, the gas does half damage and they maintain their full movement speed.

PCs may attempt to sneak through the poisonous plants or destroy the plants.

How to Sneak Past: Players can work together to move through the poisonous plants. They need to succeed a collective Dexterity Check (DC 15) as a group to do so. To roll a group check, each player rolls the Dexterity Check and over half must be successful for the group to successfully make it through the plants without crushing any.



Feel free to award Advantage to the group if they strategize. For example, if they send the person with the most Dexterity first and have that person call out where to step.

How to Destroy the Plants: Destroying the plants requires a concentrated AOE spell that covers a radius of 15ft, such as Thunderwave. PCs may also attempt to burn the plants away, but must succeed a Survival (DC 18) check to avoid starting a forest fire.

Alternatively, PCs may rush through the poisonous plants. Keep in mind that, given the Difficult Terrain, they may only take half their full movement speed (15ft if they have a base speed of 30ft). Additionally, the plants release their toxins, and should the PCs fail their Constitution save (DC 13), they take full damage and become Slowed, which also halves their movement speed.

Should the PC be unable to clear the 15ft length of the poisonous plants, they will have

to succeed subsequent Constitution saves (DC 13). On each failed save, they take an additional 3 (1d6) poison damage until they clear the 15ft length or succeed in their Constitution save.

Passive Perception (DC 13): On the other side of the plants, the PC may loot the skeleton against the pine tree. If they have a Passive Perception of 13, or if they noticed the skeleton before crossing the poisonous plants, they see a glitter as they approach. They discover a dagger, just out of the skeleton's reach, as though the weapon slipped from the person's dying fingers. See the dagger's stat block below:

Dagger +1

Melee Weapon

Damage: 1d4 | **Damage Type:** Piercing

Modifiers: Weapon Attacks +1, Weapon Damage +1

Properties: Finesse, Light, Range, Thrown

Range: 20/60

Weight: 1



Trap #3: Spider Webs

As the forest terrain becomes increasingly rocky along the path, a stillness seems to cover the craggy rocks. Something tacky clings to the adventurers soles the further they move.

Nature (DC 10): The path leads into a spider's nest. Webs stretch between the pines, but do not appear to stick against the stones. It may be possible to jump from rock to rock and avoid alerting any waiting spiders in the nest.

Survival (DC 12): In addition to the above, the PC discerns that the spider silk is quite valuable. Quality silk can be sold for up to 65 GP per 1 lb. The silk can also be used to stop wounds or muffle sound.

This portion of the path is easy enough to traverse, the real challenge is whether or not the PCs collect the spider silk.

On a successful group Dexterity (DC 10), similar to sneaking through the poisonous plants, the PCs are able to jump easily from rock to rock. They move through the nest

undetected and come out the other side unscathed.

If the PCs walk into the nest without using the rocks, fail their group Dexterity check, or stop to collect any spider silk, they trigger a combat encounter with the nest's Giant Spider. Read the following out loud:

You hear the clicking chatter of the Giant Spider before you see the fearsome creature descend in front of you. Long, hair legs, unfold as the spider prepare to defend it's territory.

Roll initiative.

DM Tip: To roll initiative, have players roll a d20, then add their Initiative Modifier to the roll. You roll for the enemies in the combat and this determines the turn order for the encounter.

Run the encounter using the Giant Spider's stat block on pg 11.

Following the combat, PCs may loot the nest without incident. They find the following items:

- 6 grams of Spider Silk per party member, spun on twigs to travel (worth 1 gp)
- 1 Potion of Healing per party member
- and 1 Potion of Climbing

Spider Silk

Foraged Material

Weight: 6 grams

Description: Sticky silk, wrapped around twigs for travel. Can be used to stop wounds or muffle sound.

Potion of Healing

Adventuring Gear, Potion

Weight: 0.5

Description: You regain 2d4+2 hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

Trap #4: An Eerie Voice (Lure Trap)

Moving out of the spider's nest, the trees begin to thin, and moonlight slices through the forest canopy. The adventurers are nearly there, but before they make it to the end of

Potion of Climbing

Potion, Common

Weight: 0.5

Description: When drunk, a creature gains a climbing speed equivalent to its walking speed for 1 hour and gains advantage on Strength (Athletics) checks made to climb.

the path, a voice whispers through the trees. Read the following to set the tone:

Someone, or something, in the woods sings to you. If you strain your ears you can almost make out the words.

Gooseflesh ripples across your skin, but the voice keeps calling. You feel your boots move toward the edge of the path.

Each PC must make a Wisdom Saving Throw (DC 11). On a successful save, they recognize that they are being lured and regain control of their body. They may choose to assist their companions as a reaction and prevent them from stepping off the path, but only if they are in arms' reach. They cannot wake the person, only prevent them from stepping off the path and into combat.

Please note: Any PCs who succeed their Wisdom Saving Throw cannot be charmed by the Harpy in the next encounter.

On a failed save, the PC steps off the path and triggers the end encounter. The Forest Guardian will gain an Attack of Opportunity to anyone who enters the final combat this way.

THE FOREST GUARDIAN

The canopy trembles, as branches snap and pine needles fall from above. Something lurks in the darkness.

If the PCs succeeded in staying on the path, they are able to make skill checks. If not, jump forward and read the next gold box out loud to begin the combat encounter.

Perception Check (DC 10): On a successful roll, the PC notices a flash of brown feathers in the trees above. One feather drifts toward the ground, it is over

two feet in length. Once the players have noticed the feather, they can roll for Nature or Survival.

Nature Check (DC 12): The PC identifies the scratching, knocking sounds from above, and spots the molted feathers and discarded bones that litter the forest floor. A harpy has built a nest here. These creatures are known for their territorial nature, vicious appearance, and lulling song. If the PC rolls higher than a 15, they also know that some Barbarian tribes have been known to plug their ears with cotton, wax, or even spider silk to muffle the song.

Survival Check (DC 14): The PC identifies the scratching, knocking sounds from above, and spots the molted feathers and discarded bones that litter the forest floor. A harpy has built a nest here. These creatures are known for their territorial nature, vicious appearance, and lulling song. If the PC rolls higher than a 17, they also know that some Barbarian tribes have been known to plug their ears with cotton, wax, or even spider silk to muffle the song.



Allow players the opportunity to react to this new threat (provided they were not lured earlier). They may use a reaction to ready themselves, hide, run away, etc. If they brought the spider silk with them, they may use it to plug their ears.

DM Tip: If you want to make this combat encounter more challenging (especially if you run this adventure at a higher level) feel free to add some birds of prey to the encounter or

even a second harpy. Use a tool like Kobold Fight Club to assist with balancing the combat for your players.

Once the PCs have readied themselves, read the following:

A terrible screech rises from the treetops. The sound draws your attention, but you cannot see through the trees and darkness. Straining your eyes, you hear the powerful beat of wings as something climbs into the air above.

"Thieves! Sneaks! You take what isn't yours to take! Ours. Ours. Ours!" the Harpy screeches. Then she dives toward your party.

Roll Initiative.

Use the appropriate map (depending on where your party triggered the combat encounter earlier) and the Harpy stat block on pg 12.

Once the Harpy is defeated, the PCs may leave the forest without further interruption.

DEYJA'S JUDGEMENT

This one-shot features three distinct possible conclusions, which are determined by the Party's previous decisions and actions. Please read the following carefully to determine the appropriate ending to read.

Option A: Read the following if the PCs agreed to assist the Mother looking for her child in **AND** rescued the petrified Maiden, by waking her, keeping her alive, and escorting from the forest.

Mist clings to your ankles, as though the forest doesn't want to release you; you make it out of the Dungeon Wood and live to tell the tale. On the banks of the Hebenon River, where the tall pines have been cleared away to make room for the only transport in and out of Dungeon's Keep, three figures stand waiting.

The Mother, and on either side of her stand Healer Lisbet's granddaughter and the healer herself, the Maiden and the Crone.

The Moon Moth lands on the Mother's cheek and flash of light illuminates the darkness, so bright you turn your head to shield your eyes.

When your gaze returns to the three strange women, only one remains. She appears to be taller, more regal than before. She'd be frightening if not for her indulgent smile.

"It has been some time since anyone has successfully walked my path with such skill. I am Deyja, the goddess of death and change. We are well met and I am grateful for your tribute. I will be watching you. Until we meet again."

Deyja blinks, and you see clear paths through the Durgeon Wood, as though the forest has been mapped for you, in your mind's eye. One particular path stands out, a trail to long forgotten ruins buried deep in the forest, where you know you'll find artifacts of both financial and magical significance. Then, she's gone, and you are left with a choice: return to Durgeon's Keep or adventure into the woods.

Whichever you choose, you now have the attention of a goddess. For the better. Good luck, Adventurers.

Option B: Read the following if the PCs agreed to assist the Mother looking for her child **AND** failed to rescue the petrified Maiden— by waking her, keeping her alive, and escorting from the forest—unsuccessfully; **OR** if the PCs declined to assist the Mother, but rescued the petrified Maiden successfully.

Note: Even if you successfully escort the Maiden from the forest, she will disappear the moment you step out of the tree line.

Mist clings to your ankles, as though the forest doesn't want to release you; your make it out of the Durgeon Wood and live to tell the tale.

The moment you step out of the forest, you see clear paths through the pines, as though the forest has been mapped for you, in your mind's eye. One particular path stands out, a trail to long forgotten ruins buried deep in the forest, where you know you'll find artifacts of both financial and magical significance.

"Go," a voice whispers on the cool night air. "I will be waiting, waiting and watching."

Then, silence, save for the hooting of an owl in the distance, and you are faced with a choice: return to Durgeon's Keep or adventure into the woods.

Whichever you choose, you now have the attention of something. For better or worse. Good luck, Adventurers.

Option C: Read the following, if the PCs declined to assist the Mother looking for her child **AND** failed to rescue the petrified Maiden, by not waking her, leaving her in the forest, or attacking her.

Mist clings to your ankles, as though the forest doesn't want to release you; your make it out of the Durgeon Wood and live to tell the tale. On the banks of the Hebenon River, where the tall pines have been cleared away to make room for the only transport in and out of Durgeon's Keep, three figures stand waiting.

The Mother, and on either side of her stand Healer Lisbet's granddaughter and the healer herself, the Maiden and the Crone.

"You—" A flash of light illuminates the darkness, so bright you turn your head to shield your eyes. When your gaze returns to the three strange women, only one remains.

She appears to be taller, more regal than before, and her face contorts with anger.

"You are a disappointment. I am Deyja, goddess of death and change, and I have no use for you. Be gone from this place and do not return to the forest."

Then, she's gone, and you are left with a choice: heed her warning and return to Durgeon's Keep or defy her again and adventure into the woods.

Whichever you choose, you now have the attention of a goddess. For the worse. Good luck, Adventurers.

You may choose to end there, but if you continue with these characters in this setting, the next time the Party attempts to travel in the Durgeon Forest, they will automatically be transported to the harpies' nest, where three harpies will attack them. If the party attempts to attack Deyja, this will also trigger the same encounter.

THE END



EXTRA MATERIALS

CREATURES

GIANT SPIDER

Large Beast, Unaligned

Armor Class: 14 (natural armor)

Hit Points: 26 (4d10 + 4)

Speed: 30ft., climb 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills: Stealth

Senses: Blindsight 10ft., Darkvision 60ft., Passive Perception 10

Challenge: 1 (200 XP) **Proficiency Bonus** +2

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Moon Moth

Tiny Beast - Insect, Unaligned

Armor Class: 10

Hit Points: 2 (1d4) **Speed:** 30ft., fly 30ft

Skills: Stealth

Senses: Blindsight 60ft., Passive Perception 10





HARPY

Medium Monstrosity, Chaotic Evil

Armor Class: 11

Hit Points: 38 (7d8 + 7)

Speed: 20ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Senses: Passive Perception 10

Challenge: 1 (200 XP) **Proficiency Bonus** +2

Actions

Multiattack. the Harpy makes two attacks: one with its claws and one with its club.

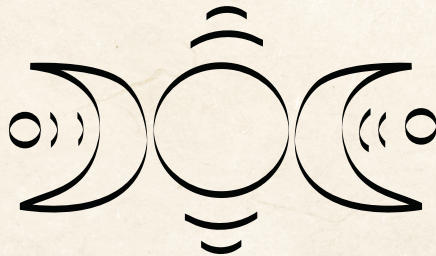
Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

Club. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

Luring Song. the Harpy sings a magical melody. Every humanoid and giant within 300 feet of the Harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. the Harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the Harpy is incapacitated.

While charmed by the Harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the Harpy, the target must move on its turn toward the Harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the Harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.



A barbarian with a large axe stands in a dark, misty forest. The ground is covered in a layer of red, possibly blood or autumn leaves. The sky is a deep, ominous red, suggesting a sunset or a magical event. The trees are dark and silhouetted against the bright sky.

BEARPUNCHER THE BARBARIAN

Human, Level 1 Barbarian

A wizard with long, dark hair and a beard stands in a dark, stormy environment. Lightning bolts are visible in the background, and the overall atmosphere is dark and mysterious. The wizard's face is partially obscured by shadows.

KASTOR WOLFGANG TOM TIBERIAS GAMBON

Human, Level 1 Wizard

A paladin in a red and gold robe stands in a city street. A bright, glowing cross is visible in the background, casting a strong light. The ground is covered in red petals or leaves, and the overall scene is dramatic and heroic.

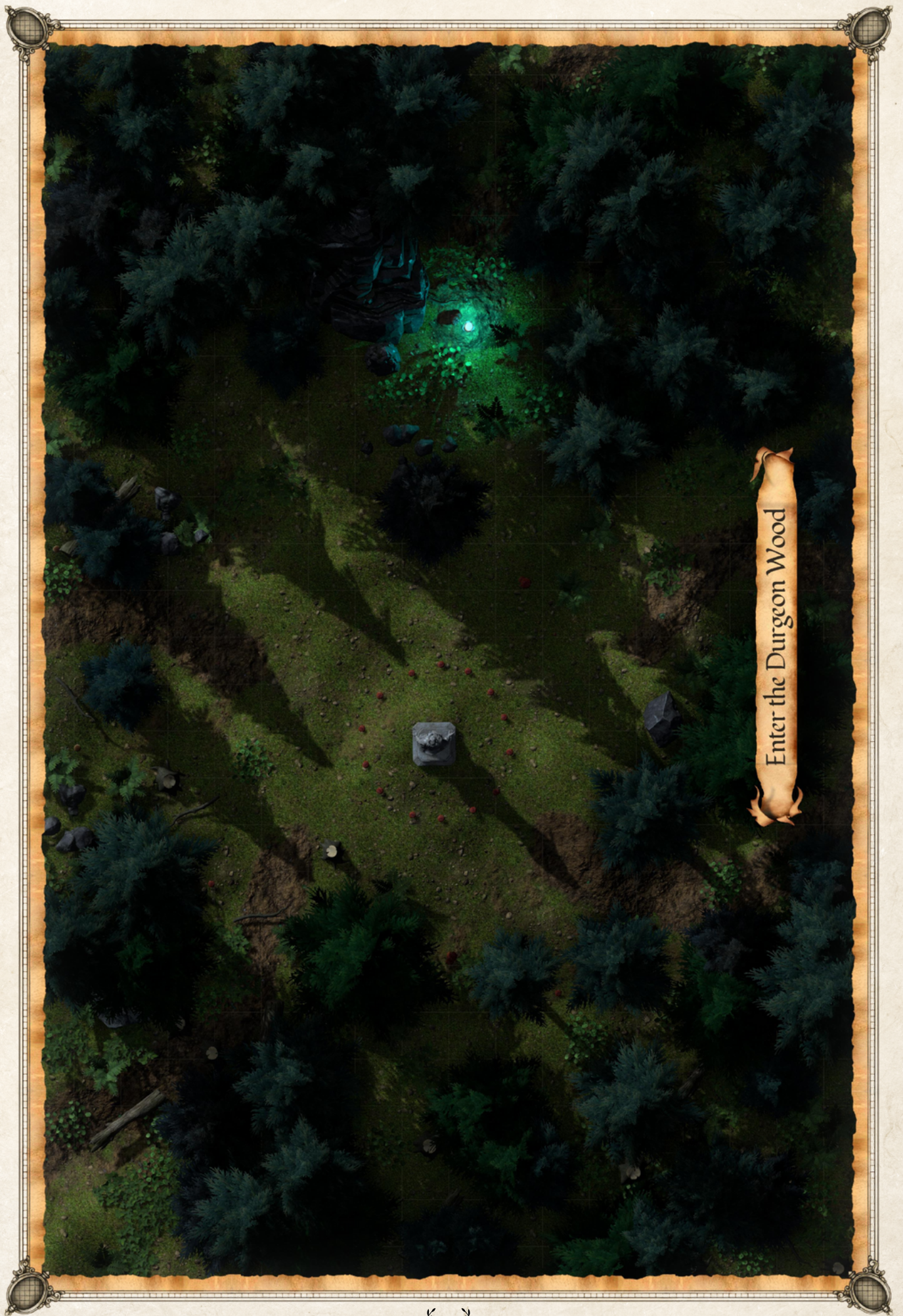
MOIRA OF TYR

Half-Elf, Level 1 Paladin

A tiefling in a dark, hooded robe stands in a dark, misty environment. The ground is covered in a layer of red, and the overall atmosphere is dark and mysterious. The tiefling's face is partially obscured by shadows.

ROMAN

Tiefling, Level 1 Rogue



Enter the Durgoon Wood



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