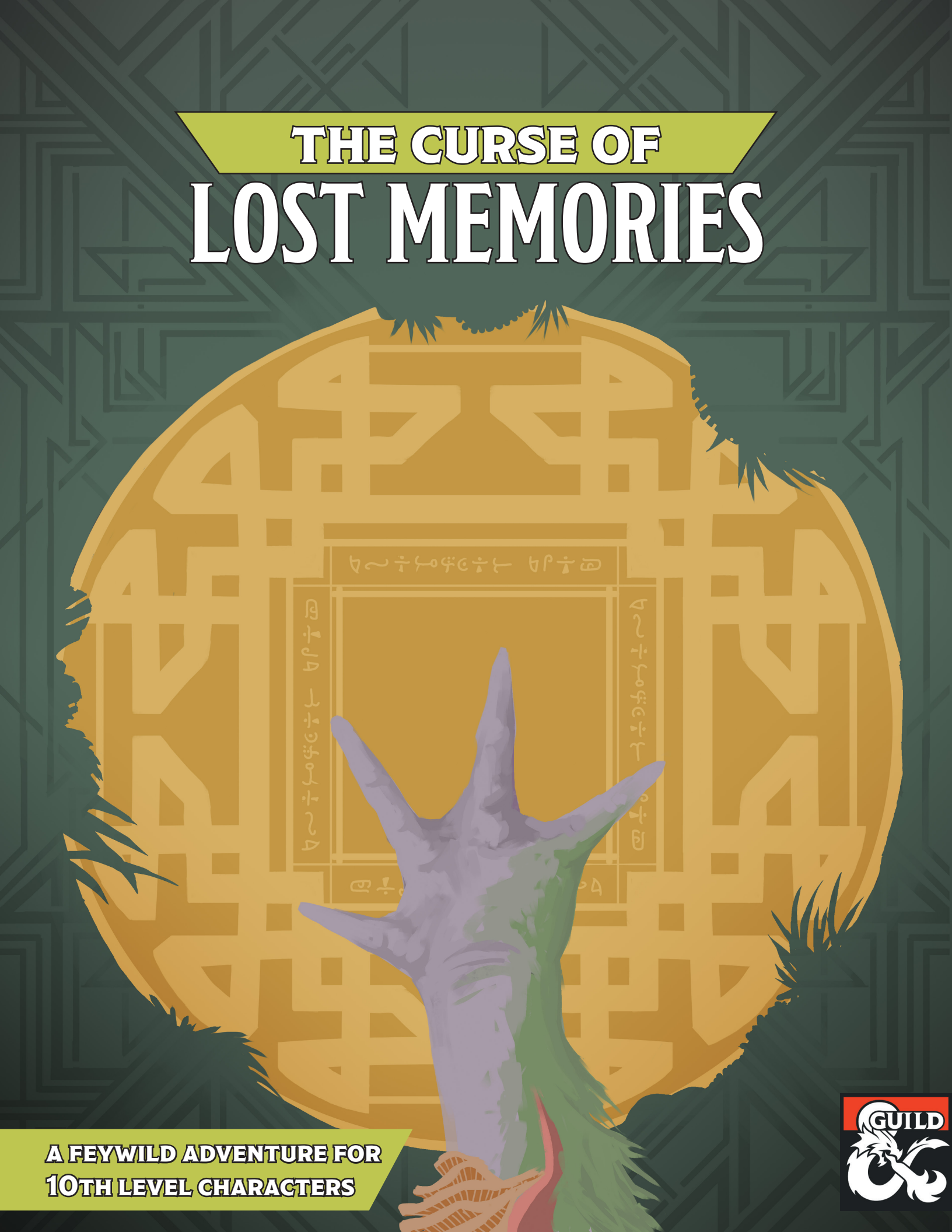
THE CURSE OF LOST MEMORIES



A FEYWILD ADVENTURE FOR 10TH LEVEL CHARACTERS

GUILD

The Curse of Lost Memories

By David Markiwsky

An adventure for 4 10th-level characters set in the Feywild.

A fey being, cursed for a crime he doesn't remember, seeks to uncover his own past. A secret, hidden behind a bronze door in a cursed city, may be the key to finding it.

This adventure is optimized for 4 10th-level characters and is designed to be played in 1 or 2 sessions. It contains notes on stretching the content to a longer adventure and offers an opportunity to continue the story at the end.

Adventure Summary

The adventure begins when the characters come into contact with Ral, a talking weasel, who first tries to persuade, then bribe, then blackmail the adventurers into helping him regain his memories and eventually his true form. Ral tells them he needs help opening a bronze door that contains a powerful magic treasure that can restore his memories.

Ral leads the adventurers to the ruined city of Cendriane, where ghosts of the eladrin who once lived there walk the streets. Below the city is a door to a prison that contains the key to unlocking Ral's lost memories. In the outskirts of the city, the adventurers meet Ari, an eladrin who keeps the old ways. Ari helps the adventurers to progress further into the city and reach the Twisting Tree at its centre.

The adventurers reach the Twisting Tree and descend into the extradimensional caverns within its roots, where they find a colony of vegepygmies at war with a wood woad living in another section of the tunnels. The vegepygmies worship a creature of rot and decay that they call the Glax; the same creature sits atop the bronze door.

Having defeated or outwitted The Glax, the adventurers open the door, revealing the treasure hidden beyond: a hag, grown through with roots, who sees the future with one eye and the past with the other. Ral strikes a deal with the hag for the knowledge that he seeks. The hag entreats him and the adventurers to free her from her prison — something they are ultimately unable to do. Ral gives the adventurers their reward for helping him and goes to break his curse and reclaim his identity.

Adventure Hooks

The adventure begins when the adventurers first encounter Ral, a fey creature. Ral is under the effects of a powerful curse, which has turned him into a weasel and robbed him of his memories. He needs assistance to enter a vault and discover his identity. He is willing to do anything to convince, trick or coerce the adventurers into helping him.

Ral can be encountered in any location, either in the Feywild or on another plane.

Details regarding the adventurer's first encounter with Ral can be found in Chapter 1 of the adventure.

Chapter 1: The Weasel and The Amulet

The adventure begins when one of the adventurers notices something missing. The missing item is up to you. Ideally, the item is extremely valuable, small enough for a small animal to carry away, and extremely unlikely to be stolen (including items that are being worn, such as a necklace or ring, or something that should be inaccessible in a backpack or bag of holding).

> **Note:** The location in which this adventure begins is unimportant. It can begin in any setting, from a forest to plains to a bustling city to the Feywild itself.

When the adventurers notice the item is missing, they see a white-furred weasel running away with the item clutched in its teeth. The weasel turns to look at the adventurers and begins to run as soon as they try to follow or make any move to try and catch or attack it.

The Great Weasel Chase

When the adventurers give chase, the weasel uses his superior movement to stay just outside of their reach as he leads them toward a temporary opening into the Feywild. If caught, he uses **Incorporeal Escape** (see the sidebar for information on Ral) to evade them and continue the chase. You can use normal combat to simulate this chase sequence, a succession of skill checks, or the chase rules found on pg. 252 of the Dungeons Master's Guide.

> **Ral - Weasel Form**
> ***Speed.*** Ral's movement speed is 40 ft.
> ***Incorporeal Escape.*** As a reaction, Ral and anything he is holding becomes briefly incorporeal and he immediately moves up to 30 feet, before regaining his physical form. While incorporeal, Ral can pass through solid objects, including living beings, is immune to being grappled or restrained, but cannot end his movement inside a solid object.

On the third round of combat, or when the adventurers are about to catch the weasel, the adventurers pass through an invisible gateway into the Feywild:

> Suddenly, the world around you shatters and the ground drops out from beneath your feet. You're floating, then falling, wind blasting past your ears, eyes unable to keep up as the terrain around you rushes by. You hit the ground with a jolt, stomach turning as a forest of massive, twisted oak trees looms over you, their leafy canopy turning the forest floor to shadowed gloom.

The adventurers stand in a shadowy clearing in a forest of towering trees. The stolen item is lying in the middle of the clearing. When one of the adventurers goes to retrieve the item, Ral, the weasel, speaks from a nearby tree branch:

> "Hello, friends. For surely that is what we are, when you stand here friendless and alone in the land of the Fey, in desperate need of a friend, such as me. Lucky for you that I happened upon you. Yes, lucky for you indeed."

It should become clear to the adventurers that Ral stole from them to lure them into the Feywild. If the adventurers try to go back through the gateway, they find it's gone. Ral explains:

> "That particular gate doesn't like to stay in one place. No. It likes to move around, you see. An hour here, a day there, a year or more in the Murkmire. You can wait for it to return of course, but a fickle gateway such as that one might be back in a day or a decade. It might stay open for a moment or a millennia."

> **Note:** If the adventurers have access to magic or a magic item that allows them to move between the planes, it will be necessary to do something to stop that from functioning. If an adventurer has access to the plane shift spell, you can describe the magic of the Feywild seeping into their mind and disrupting their memory so they remember they know the spell, but can't remember how to cast it. If the adventurers have a magic item allowing them to travel between the planes, when the adventurers use it it only teleports them a few feet.

Ral's "Offer"

Ral lured the adventurers to the Feywild to force them to help him with a task. He will do whatever is necessary to secure their assistance, beginning by trying to make them feel sorry for him, then trying to bribe them to help him, and finally resorting to threats or magic to accomplish his goal. Choose from the following list:

FEEL SORRY FOR ME - I'VE BEEN CURSED!

> "I'm sorry for leading you here under false pretenses, but I've lost something, you see. No. Not something. Everything. I've lost myself. I wasn't always a weasel, you see. I was… I don't know. Something else. Someone else. But that's the problem, you see. I don't remember what or who I was. This curse that turned me into this form, it took my memories with it. It took everything. And I can't very well live without everything, can I? Without knowing who I am. Who I was. But I can't do get back who I was alone.

> **Ral's Curse**
> If any of the adventurers try to break Ral's curse, their spell fails and they take 14 (4d6) psychic damage. The magic of the curse is too powerful for conventional spellcasters to remove it. If the players have some magical means of determining who placed the curse on Ral (such as some sort of divination magic), they can learn that it was placed by a Fey Elder, but not which one.

I'll Reward You

> "Don't think I'd ask you to do this for nothing. No. I have this, you see, a trinket by outward appearances, but far more to those who know how to use it. Something to not only send you home, but send you to anyone's home. To any world, any plane."

Ral withdraws a silver amulet shaped like a ring and engraved with black sigils from a pocket dimension. It is an *amulet of the planes*, which he stole from another adventurer he met travelling through the Feywild (leaving them stranded). He is prepared to give the amulet to the adventurers as payment if they help him find out who he was. If the adventurers try to steal the amulet from Ral, he slips it back into the extradimensional pocket and refuses to retrieve it.

The Hard Way

> "You see, my friends, I don't think you understand the gravity of your situation. The danger to you here in the Feywild. You can't just go wandering around and live to tell the tale. Not without a guide. Not without me. And I'm offering you a way out, I am. A way to help me and help yourselves to not die a gruesome death or end up shrunk down in a jar as part of some wart-nosed hag's collection. And you get something shiny in the process."

If the adventurers still refuse Ral, he leaves them to wander the forest, returning at night while they are sleeping, when he casts a geas spell on one of the adventurers to force them to comply.

Ral's Plan

Read or paraphrase the following:

> "I've tried breaking this curse before, you see. Traded a hag something I would rather not have given up to do it. A powerful hag, too. But it was no use. The curse didn't budge. That means that the person who laid it on me must have been someone very powerful. The problem is I don't know who. So that's what we're going to do. We're going to find out who cursed me and who I was. And then… who knows from there? But I'll have somewhere to start."

Ral is evasive about the exact details of his plan. If pressed for information, he reveals that he is leading them to an old city where no one lives anymore. Inside the city is a tree; inside the tree is a bronze door; and behind the door are the answers that he seeks. Ral doesn't elaborate on any further details of his plan (or the dangers that might come). If the adventurers press him for details of what awaits them, he replies:

> "Great danger awaits. Great and terrible danger. Danger because every place in the Feywild, from the darkest wood, to the sunniest meadow, to the sweetest babbling stream, is dangerous. And even the most dangerous Fey who inhabit those dangerous places stay clear of this place. Does that answer your question?"

Chapter 2: Cendriane

Ral leads the adventurers on an eerily quiet journey through the forest. Their path seems to snake, turn, circle and double back on itself — facts noticed by any adventurer proficient in the Survival skill.

> Note: For a longer adventure, you can flesh out this travel through the forest with random encounters and visitations from spectral elven figures while the adventurers camp in the evening. These figures watch, but never approach the adventurer's camp, bringing with them a palpable sense of sadness and melancholy. A successful **DC 13 Religion check** reveals them to be restless spirits, unable to move on.

> The crunching of feet on the forest floor grows suddenly louder. No. Not louder. Everything else has grown quieter. The scampering of creatures in the undergrowth, the singing of birds in the trees, has all gone silent. An uneasy feeling descends upon you, sitting like a stone in your gut, growing heavier with each step forward. Then you see it. A glimmer of something, a flicker of reflected light shimmering amidst the twisting trees. A few more steps and you see a tower, constructed entirely of crystal, wreathed in vines, cracked and weathered, but standing so tall it pierces the canopy above. And behind it, an entire city of crystalline structures, cut through by roadways overgrown with foliage.

If the adventurers ask about the city, Ral describes it to them as:

> "A dead city, built of dreams crushed beneath the weight of ambition, greed, and hubris. Once it was called Cendriane. Now it is only cursed."

As Ral leads the adventurers into the city, the adventurers begin to have the feeling that they're being watched. Adventurers who make a successful **DC 15 Wisdom (Perception) check** notice ghostly figures of long-dead eladrin standing amidst the crystalline ruins, watching them as they pass. A successful **DC 15 Wisdom (Insight) check** reveals that the spectral figures are watching with interest — some are moving closer in an intimidating way.

Before the adventurers can properly react to the ghosts, 2 **displacer beasts** (MM, pg. 81), stalking through the second story ruins of a nearby tower attack. Roll a **Dexterity (Stealth) check with advantage** for the displacer beasts (the adventurers are distracted by the spectral figures). If the result of the Stealth check is higher than the adventurer's passive Perception scores, the adventurers are surprised during the first round of combat.

At the beginning of the third round of combat, the spectral figures begin to trickle out of the ruins toward the adventurers, their faces twisting into masks of rage. The nearest 2 **ghosts** (MM 147) enter the fray, attempting to possess the adventurers and turn them on their allies. Emboldened by this, more ghosts begin to emerge from the ruins.

At the beginning of the fourth round of combat, an additional 4 **ghosts** (MM 147) enter the fray, with more coursing out of the ruins to surround the battlefield. At the beginning of the fifth round of combat, read or paraphrase the following:

> In every direction, a wailing, clawing mass of spectral figures surrounds you, tearing themselves loose from the crystalline ruins of the city and turning their baleful gazes on you. Hundreds of them, pressing closer, tearing at you with withering claws. Then suddenly a light streaks from the nearby trees, cutting through the shadowy gloom that pervades the ruined city. It flares, pure and white as new fallen snow, and then explodes into dazzling radiance that fills the ruined street. The agonized screaming of ghosts fills the air as they flee the light, disappearing back into the crystalline ruins.

When the light fades away, the adventurers are left alone in the middle of the ruined street (if the displacer beasts are still alive, they limp away from the fight shortly after the ghosts flee). An eladrin carrying a spear and shield comes walking out of trees. They are tall, thin and androgynous, with long, dark hair entwined into a mass of thin braids and leather armor covered in white and black paint. Their face is a mask of white and black paint resembling a skull.

Ari

Ari, the eladrin, is a member of an ancient order that has guarded the city of Cendriane from those who would seek to pillage the treasures or disturb the evil contained within it. Ari is gender neutral, proud and dedicated to their duty to protect the city from intruders.

Personality Trait. Unshakeable Vows. Once I have given my word, I keep it, no matter the cost or the consequences to myself.

Ideal. Traditions. The old ways must be kept. The old practices must be remembered.

Bond. Cendriane. I am part of a small group of Eladrin tasked not only with protecting Cendriane from the world, but protecting the world from the things hidden within Cendriane. I will never give up my duty.

Flaw. Pride. I am confident in my abilities and proud of my accomplishments. I won't let anyone outshine me.



Ari

Medium fey, lawful good

Armor Class 16 (studded leather armor and shield)
Hit Points 77 (9d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	10 (+0)	19 (+4)	8 (–1)

Saving Throws Con +7, Wis +8
Skills Athletics +8, Perception +8, Religion +4
Senses passive Perception 18
Languages Common, Sylvan

Aura of Undeath. Ari exudes a magical aura of undeath, making undead creatures believe she is undead. Ari can choose to extend this aura to encompass creatures within 10 feet of her.

Spellcasting. Ari is an 9th level spellcaster. Their spellcasting modifier is wisdom (spell save DC 16, +8 to hit with spell attacks). They have the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, toll the dead*

1st level (4 slots): *alarm, bane, command, cure wounds, shield of faith*

2nd level (3 slots): *hold person, lesser restoration, silence*

3rd level (3 slots): *daylight, dispel magic, speak with dead, spirit guardians*

4th level (2 slots): *banishment, locate creature*

Actions

Multiattack. Ari makes two spear attacks.

Spear. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one creature. Hit: 11 (1d6 + 4) piercing damage and 1d8 necrotic damage.

Command Undead. Ari targets up to 6 undead creatures in a 30 foot cube. Each of those creatures must make a wisdom saving throw. On a failed save, the affected creatures obey Ari's commands until the end of their next turn.

Greater Turn Undead. Ari presents their holy symbol. All undead within 100 feet are frightened and immediately use their reaction to move away from Ari a distance equal to their movement speed. At the beginning of their turn, they can make a wisdom saving throw to end the frightened effect.

Ari is tasked with keeping outsiders from entering Cendriane. They were alerted that the adventurers had crossed into the city by an alarm spell.. Ari attempts to convince the adventurers to abandon whatever plans they have in Cendrianne and go back where they came from. Ari isn't hostile, but makes it clear to the adventurers that it is their duty to stop intruders from entering the city and they will try to stop the adventurers if they proceed further.

Convincing Ari to allow the adventurers to continue on into the forest is difficult because of their oath to protect Cendrianne from intruders. However, if the adventurers reference the deal that they agreed to with Ral and their unwillingness to break their word, or renege on a bargain (tenants valued by the Fey), Ari may relent and escort the adventurers to the Twisting Tree and ensure that they leave Cendrianne when their business is complete.

If the adventurers engage Ari in conversation, Ari can offer the following information about Cendriane:

- ***The Twisting Tree.*** The location that the adventurers seek is called the Twisting Tree, so named for the twisting Root Ways beneath the tree. The Twisting Tree was once a healthy and vibrant tree before the fall of Cendriane. Now it is diseased and corrupt because of some creature that was sealed beneath it. Ari doesn't know what creature was sealed beneath the tree. The tree lies at the end of the Avenue of the Gods, near the centre of a great magic scarred crater.
- ***Forgotten Prisons.*** Many creatures of great evil and artifacts of great power have been sealed away in Cendriane since it's fall, trusting to the hordes of ghosts, displacer beasts, owl bears and giant spiders to keep prying eyes away from them.
- **Evil Denizens.** Hags and necromancers make their homes in Cendriane, creatures so terrifying even the ghosts of Cendriane are too afraid to bother. The worst of them is Kannoth a vampire lord in the catacombs beneath the city. He is a willing prisoner, bound here by his own memories of the City that was.

During the course of this conversation, the adventurers should notice that Ral has gone missing. He scampered away shortly after the ghosts disappeared and Ari emerged. The adventurers have a number of options: convince Ari to guide them through the City; evade Ari; or subdue Ari,if they can.

As the adventurers are conversing with Ari, Ral attempts to catch the attention of one of the adventurers from the nearby bushes. He draws them away from Ari and says that he scouted ahead and has found the location of the twisting tree. Ral encourages the adventurers to give Ari the slip and head towards the tree.

Adventurers with a **passive Perception of 14 or higher** notice that a pair of ghosts have followed Ral's progress

and watch ominously from a nearby, empty window, foreshadowing the attack that will come if the adventurers leave the safety of Ari's magic.

If the adventurers convince Ari to help them, Ari escorts them through the City, playing guide as their magic keeps the ghosts from attacking the adventurers. Proceed to Chapter 3: The Twisting Tree.

If the adventurers come into conflict with Ari, Ari does what they can to dissuade the adventurers from venturing further into the city, going so far as trying to intimidate the adventurers with threats and magic. However, if it comes to blows and Ari begins to lose the fight, they surrender, cursing the adventurers as fools and leaving them to die in the city. Proceed to "Flight to the Tree"

If the adventurers escape from Ari, the ghosts converge on them, pursuing them in their flight across the city towards the Twisting Tree. Proceed to "Flight to the Tree".

Flight to the Tree

To reach the tree, the adventurers must cross 200 feet of open space down the Avenue of the Gods as the ghosts swarm them from the ruins. On initiative count 1, choose one of the following effects, affecting each of the adventurers who have not yet crossed the 200 feet to the Twisting Tree. If the adventurers find a way to avoid or stop the ghosts, they can avoid the effect.

- Ghostly hands claw upwards from the ground in a 30-foot cube. Creatures passing through the area must succeed on a **DC 16 Dexterity saving throw** or take 4d6 necrotic damage.
- Two ghostly figures materialize in your path and rush forward with a wail. Two of the adventurers (chosen at random), must succeed on a **DC 16 Charisma saving throw** or be stunned until the end of their next turn.
- Many ghosts begin to wail, one voice adding to another until it becomes an unbearable discord. All creatures within 60 foot radius from a point you choose must succeed on a **DC 16 Constitution saving throw** or take 2d6 psychic damage and have their movement speed reduced by half until the end of their next turn.

At the end of the Avenue of the Gods is a crater 100 feet across and 30 feet deep. At its center stands the Twisting Tree. The tree is blackened and gnarled, covered in a rainbow of fungus which emits a cloud of spores into the air. Where the spores land on the ghosts, like cinders on paper, their incorporeal bodies blacken and flake away causing the ghosts to shrink back from the crater.



Chapter 3: The Twisting Tree

> The ground inside the crater is blackened and charred from whatever magic carved it out thousands of years earlier. Traces of that magic still linger, sparking beneath each foot fall. At the centre of the crater stands the Twisting Tree, a massive, gnarled monstrosity of wood, 200 feet tall, covered in a rainbow of fungus and lichen in place of leaves. It's roots, as big around as a person, have shattered the charred ground to find purchase.

A **DC 13 Intelligence (Investigation) check** reveals small openings at the base of the tree, big enough to crawl through on hands and knees. The dark tunnels angle downward beneath the tree. Ari or Ral can identify these tunnels as the entrance to the Root Ways.

If Ari is with the party, they stop short of going down into the Root Ways. He says:

> "Many things have been purposefully hidden away in Cendriane, things better left undisturbed. I can't stop you from going down there, but I'm not dim enough to follow you into danger and die for no reason. Go if you must. I'll wait here for you as long as I can, to ensure that you leave Cendrianne when you're done."

The Root Ways

Features of the Area

Tunnels. The tunnels of the Root Ways vary in size, from being just barely wide enough to crawl through on all fours, to being large enough for two giants to walk abreast. The walls of the tunnels are made of packed earth, and twisted roots, dotted with fungus. The floors are covered in a 1 inch thick layer of decayed plant matter.

Extra-dimensional space. It becomes quickly clear to the adventurers that the normal rules of space do not apply within this place. The tunnels stretch endlessly downward twisting in spirals and loops or opening into vast chambers that couldn't possibly exist beneath the tree without strong magic.

Light. The tunnels of the Root Ways are dimly lit by phosphorescent spores that drift lazily through the air. These spores change colour in different areas of the Root Ways, shifting between yellow, blue, purple and green.

Spores. In addition to providing light, the adventurers can feel the spores they are breathing in making their breathing heavier. When the adventurers have been within the Root Ways for 2 hours, the spores begin to break down their bodies. Adventurers must make a **DC 12 Constitution saving throw** or become poisoned. If they fail by 5 or more, they are infected by the contagion spell (disease chosen at random). Repeat this saving throw every two hours the adventurers are within the Root Ways. If an adventurer who is already poisoned fails the saving throw, they gain 1 level of exhaustion. If the adventurers take any measures to limit their exposure to the spores, they have advantage on this saving throw.

When the adventurers begin navigating the Root Ways, have them choose a navigator to make a **DC 18 Wisdom (Survival) check**. On a failure, they spend a wasted hour travelling through the tunnels, circling back into chambers and tunnels through whcih they had already passed. On a success, they find one of the following things (1d4, rerolling duplicates):

1 - The Lost Cartographer

The corridor feeds into a narrow, circular tunnel, shaped like a donut. Against one wall, a wave of fungus has grown over what was once a body, but is now little more than a few half-digested bones and a decaying satchel. Searching the bones disturbs the fungus, releasing a cloud of caustic spores. Any creature within 10 feet of the skeleton when the fungus is disturbed must succeed on a **DC 14 Dexterity saving throw**. On a failure, caustic spores land on their skin, dealing 2d6 acid damage and bonding to the creature's skin. The spores continue to burn, dealing an additional 2d6 acid damage to any creature who starts their turn covered in the spores. A character can only remove the spores by dousing themselves with liquid. Tied on an iron chain around the skeletons neck is a *ring of evasion* (DMG, pg. 191). Searching the skeletons satchel reveals the remains of a set of fine, elven mapping tools (any part of them that wasn't metal or glass has been eaten away) and a scroll case that seems to have been warded with magic to keep away moisture and rot. Inside the scroll case, there is what looks like the beginnings of a map of the Root Ways, showing hundreds upon hundreds of tunnels coiling and spiraling together into intricate knots. At some point the mapper grew frustrated and scribbled across the page in anger. The map can provide a path to leave the tree but is no use in getting further down into the Root Ways.

2 - The Shrieking Cavern

The corridor feeds into a large open chamber, fifty feet wide and fifty feet high. The walls, floor and ceiling are crowded with round purple **shriekers** (MM, pg. 138), each as big as a halfling. Touching a shrieker causes a chain reaction, as all of them emit a piercing shriek. Creatures within the chamber when the shriekers are triggered must make a **DC 15 Constitution saving throw** or take 4d4 necrotic damage as they begin to bleed from their ears.

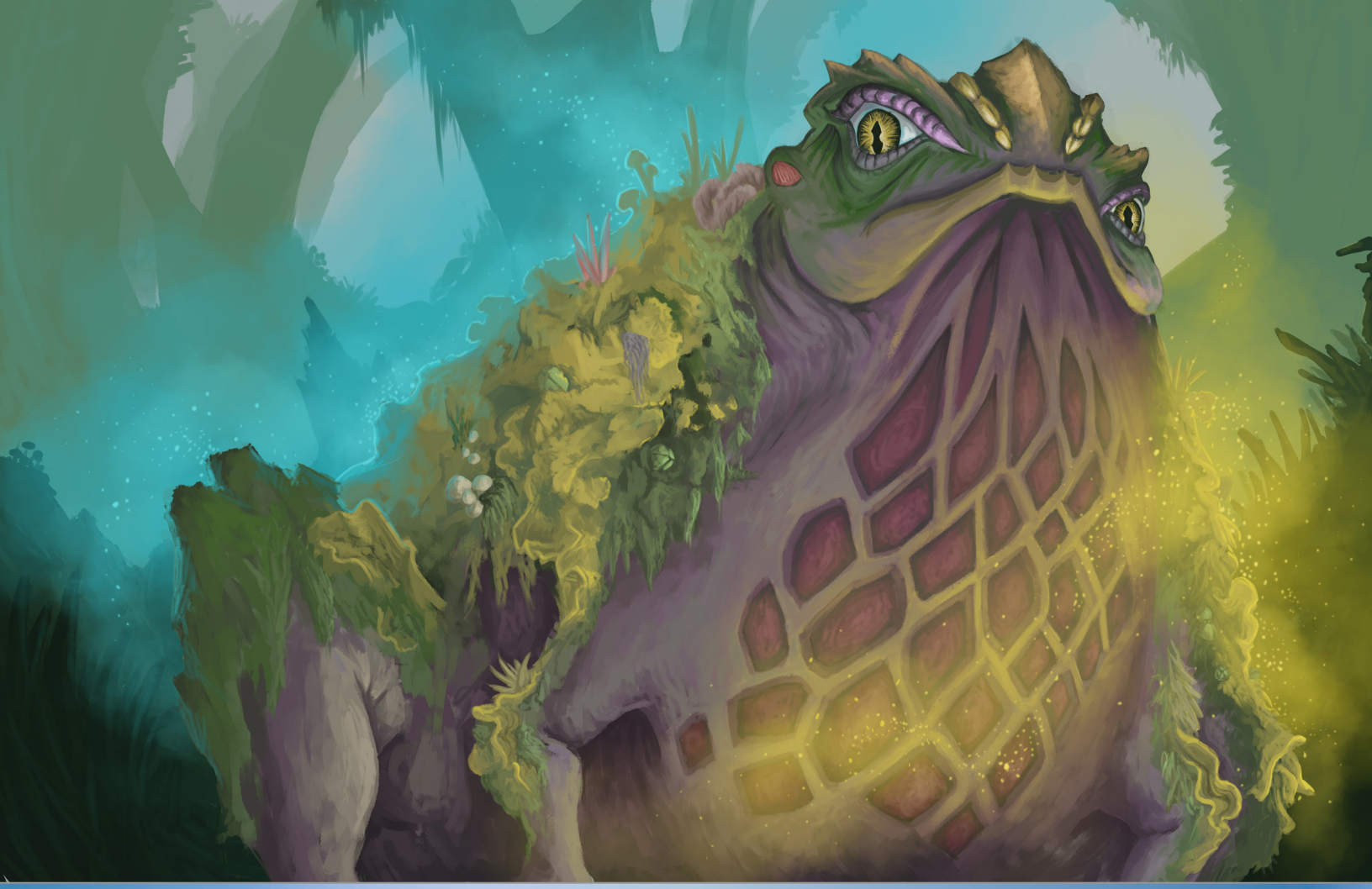
3 - Minions of the Fungal God

The corridor feeds into a massive chamber of honeycombing tunnels, covered with a coating of pale green moss and a forest of tall mushroom stalks. A **vegepygmy** (VGtM, pg. 196) colony lives here and vegepygmies confront the adventurers upon their arrival. Their chief Xuetalla, has been at war with a **wood woad** (VGtM, pg. 198) living nearby in the tunnels and is willing to offer the adventurers a guide through the Root Ways if they dispose of the wood woad.
The vegepygmies are at warbecause the wood woad goes through the tunnels clearing out the mushrooms and fungus, an act the vegepygmies believe to be sacrilege against "The Glax" (Glax, the creature guarding the bronze doorway).

4 - Unending Devotion

The tunnels of the Root Way begin to narrow and the ever-present spores fade away, leaving the tunnels dark. Heavy footprints cover the tunnel floor and all traces of fungus have been scraped away from the walls by rough hands. This is the lair of a **wood woad** (VGtM, pg. 198). He is friendly, but cautious and spends his time clearing fungus from the tunnels, which offends the vegepygmy colony living nearby.

The wood woad's name is **Hadren**. He was once a human druid who travelled into the Root Ways in search of some great force of nature that was said to dwell within.



Little did he know at the time, that this force of nature was Glax, a great toad-shaped beast of rot and decay, whose spores infected Hadren's lover, an elven woman named Allysena. Hadren tried to escape the Root Ways with Allysena, but became lost and was attacked by the colony of **vegepygmies**. During the battle, Allysena died of the disease she contracted from the spores. Hadren, suffering from the same disease and not willing to let the vegepygmies destroy Allysena's body, underwent the ritual to turn himself into a wood woad. Now he patrols the tunnels, destroying the fungus to prevent it from reaching the body of his love, which is still preserved by magic further into the tunnels.

Hadren is unable to leave the Root Ways, where his ritual bound him. If the adventurers agree to take Allysena's body with them and bury her on a sunny hill somewhere far from the Twisting Tree, Hadren agrees to act as a guide through the Root Ways. He will take them to Glax and the bronze door Ral seeks.

Note: If the adventurers encounter both the vegepygmies and the wood woad, but don't secure the assistance of either of them to help navigate their way to Glax's lair, the adventurers can find their own way there with a successful **DC 18 Wisdom (Survival) check.**

Glax and the Bronze Door

The hallway opens to a large chamber with a high domed ceiling. Mounds of fungus carpet the floor, growing, dying and regrowing in an endless cycle of life and death. Clouds of spores drift lazily through the air on unseen currents, shimmering in waves of gold, purple and blue phosphorescence. In the center of the room, sitting amidst the fungus is a round doorway of heavy bronze, engraved with sylvan runes, set into the floor and half covered by an enormous mound of fungus that shifts and opens one golden eye to stare at you as it lays a heavy, three-toed foot atop the door.

Glax

Huge monstrosity, neutral evil

Armor Class 12 (15 with mage armor)
Hit Points 324 (18d20 + 98)
Speed 15ft., standing leap 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	24 (+7)	14 (+2)	10 (+0)	17 (+3)

Saving Throws Str +12, Con +12, Cha +8
Skills Athletics +12, Insight +5, Persuasion +8
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft.
Languages Common, Sylvan, Abyssal
Challenge Rating 16 (16,000 XP)

Legendary Resistance (3/day). If Glax fails a saving throw, he can choose to succeed instead.

Spores. At the beginning of his turn, Glax spreads spores around him. All creatures who start their turn within 15 ft. of Glax must make a DC 17 Constitution saving throw or be subjected to the effects of the spores. Roll randomly to determine which spore effect is active.

1. **Sleep Spores.** Creatures who fail their saving throw fall asleep. They wake up if they take damage or if another character uses an action to wake them from their sleep.
2. **Paralytic Spores.** Creatures who fail their saving throw are afflicted by rigamortis. Until the end of the creature's turn, all ability checks and saving throws using strength or dexterity and all attack rolls (including spell attack rolls) have disadvantage.
3. **Hallucinogenic Spores.** Creatures who fail their saving throw view Glax as a trusted ally and his garden as a wonder to be protected. The creature spends it's turn attacking any creature Glax considers a threat.
4. **Caustic Spores.** Creatures who fail their save take 21 (6d6) acid damage.
5. **Corrupting Spores.** Creatures are infected by a fungus that begins to rot their body. The creature takes 9 (2d8) necrotic damage at the beginning of their turn. At the end of their turn they can make a Constitution saving throw to end the effect.

Spellcasting. Glax is a 14th level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks. Glax can cast the following spells innately, with no material components:

At will: *mage hand, poison spray (3d12),*
3/day: *confusion, contagion, dispel magic, stinking cloud*

Actions

Multiattack. Glax makes two attacks on his turn.

Bite. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one creature. Hit: 11 (3d8 + 7) bludgeoning damage plus 10 (2d6) poison damage. If it is a medium or smaller creature, the target is swallowed. A swallowed creature is trapped within Glax's fungal interior cavity, is blinded, restrained, has total cover against attacks and other effects outside Glax. At the beginning of Glax's turn, any swallowed creatures take 23 (5d8) necrotic damage from the devouring fungus inside Glax.

Glax can hold up to two creatures at a time inside him. If Glax takes 30 or more damage on a single turn, from a creature inside him, he must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Glax. If a creature dies while swallowed by Glax, their body is dissolved by Glax's fungus. If Glax dies, swallowed creatures are no longer restrained by it and can escape using 10 ft of movement, exiting prone.

Tongue. *Melee Weapon Attack*: +12 to hit, reach 30 ft., one creature. Hit: 10 (2d6) poison damage. If the creature is large or smaller, the target must make a DC 17 Strength saving throw or be pulled into an unoccupied space within 5 feet of Glax.

Legendary Actions

Glax can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Glax regains spent legendary actions at the start of his turn.

Poison Spray. Glax casts poison spray (3d12).

Tongue. Glax makes a tongue attack.

Spore Ejection (2 actions). Glax spits a ball of spores at a point within 60 feet. The area within a 10 ft. radius, centred on the chosen point fills with the Glax's spores. Choose one spore randomly from the Spores list. All creatures who are in the area of effect immediately make a save against the spore effects.

Lair Actions

On initiative count 20 (losing initiative ties), Glax takes a lair action to cause one of the following effects; Glax can't use the same effect two rounds in a row:

Fungal Pod. A large fungal pod grows from the floor and bursts open, disgorging 2d4 vegepygmy minions. Each one has 1 hit point, an armor class of 12, movement speed of 30 feet and can make one poison claw attack on their turn.

Poison Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 5 (1d4+2) slashing damage plus 4 (1d6 poison damage).

Blinding Spores. A fungus emits a puff of brilliant golden spores, filling a 10 foot radius sphere, centered around a point. Any creature in the area when the spores appear must make a DC 19 Constitution saving throw or take 10 (4d6) poison damage and be blinded until the end of their next turn.

Fungal Pods. A group of fungal pods explode, covering a 10-foot square in a sticky sap, turning it into difficult terrain. Any creature in the area when the fungal pod explodes must succeed on a DC 19 Dexterity saving throw or become covered in sap and have their movement speed reduced to 0 until the end of their next turn.

Features of the Area

The Chamber. Glax's lair is a 90 by 90 foot room, with two tunnel entrances on one side. The bronze doorway in the center of the chamber. The ceilings is domed and 40 feet high.

Light. Phosphorescent light shimmers from the fungus and floating spores, providing bright light.

Glax. Glax is a huge creature, 15 feet across shaped roughly like an enormous toad made of fungus. He spends most of his time in his lair slumbering and is currently sitting on top of the bronze door. Glax is the source of the fungus that grows throughout the Root ways. He was trapped down here as an unwilling guardian when the bronze door was sealed, though in his arrogance he believes he was trapped down here to stop him from devouring the entire world. He is unaware of what lies beyond the door and doesn't care. He can be reasoned with, but has a relentless desire to spread his fungus and consume living things.

The Bronze Door. The bronze door was constructed to ward off both physical and magical attempts to open it. Opening it requires 3 skill checks:

- ***Clockwork Locks.*** A **DC 18 Dexterity check** with thieve's tools to open the clockwork locks embedded in the door. A needle trap is hidden within the lock. When the trap is triggered, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 22 (4d10) poison damage, and must succeed on a **DC 20 Constitution saving throw** or be poisoned for 1 hour. A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful **DC 18 Dexterity check** using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap
- ***Magical Protections.*** The door is magically warded. A creature which touches the door while the wards are active must make a **DC 16 Constitution saving throw**. On a failure, a creature takes 22 (4d10) force damage and is stunned for 1 minute. On a success, a creature takes half as much damage and isn't stunned. A successful **DC 18 Wisdom (Perception) check** notices the wards. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of abjuration magic around the door. A successful **DC 18 Intelligence (Arcana) check** or a successful *dispel magic* (DC 18) disables the magical protections on the door. A failed attempt to disable the wards triggers a magical backlash. Any creature that fails to disable the magical protections must make a **DC 18 Intelligence saving throw** or take 4d6 force damage and be unable to speak for 1 minute.
- ***Lifting the Door.*** A successful **DC 18 Strength (Athletics) check** to lift the door once the clockwork and magical locks have been opened.

Note: If the adventurers do not have thieves' tools, Ral produces a set of magical thieves' tools from his pocket dimension and gives them to the adventurers. A creature that uses the tools can make a Dexterity check with them as though they are proficient with them.

Similarly, If the adventurers do not have someone who is proficient in Arcana, Ral produces a wand from his extradimensional space and gives it to the adventurers. A creature holding the wand can add their proficiency bonus to Intelligence (Arcana) checks.

I**f the adventurers convince Glax to let them pass,** he watches them carefully as they open the door, snapping at anyone who gets too close. It is obvious to the adventurers that Glax is using all of his self control to keep from eating the adventurers. The fungi in the chamber repeatedly attempt to grow over the adventurers feet if they stand in one place for more than a few seconds,as though it too is trying to consume them.

If the adventurers enter into combat with Glax and defeat it, they see its body be swallowed up by the fungus coating the floor. A few seconds later, a new body begins to form out of the floor-fungus a short distance away. Glax is reincarnated in this way after 1 hour, leaving the adventurers with little time to open the doorway.

Development

When the bronze door is opened, continue to the next section.



That Which is too Dangerous

The bronze door opens to a straight drop into darkness. A dirt floor is barely visible 30 feet below as spores begin to drift downwards. When the adventurers light up the darkness, read the following:

> Thin, brittle roots, silver as the moon grow down from the ceiling above. The roots twist and wind their way around the walls of the dark chamber to wave a mesh. Amidst the roots, suspended a few feet off the ground and pierced by the roots in a hundred places hangs a woman. Her skin is grey and sallow, and her silver hair trails down to pool on the dirty ground. She raises her head to stare blindly at you and you see she isn't a woman at all, but a hag. Her left eye made of smooth, black obsidian and her right of shimmering diamond.

The **bheur hag's** (VGtM, pg. 160) name is **Graita Twosight**. She was imprisoned here a thousand and more years ago by the Maiden of the Moon, who deemed her too dangerous to walk freely, but too useful to die. Graita has the unique ability to look into the past with her obsidian eye and into the future with her diamond eye. She willingly performs this service for anyone who offers her a happy memory she can devour. The devoured memory is gone from the donor's mind as though the event never happened.

Ral approaches the Hag, demanding that she tell him who he was and who cursed him. When the hag tells him that the cost is a happy memory he tells her to take what she wishes from him, since he has no memories.

> Graita responds in a crackling voice like breaking tree branches: "Your name I see, and return to thee, from past it comes, Oronothorn! And this curse of lost memories that brings you low, it was laid and may be broken only by that darkest of darks, upon her shadowy throne, the Queen of Air and Darkness."

After the hag has given Ral (Oronothorn) the information he was seeking, she turns to the adventurers, offering them glimpses into the future and the past for the price of their happiest memories. She alternates between this and pleading with them to free her from her prison. If any of the adventurers try to free her, the brittle looking roots holding the hag prove to be indestructible.

Concluding the Adventure

Oronothorn, having gained the information he sought, thanks the adventurers for their help and offers them the amulet of the planes in payment. He still doesn't know why the Queen of Air and Darkness laid this curse on him, but he now knows where to go next.

The adventurers can follow Oronothorn out of the Root Ways or use the amulet of the planes to return home directly.

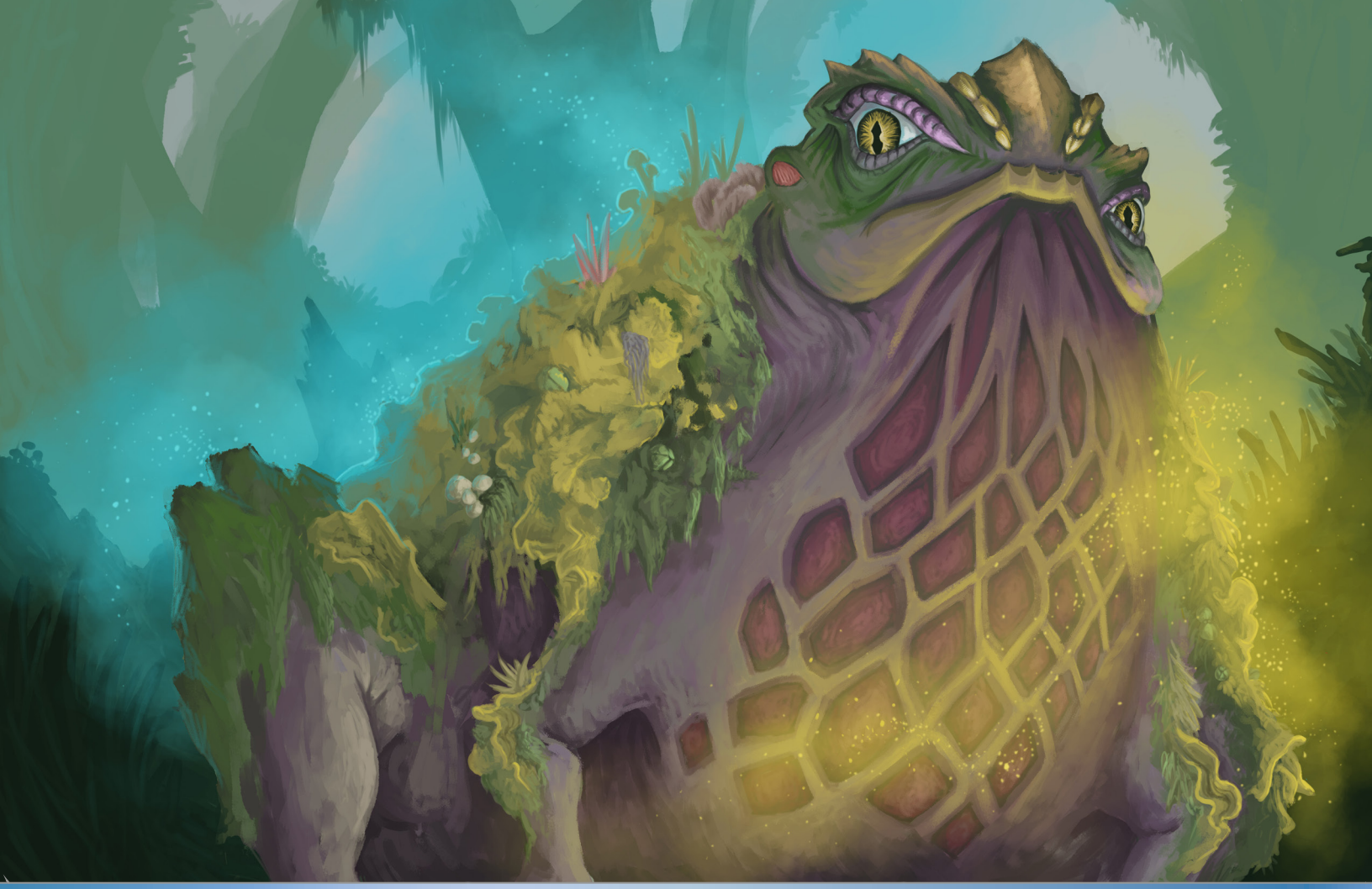
Continuing the Adventure

If the adventurers wish to help Oronothorn break his curse, the adventure continues as Oronothorn leads them to the Unseelie Court to confront the Queen of Air and Darkness.

Glax Remembers

It is unlikely that Glax will forget the adventurers after he has seen them once and is likely to spy on them and harass them in the future, either attempting to convince the adventurers to take him as a patron or if unsuccessful, to send his own off kilter warlocks to make things difficult for them.

For more information about Glax, his warlocks and his abilities to spy at distance, see the Warlock Patron option that follows on the next page.



Warlock Patron: The Fungal Devourer

He is the Fungal Devourer; the embodiment of rot and decay in the Feywild; the force that will devour the entire multiverse (if you ask him), more commonly known as Glax. He is a monstrous toad composed of fungus with a constant, insatiable desire to consume everything around him and an ego as large as his appetite. He uses his fungal powers to spy on those who tread in the places of rot and decay across the planes of the multiverse, offering deals and bargains to those who recognize his "great and limitless power".

> Glax is imprisoned within the Feywild, but for all his bluster, he does not attempt to escape his prison. He believes that it is because of his "great power" that he was tricked into his current imprisonment and that were he not imprisoned, he would consume the entire multiverse, including those he has coerced into his service. So for now, he bides his time in his cage, revelling in his inflated ego and sense of importance.

Making Contact with the Devourer

Have you ever been walking through the forest and seen an old log, filled with rot and covered with moss and thought you saw the shape of an eye in the rotting wood? Have you ever seen a hill of moss and fungus raised up from the ground like a creature, surfacing out of the dirt?

The devourer is locked away within a prison within the Feywild, where he can not directly interact with those who would seek him out to be a patron. However, that does not mean that he is cut off from the outside world. Wherever there is rot and decay, Glax can cast his gaze, manifesting an eye to watch for those who wander the woods alone and a mouth to speak to them and sway them to his service. Those who have heard of the devourer need only seek out a place where rot, fungus and decay rule and call out the devourer's true name and he will hear.

Marks of the Devourer

One who has entered into a pact with the Fungal Devourer will often manifest some of the following signs of their patron:

1. Your eyes turn the gold and black colours of a toads, with an hourglass shaped pupil
2. You emit a trail of nearly imperceptible spores that cause fungus to grow in your wake (over the course of days) and rot organic materials. (This may result in you constantly needing to purchase new clothes, bags, and furniture as they decompose.)
3. You feel a constant, insatiable hunger that no amount of food can satisfy.
4. You develop small, gill like structures on your skin that help spread your fungal spores.
5. Your tongue stretches to inhuman lengths and can be used to manipulate small objects.

Pact Boons

Pact of the Blade

If you take Pact of the Blade, your pact weapon could manifest as a gnarled staff, topped with a toad's head and covered with fungus that quickly grows, dies and regrows, in perpetuity.

Pact of the Chain

If you take Pact of the Chain, your familiar could be a dog sized toad, with golden eyes and fungus growing from his back or a vegepygmy with the golden eyes of a frog.

Pact of the Tome

If you take Pact of the Tome, your magical book could be a waterlogged tome covered in living fungus and lichen that emits a cloud of spores whenever it is opened.

Expanded Spell List

The Fungal Devourer lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Level	Spells
1st	Jump, Sleep
2nd	Blindness/Deafness, Protection from Poison
3rd	Slow, Stinking Cloud
4th	Confusion, Vitriolic Sphere
5th	Cloudkill, Contagion

Optional Cantrip

If your DM allows, you can add the primal savagery cantrip to your spell list and use it to manifest a long froglike tongue. Eldritch Invocations that benefit the eldritch blast cantrip also benefit this spell.

Majestic Leap

Starting at 1st level, you may forgo your normal movement to make a standing leap up to your movement speed. If you are leaping vertically into the air, you can travel a vertical distance no greater than half your movement speed. Example: If your movement speed is 30 ft., you can leap up to 30 feet horizontally to cross a chasm, however, if you are leaping up onto a balcony, you can leap 15 ft. high (half your movement speed).

Disrupting Spores

At 1st level, as a bonus action, you can spread your spores to one creature within 30 feet that you can see, infecting them. Creatures infected in this way subtract 1d4 from their attack rolls and saving throws. At the end of each of their turns, an infected creature can make a Constitution saving throw against your spell save DC to end this effect.

You can use the feature a number of times equal to your charisma modifier, regaining all expended uses when you finish a long rest.

Reactive Spores

At 6th level, when a hostile creature hits you with a melee attack, you can use your reaction to cover them in paralytic spores. The creature must succeed on a Constitution saving throw against your spell save DC or be stunned until the end of their next turn. Once you use this ability, you can not use it again until you finish a short rest.

Fungal Reconstitution

At 10th level, you gain a portion of the regenerative abilities of the Fungal Devourer. As an action, you cause fungus to grow over from your skin, repairing any damage you have sustained. You regain hit points equal to 4d8 + your warlock level. Additionally, as a part of this effect, you regrow any limbs you have lost within the past 8 hours. Once you use this feature, you can not use it again until you finish a long rest.

Maw of the Devourer

At 14th level, as an action, you summon the maw of the Fungal Devourer to swallow your foes and decompose them. Choose a point you can see within 60 feet of you. Fungus grows from the ground, forming the open maw of a giant toad, which swallows all large or smaller creatures within a 5 foot radius of the point (a 10x10 foot area), trapping them beneath a mound of fungus. The affected creatures are restrained. At the beginning of the creatures turn, they take 4d6 necrotic damage and 4d6 poison damage and can use an action to make a Strength check against your spell save DC to break free from the maw, ending the effect on a success.

The maw lasts for up to 1 minute, or until there are no living creatures within it. Additionally, any creature who is reduced to 0 hit points within the maw is immediately dissolved. Once you use this feature, you can not use it again until you finish a long rest.

Eldritch Invocations

Devouring Spores

Prerequisite: The Fungal Devourer patron

When you deal damage to a creature infected by your disruptive spores feature, they take an additional 1d6 poison damage.

Spore Friends

Prerequisite: The Fungal Devourer patron, lvl 10

As an action, you summon 2 vegepygmies at a point you can see within 30 feet (this increases to 3 vegepygmies at level 15 and 4 at level 20). The vegepygmies are friendly to you and your companions. Roll initiative for the summoned creatures as a group. They obey verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The summoned creatures remain for 1 hour, or until they are dismissed. Once you use this invocation, you can not use it again until you finish a long rest.

About the Author

This adventure was written, illustrated and designed by David Markiwsky. David is a writer, artist and graphic designer in Edmonton, Canada, with a moderate to unhealthy obsessions with horror and all things Fey. You can find all his other D&D content on the DM's Guild and can reach him on Twitter @DavidMarkiwsky.



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