

THE DM TOOL CHEST

FRENZY IN THE FOREST

WHISPERS OF THE NIGHT PART II



PURSUE A DARK UNICORN AND
SAVE A MONASTERY FROM THE CLUTCHES OF EVIL



FRENZY IN THE FOREST

F*renzy in the Forest* is a Fifth Edition adventure intended for **three to five characters of 7th to 9th level** and optimized for **four characters with an average party level (APL) of 8**. Pilgrims have been passing through Oakenhold all season, heading to a monastery in the Shimmering Forest. They weren't seen again, but a Dark Unicorn had been sighted wandering amidst the trees. This adventure occurs in the Freelands campaign setting but fits any existing campaign with only a few modifications and name changes. This adventure is the second in the "Whispers of the Night" series but can be played as a standalone adventure without any changes.

BACKSTORY

The Monastery of Nature's Comfort was founded forty years ago by clerics that had tired of the near-constant Great War that had plagued the continent. They painstakingly built a sanctuary nestled in the Shimmering Forest's wilderness to meditate and research the various properties of the many plants found in the forest. Over time, several individuals sought out the monastery to join them or seek training in spiritual or medicinal disciplines. Alanis, a Nightwhisper Hag with nefarious intentions, disguised herself as an apprentice healer from Summerfall and secreted herself into the clerics' midst. Initially, she used the monastery residents to help gather ingredients for her experiments, but it wasn't long before the assistants became the subjects. Alanis seeks ways to bring the forest creatures under her control and has recruited a dark unicorn to act as her lieutenant.

ADVENTURE SUMMARY

Contact was lost with The Monastery of Nature's Comfort, and there have been strange sightings in the surrounding area. The characters are asked to investigate and are attacked by beasts in the Shimmering Forest. After sighting and then losing track of a dark unicorn, the characters find their way to a monastery, which they find is quickly succumbing to the wilderness. As they explore the sanctuary, a treant confronts them. Noise from the crypt draws the characters underneath the monastery, and they find Alanis, a Nightwhisper hag, but she escapes through a portal. She left in a hurry, and the characters find a lot of evidence of her experiments and details of the Nightwhispers' plans. The dark unicorn blocks their path out of the courtyard as the characters leave.

ADVENTURE HOOKS

Here are a few ways to get your characters hooked into this adventure, with some special options if the characters are playing the Whispers of the Night series; these are marked as [Series].

[SERIES] ONE MUST FALL

*If the characters played *The Fable of the Gallows Tree* and were recruited by Jex Anlay, leader of *The Society of the Black Quill*:*

Jex Anlay is grateful for your rescue and sends word to head to the Glistening Glen tavern in Ashenvale, where she will tell you what she's learned of the location of

Alanis. Upon reaching the tavern, there is no sign of Jex, but a tired rider delivers a message to you from her hand that evening. The note reiterates the importance of stopping one of the three power-hungry leaders of the subversive guilds—their current squabbling allows the lords of the land to cling on to power and oppress the people. Only when one of their chapters falls will the remainder get their act together enough to do what the people of the land so badly need them to - free them from the establishment. Jex has investigated rumors of a dark unicorn sighted in the forest, which is a sure sign of one of the guild leaders - Alanis. These sightings seem to be center around a spot in the woods some 80 miles north of Ashenvale, near an isolated monastery. Jex is prepared to pay the characters 8000 gp to end Alanis's nefarious plots. Enclosed is 600 gp each to "keep them going."

[SERIES] TROUBLING TALES

If the characters played The Fable of the Gallows Tree and defeated Leilatha, one of the hag daughters of Mother Nightwhisper:

The events of The Zenith Revelry have marred Four Lords for the characters, so they headed to the new surroundings of Ashenvale to relax and perhaps enjoy the tranquility of the forest. One evening in the Glistening Glen tavern, a somewhat intoxicated young man approaches the characters. He is dressed in finery that they recognize from the revelry as Frederick, the wayward son of the lord of this town. He congratulates the characters on their deeds in an overly loud manner, and soon the whole tavern is whispering. Later that evening, a noble messenger fetches the characters to meet Lord Modric at the keep. The lord is a gaunt human male who looks worried, his brow wrinkled with concern. He tells the characters of rumors of a dark unicorn sighted in the forest about 80 miles north of here, near an isolated monastery. Having heard of their deeds from his son begs them to investigate and help keep the town safe. He offers the characters 600 gp each in advance to "just deal with it."

THE BUCKET LIST

Rumors of a dark unicorn in the Shimmering Forest have caused disquiet among the people of the nearby town of Ashenvale, but not everybody shares their concern. An elderly rock gnome woman named Korji approaches the characters as they relax in the Glistening Glen tavern. She seeks to hire the party to seek out a dark unicorn sighted about 80 miles north within the forest, near an isolated monastery. She explains that she hasn't worked in the capital every day for 450 years just to miss this—it could be her last chance after all. She offers the party 600 gp each as an advance to find the "majestic beast" and get its likeness. She is too old to make the journey herself and provides the characters with a unique clockwork device that looks similar to a child's music box, with a flap on one side and a small

crank handle on an adjacent side. "Just point and turn the handle," she explains before retiring to the spa for the next week.

IT'S BEEN A WHILE

Ashenvale's local herbalist Iggy Deives [DAY-VEES] is concerned. The gravelly-voiced human male hasn't received any shipments from the monastery in the forest for a tenday, and rumors of a dark unicorn have scared off any of his usual options for assistance. He is desperate as he has the biggest fayre of the season coming up, and without stock, he'll lose out on all of the lucrative commissions that the nobles place there. He relies on that income for the rest of the year and is prepared to invest in mercenaries to get his supplies back on track. He offers the party 600 gp each as an advance to head to the monastery, which is about 80 miles north within the forest, and "get dem plants."

THE SHIMMERING FOREST

Spanning several hundred miles in every direction, The Shimmering Forest straddles the western border of the realm, and it is easy to find yourself on the wrong side of a line on a map. Their slightly translucent leaves make the trees appear to sparkle in the sunlight, giving the forest its name. The few paths are typically small and unkept; until recently, there was little call for significant traffic between the neighboring empire of this continent due to the Great War that consumed them both for centuries. The resulting seclusion offered by the forest has allowed creatures and small communities to live in peace without needing to concern themselves about politics.

SETTING OUT

The characters start the adventure just after they plunge into the forest (*in media-res*), having had the opportunity to purchase any basic provisions and adventuring gear from the shops of Ashenvale.

THE JOURNEY

The Shimmering Forest is as strange as it is vast. Horses struggle with the often dense foliage and cannot make significantly faster progress, constantly needing to be led on foot. The journey to their destination takes the characters two days if traveling on foot. To determine what they encounter along the way, roll a d6 and consult the Sights of the Forest Table, or choose one or more interesting options.

SIGHTS OF THE FOREST

d6 EVENT

1 The characters see a tree ahead of them, notable for its heart-shaped knot where a branch has fallen off. It's a surprising sight, and it was almost as surprising as the first time they saw it an hour ago! The paths and trees here seem to be shifting as if guided by some malevolent presence.

2 The soft breeze that has been at the back of the characters abruptly changes direction and picks up in intensity. Sounds of creaking branches and the rustling of leaves are carried clearly on the wind. After a minute, the effect fades, and the soft breeze returns.

3 The characters can't shake the feeling that they are being watched. Out of the corner of their eye, about 200 feet away in the shadows, one of the characters sees what looks like a small tree step into a larger one.

4 The characters come upon a small brook, just one foot wide, that they need to step across. Every time a creature does so, the brook slows down and an appendage-like flow of water reaches towards them. The creature must succeed on a DC 13 Dexterity saving throw or the water appendage grabs them, doing no damage but leaving them drenched.

5 The soft glistening of the translucent canopy above becomes muted as a cloud passes in front of the sun. When the sun re-emerges, it is a strange purplish color that causes the tops of the trees to pulse with a warm orange hue. After three minutes, another cloud passes in front of the sun, returning to its familiar color.

6 Over the course of an hour, an unknown moon rises to meet the sun, resulting in a total eclipse that lasts for two minutes. During this time, the corona of light appears to shift through the complete range of colors, and trees seem to shuffle about slowly as if awakened. The trees are motionless again after the light returns, and the moon recedes below the horizon over the next hour.

GM NOTE

The journey is an opportunity to emphasize the strangeness of the forest and the situation the characters find themselves in. There are many inexplicable events described, and there isn't a necessity to provide an explanation to the characters! It is an excellent opportunity to build suspense, much like a horror story. Embrace the strangeness.

AMBUSHED

The characters see a temple-like stone structure with a bell tower about 4 miles away on the last afternoon of the journey. The characters suddenly hear growling and have their attention snapped back to their present surroundings on a deer track through sparse foliage and large trees. Unfeasibly large wolves with fur as black as night begin circling the party. Eight *dire wolves* and four *dryads* attack from both sides, initially ignoring any advanced scouts or stragglers. The bark of the

dryads is covered in places by dark moss, and they have used *pass without trace* to set up this ambush. The dire wolves look hungry and have a black tone to their fur around their claws and mouth. When only three dire wolves remain, the remaining attackers attempt to flee into the forest.

Development: *The Hunt is On.* Immediately after the attack, the character with the highest passive Perception score notices a dark form through a gap in the trees. A mile away on the crest of a slight rise and silhouetted against the late afternoon sun is the unmistakable form of a unicorn. A brief moment later, the creature turns and trots away in the direction of the stone structure the characters spotted before the fight.

GM NOTE

If playing with The Bucket List adventure hook, the characters have enough time to find the clockwork box and turn the handle. There is an intense whirring from inside and a jarring series of clicks before it falls silent.



DIRE WOLF AMBUSH

THE MONASTERY OF NATURE'S COMFORT

1 square = 5 feet



THE MONASTERY OF NATURE'S COMFORT

The Monastery of Nature's Comfort was once a shining beacon of enlightenment that co-existed with and learned from the natural world of the Shimmering Forest it was nestled within. The site was home to a dozen clerics, monks, and researchers and regularly accommodated travelers and pilgrims. This charity proved to be its undoing, as not everybody was who they claimed to be. The hag Alanis, a daughter of Mother Nightwhisper, came to the monastery in the guise of an apprentice healer from Summerfell. It wasn't long before she had the other residents enthralled and began using them to help power her rituals in pursuit of mastering the beasts of all the forest to raze the empires of mortals. Their willing assistance wasn't sufficient for long, and she began using their very souls as fuel. The monastery has succumbed to the wilderness at an accelerated rate due to her experiments.

GENERAL FEATURES

These general features are prominent throughout The Monastery of Nature's Comfort unless otherwise noted in the area descriptions.

Ceilings, Floors, and Walls. The outer buildings (areas 3, 4, 5, and 6) are single-story with walls made from roughly dressed stone and 7-foot high ceilings. Then inner buildings (areas 7, 8, 9, and 10) are two-story with 12-foot high ceilings. As noted in the adventure text, the floors are of various materials, but all are in poor repair with signs of blood, struggle, and pooling water from holes in the roof. Cobwebs are present in the corner of rooms. Due to the roof's poor condition, characters that can fly or climb can gain access to any area at will.

Doors. The doors are simple, thin, dark wood with patchy moss growing in all recesses.

Lights. There is dim light throughout the monastery from windows and holes in the roof from the sun or the moon.

Climate. The air outside is cool despite there being no breeze. The air smells of a musty mix of earth and trees, with a slight hint of fruitiness.

Wild and Abandoned. The monastery is partially overgrown by the surrounding wilderness. This is a process that has been going on for months.

KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided map of The Monastery of Nature's Comfort:

1. MAIN GATE

The rotted wooden gate is slumped on its hinges but still stands its full eight feet tall for now. While it is closed, it looks far from secure. The ten-foot-high walls are made from roughly dressed stone, covered by moss and vines. A sign hangs loosely from a single nail in one corner, with vine's obstructing the etching underneath.

The sign has a burned etching in Common that reads "Monastery of Nature's Comfort - rest, think, learn." Any character attempting to open the gates can easily do so, causing the doors to collapse loudly unless the characters have prepared a means of preventing that in advance. If the doors collapse, the noise reverberates uncomfortably off of the other walls in the courtyard. There are several gaps in the wall that Small or Tiny sized characters can freely access.

2. COURTYARD

Several blood trails mar the dirt courtyard, but there is no sign of any bodies. A large tree and a decrepit well stand in the center of the open space, and there are doorways and steps leading to several parts of the building.

There are many sets of tracks evident in all areas of earthen ground. A character who succeeds on a DC 13 Wisdom (Survival) check discerns that there are several wolves, at least one horse, and something bigger. A character who succeeds on a DC 17 Intelligence (Nature) notes that while the large creature must be bipedal, it doesn't have obviously formed feet.

A hitching cart sits in the corner next to the stables (area 5). The blood trail continues underneath it as if something was dragged there. A rickety ladder stands propped against the brewhouse (area 3) and leads to the roof. Any character attempting to climb it must succeed on a DC 13 Dexterity saving throw or take 1 point of piercing damage from a splinter as the ladder breaks from the first rung they put any weight on and is destroyed.

The well is 30 feet deep with sides made from stone with no significant purchase for climbing. The bottom of the well leads to area 13 in The Crypt.

Encounter (on entering the area): Hiding in Plain Sight. As the characters enter the monastery, a *treant* stands motionless in the courtyard, appearing to be a regular tree. It attacks as soon as the characters attempt to move past it, or they take any hostile action or discuss any aggressive action within earshot in a lan-

guage it understands. There are no rocks to throw, but stones from the well will serve as a suitable substitute for one attack. The treant fights to the death, after which it rapidly decomposes over the next minute unless it is set on fire and instead is consumed entirely in the next minute. The ground is littered with a small mound of either mulch or ash accordingly.

Encounter (on leaving the monastery): Dark Beauty. As the characters leave the monastery, Tryne the Dark, a *dark unicorn* (see Appendix) with a shimmering coat of midnight black, confronts the characters. Tryne speaks to the characters telepathically, telling them that the end times are begun for the mortal races. If combat ensues, Tryne recognizes spellcasters as a significant threat and attempts to charge them first. Tryne tries to escape using *mislead* when reduced to 25% of its health.

2A. BASTION

The bastion is solid, but the dressed stonework shows signs of cracking that belies the fact that it hasn't been tended to in several years. The steps leading up to the upper level overlooking the gate are open to the courtyard. The upper level is 20 ft above the courtyard level with crenelated battlements that provide three-quarters cover from those below.



A TREANT GUARDS THE COURTYARD

2C. ENTRANCE

The entranceway consists of two doors at either end of a short reception corridor leading into a plain waiting room with a moth-eaten carpet and cracks in the flagstones on the floor. Inside, a single lit torch is guttering on one wall.

3. BREWHOUSE

Several large vessels sit in one corner of this room, sealed with stoppers covered in colored wax. Some barrels sit in the opposite corner, and a pungent smell comes from two large metal cauldrons, each sitting atop a low stone plinth with firewood underneath.

The liquid inside the cauldrons is of a dry gruel consistency and has a faintly sulfurous odor.

Treasure. There is a simple, unlocked chest on the southern wall containing a set of brewer's supplies, a bucket, and a leather pouch containing 52 gp.

4. GUEST HOUSE

The wooden floors are covered in long-dried blood, with tree roots poking through in places and puddles underneath gaping holes in the roof. Although simple, the furnishings in this small set of rooms seem too comfortable to have been used by monastery residents. A guest book is open on the table of the common room.

Treasure. A character who succeeds on a DC 15 Intelligence (Investigation) check finds 10 pp under a pillow in one of the guest rooms and a small leatherbound journal with a list of herbalist provisions requested by an Iggy Deives of Ashenvale.

4A. FRIAR ELDANE'S ROOM

This room is different from the others nearby, as it contains some sense of being permanently occupied. There are personal touches on the walls, a reading chair, and even a footlocker tucked discretely into an alcove.

A character who takes one minute to read the books open on the desk finds that one is the journal of Friar Eldane, detailing his scandalous love affair with an unnamed cleric within the monastery. The other is his early draft of "Lightning and Other Fun Mischiefs."

Treasure. Inside the unlocked footlocker are an empty dented hipflask and a small canvas pouch with dry beans inside it (a *bag of beans*). The pouch is surpris-

ingly heavy, weighing 3 pounds. The items are lying plainly upon a folded brown cassock.

5. STABLES

There is only one permanent stall inside these small, earthen floored stables, with rotting hay stacked within.

Treasure. A character with a passive Wisdom (Perception) score of 15 or higher or who succeeds on a DC 15 Wisdom (Perception) check notices a tiny gem sparkle within the hay. The gem is a small cut diamond (50 gp) that looks to have come free from its setting in a jewelry piece.

6. STOREHOUSE

The earthen floor of this small storehouse has slightly damp areas where puddles appear to have been drying recently. A few crates and barrels sit mildewing against the walls.

Treasure. The barrels and crates here are mostly filled with moldy foodstuffs. A character who takes 10 minutes to look more carefully through the contents finds ten flasks of oil, three bedrolls, and a herbalism kit.

7. KITCHEN

Some candles are burning on the central wooden table of this kitchen, along with a shortcrust pie that has had a single piece cut from it but not removed. A thin trail of steam wafts lazily into the air from the pie. While there are few provisions left in the room, it is evident that somebody has been here recently.

There is a wax-covered cheese on a shelf that is still edible. Otherwise, all the pots, jars, crates, and barrels are full of rotted foodstuffs.

Hazard: What's in this? A character who eats the pie must succeed on a DC 14 Constitution saving throw or take the poisoned condition as they immediately throw up and begin to see spots in their vision.

8. SCRIPTORIUM

The monastery clearly had an impressive library. Sadly, it is no more. The many books and scrolls here have been severely damaged by water, as the roof has partially collapsed. From the number of rustic quills floating in various puddles, it appears that a lot of these books were written here.

Treasure. A character who succeeds on a DC 15 Intelligence (Arcana) check notices the power emanating from a seemingly innocuous bird figurine that was being used as a paperweight. This is a *figurine of wondrous power, silver raven*.

9. DORMITORY

A series of doors leading off this corridor hint at many small rooms.

Treasure. A character who succeeds on a DC 15 Intelligence (Investigation) check finds a *potion of animal friendship* hidden under one of the beds. It seems that not everybody believed in putting the work in to get results. A character who takes 2 minutes picking through the small store-room finds a healer's kit that has escaped being packed with anything else that has spoiled.

9A. ABBOT OG'S ROOM

This room is larger than most others off of this corridor, and it contains a desk and a cupboard. An important resident must have been housed here.

The chest and cupboard are unlocked and empty except for damp clothing with rotted thread.

Treasure. A character who succeeds on a DC 15 Wisdom (Medicine) check identifies an important treatise on effective treatment of rare poisons amongst the many rambling thoughts written on the papers resting on this desk. This particular small sheaf of yellowing parchment is signed by the author, Abbot Onas Glynri, and would be valuable to the right buyer (1,850 gp).

9B. READY ROOM

This slightly larger room has three beds and some potion and supply racks. It seems that the occupants were expected to be ready for anything at a moment's notice.

Treasure. Among the papers on the desk is a *spell scroll of gust of wind* and a *spell scroll of spike growth* that have escaped the damp. All the other consumables are either empty, waterflooded, or spoiled.



LIGHTNING AND OTHER FUN MISCHIEFS

10. CHAPEL

The chapel is brightly lit by the braziers blazing eerily at the abandoned altar. They illuminate the bell that fell from the belltower with enough force to crack both it and the flagstones it fell on. The roof has partially collapsed, knocking over several pillars, which have in turn crashed into the walls. The tiling here is finer than anywhere else in the monastery but no less marred by trails of blood and the vines and moss growing up between many of the tiles.

There is no space for characters to enter where pillars have crashed into walls.

10A. BARRICADED DOOR

A hasty barricade of wooden benches has been thrown up against the inside of the main doors.

A character who succeeds on a DC 21 Strength (Athletics) check can open the door from the outside, destroying the barricade. A character who spends 10 minutes can sufficiently dismantle the barrier from the inside to open it.

10B. FALLEN BELL

The remains of two smashed benches surround the bell, which has cracked the tiles it landed on and fractured itself in several places. The bell has fist-sized gaps on all sides, but its inside is dark and cannot be seen unless a character is right beside it.

Hazard: For Whom the Bell Tolls. A character who inspects the cracks in the bell must succeed on a DC 13 Dexterity saving throw or take 3 (1d6) points of bludgeoning damage when a snake suddenly springs out at them, and they hit their head heavily off of the bell, causing it to ring out. The sound the bell makes is discordant, owing to its cracks.

Encounter: It Tolls for Thee. Whenever the above hazard is triggered, or if a character takes any other action that causes the bell to ring out, three *swarms of poisonous snakes* and three *constrictor snakes* slither out from within the bell on all sides and attack the characters.

10C. COLLAPSED ROOF

Part of the roof has collapsed, blocking the door to the scriptorium (area 8). A character who succeeds on a DC 21 Strength (Athletics) check can open the door from either side by pushing the rocks aside. A character inside the chapel who succeeds on a DC 15 Intelligence (Investigation) check notices that these rocks were deliberately placed there to block the door.

10D. TO THE ROOF

The spiraling staircase is smashed 4 feet above the ground, and access to the upper floor is blocked by

heavy-looking stone blocks that have collapsed into the gap.

10E. TO THE CRYPT

A blood trail leads to the top of a spiral staircase that descends into the darkness.

These stairs lead to area 11 in The Crypt.



MONASTERY CRYPT

1 square = 5 feet



MONASTERY CRYPT

Beneath the monastery lies the crypts where resident clerics have been interred. Alanis has made this area into her lair to conduct her dark rituals and has protected it with wards to keep intruders at bay.

GENERAL FEATURES

Unless otherwise noted in the area descriptions, these general features are prominent throughout the crypt.

Ceilings, Floors, and Walls. The ceilings are 10 feet high. All surfaces are made from roughly dressed stone, which has been cracked and pitted with time.

Doors. There are no doors present.

Lights. Candles and torches provide dim lighting throughout.

Climate. The cold and clammy air is stagnant here, and the noise of lapping water echoes throughout.

KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided map of the crypt.

11. STAIRS UP

These stairs lead to area 10e in The Monastery of Nature's Comfort.

12. LESSER CRYPTS

Several sarcophagi remain intact and untouched by the moss and flooding present in the rest of the crypt; only one wasn't spared by a partial ceiling collapse.

Inscriptions on the lids indicate that these held monastery residents who died within the past forty years.

Treasure. A single platinum piece has been placed over the head position of the sarcophagi lids. There are papers scattered throughout the chambers containing dense, arcane scrawlings in Sylvan, and their elaborate appearance makes it clear that these are important documents. Any character that can read them quickly deduces they were written by someone named Alanis, and they speak about the progress of a plot to take over the continent by some unnamed group, but it will take a significant amount of time to put all of the information together.

13. BOTTOM OF WELL

An utterly dark chamber pool of water is 8 feet deep in the center, underneath the shaft leading to the surface 30 feet above. A bucket floats on the water along with the rotted wooden crossbar from the top of the well. A soft lapping sound echoes to the north.

The sides of the pool rise up to a depth of 4 feet, and the exit to the north of the chamber is 5 feet wide. The well's shaft is made from stones with no significant purchase for climbing and leads to the courtyard (area 2) in The Monastery of Nature's Comfort.

14. FLOODED CHAMBER

Steps lead down from the platforms on either side into a completely flooded chamber that houses more sarcophagi which appear untouched by the elements that have weathered the rest of this crypt. The water seems to lap and churn softly of its own accord. A slender female figure stands in front of a thin, misshapen ring of vines on the wall to the east.

Hazard: Not a Paddling Pool. The water has been polluted by the heinous experiments that have been conducted here. Any character who enters the water must make a DC 15 Wisdom saving throw, taking 13 (3d8) psychic damage on a failed save, or half as much damage on a successful one, as tortured souls trapped in the water seem to scream and clutch at them.

15. PORTAL CHAMBER

There is no sound from inside this end room, despite the lips of the figure clearly moving. The candlelight reveals another humanoid female figure pacing barefoot in a graceful circle traced in a thin layer of ash covering the floor as they move around. Her dress has segmentation and a bodice made of green bark woven unnaturally into fitted segments. Seeing you, she raises her hands to her sides, and living branches grow out of her dress into a mantle glowing green, and the circle of vines behind her begins to grow, twisting to become thicker with small sprouting tendrils anchoring it to the wall.

Alanis is one of the hag daughters of Mother Nightwhisper, a powerful winter archfey in the fae realm. She came to the monastery to use their research and eventually their souls to fuel her dark rituals. Having been warned by Tryne the Dark of the characters approach, she has decided it is time to move on and has cast *wall of force* just inside a *globe of invulnerability* (at

7th level) at the entrance to the chamber to prevent interruption by any physical or magical means. It has used a lot of her resources, and she just has the abbot Onas Glynris remaining, cowering inside the open sarcophagus. Alanis continues to cast a ritual over the next minute ignoring the characters except to wink or wave tauntingly.

GM NOTE

There is not supposed to be any way that the characters can interrupt Alanis, but players are very creative! Alanis must get away to further the narrative, so feel free to make it theatrical but move directly to the next narration if required. It is possible that when she escapes, some players may feel cheated. If this happens at your table, you should give them some indication that the adventure isn't over. Perhaps they hear a noise from the courtyard echo down the well. Remember that as they exit the monastery, they will face the dark unicorn in the courtyard (area 2) above!

After a minute or if the characters appear to have found a possible way to interrupt Alanis, read the following aloud:

The figure blows a kiss before pulling a limp but alive human figure from inside the open sarcophagus. He manages to open his eyes for a moment as she smiles down at him, and then the green glow intensifies. His form slowly disintegrates into ash, blown gently away by an otherworldly breeze that you cannot feel. His hand vanishes last, and a gold ring drops silently to the floor. At the same time, the circle of vines on the wall begins to flower in a rainbow of blossom, and a shimmering portal appears. She steps through without looking back, and sound immediately returns from within the room as the portal closes behind her with a "whoosh," scattering papers that flutter to the ground.



ALANIS NIGHTWHISPER

Treasure. A *shortsword of life stealing* is leaning up against one of the sarcophagi. It bears traces of blood and tree sap on its blade. The ring is a heavy gold band set with an emerald (280 gp) bearing the initials OG engraved on the inside edge. The papers are similar to the pages found in the lesser crypts (area 12).

CONCLUSION

Choose the conclusion that matches the adventure hook used:

[SERIES] ONE MUST FALL

Jex Anlay waits for the party's return at the Glistening Glen tavern in Ashenvale. She listens to their report with an athen face and thanks them when they are finished. Jex places a heavy coin purse on the table full of platinum, enough for 60 pp each. If the characters collected any notes from areas 12 or 15, Jex tells them to relax while attempting to decode them; otherwise, she says that she'll have to look over Alanis' lair for clues. Either way, she'll be in touch in a week or so with a plan.

[SERIES] TROUBLING TALES

The characters report back to Lord Modric at the keep in Ashenvale. He is both appalled and relieved at your tale and offers you his thanks and an additional 600 gp each. The next evening in the Glistening Glen tavern, you overhear his son Frederick taking credit for your deeds and single-handedly vanquishing the dark unicorn.

THE BUCKET LIST

Since the characters' departure, the rock gnome Korji has come into the Glistening Glen tavern every day. She arrives precisely at noon and always orders the beef and bean casserole. All tavern staff are aware of this and let the characters know to expect her. If the characters managed to use the box successfully, Korji is thrilled, but if not, she shrugs, unconcerned. Either way, she thanks them for their efforts and then abruptly stands up, announcing that there has been a rumor that a privateer company to the south has recruited a centaur and strides out of the tavern purposefully.

IT'S BEEN AWHILE

Iggy Deives is easily found back at his sparsely stocked shop. He is crestfallen that there are no supplies that he can use for the fayre and asks the party if they found anything that could help him at all. If the characters offer to sell him the treatise on the treatment of rare poisons, he is ecstatic and tells them that it is worth 1850 gp, but to make up for their personal risk, he will happily add an extra 600 gp each.

APPENDIX

DARK UNICORN

Large fey, lawful evil

Armor Class 17 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	14 (+2)	20 (+5)	18 (+4)

Saving Throws Wis +9, Cha +8
Skills Intimidation +8, Stealth +5
Damage Immunities necrotic, poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Elvish, Sylvan, telepathy 60 ft.
Challenge 11 (7,200 XP) **Proficiency Bonus:** +4

Charge. If the dark unicorn moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 18 (4d8) piercing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained and the dark unicorn can't use its horn on another target.

Innate Spellcasting. The dark unicorn's innate spellcasting ability is Charisma (spell save DC 16). The unicorn can innately cast the following spells, requiring no components:

At will: *charm person*
1/day each: *darkness, dominate person, dream, mislead*

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

Magic Weapons. The dark unicorn's weapon attacks are magical.

Devil's Sight. Magical darkness doesn't impede the dark unicorn's darkvision.

ACTIONS

Multiattack. The dark unicorn makes three attacks with its hooves, one of which may be replaced with a horn attack.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 11 (2d6 + 4) necrotic damage

Horn. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

LEGENDARY ACTIONS

The dark unicorn 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. The unicorn regains spent legendary actions at the start of its turn.

Hooves. The unicorn makes one attack with its hooves.

Sap Life (Costs 3 Actions). Shadowy tendrils form a connection between the dark unicorn and a creature it has hit in the last round. The target creature must make a DC 17 Constitution saving throw, taking 22 (4d8+4) necrotic damage on a failed save, or half as much damage on a successful one. The dark unicorn regains hit points equal to the amount of necrotic damage dealt.

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