

Adventure

The Tree of Life



Many Isles



The Tree of Life

The forest spirit has been weakening. The entire village could feel it, and most are certain that a decaying entity is nearby.

The fey life has withered away, and darker things are on the brink. Most villagers no longer dare leaving the village's safe mythal, and brave heroes are needed to find this evil and root it out.



Background

This adventure plays in 500 b. OW, in a small elven settlement near Rynn, a town on Silur. This is the fey continent, a safe haven of nature in tumultuous Oshmondu.

The settlement is called Mur'sinn and is largely populated by wood elves.

The Characters

The party is a group of villagers and passersby that found together under the village's need for brave heroes to go out there and confront the corrupting spirit.

A character is, of course, most likely to be a wood elf. Any other good elven races may well be around.

Firbolgs and fairies are present in this fey settlement, and might be asked to help as well. Hamadryad would be odd, but their presence can be logically explained.

Lizardfolk and moving myconids might be present.

Further races can be allowed at the DM's choice.

The characters can be of virtually any class; Silur elven society encourages diversity and going your own way.

Stat Blocks

Monsters are presented in **bold**. Refer to the end of this document for their stats.

Characters

This adventure is designed to take a 4-6 hour session and is adapted for a party of level 3.

You can use standard 5e races and classes, if you wish. Or you can use Many Isle [races](#) and [classes](#). Make sure you read the Background first, however.

Appendix

The appendix contains multiple useful things for the running of this adventure. Here's a short index of what's in there, find it at the bottom of this document.

Appendix A - Monster Stats

Appendix B - Map

Appendix C - NPC Sheets

5eS

This module uses the 5eS system. For more information, see the [Adventurer's Guide to Combat](#) or explore our website.



Part 1 - Finding Corruption

What's Happening?

As the party knows, some hours to the north of Mur'sinn lies the Tree of Life: a great source of natural magic, and the fey spirit of this area of Songar Forâ. It has been protected by dryad and other fey until now, staying forever pure and beautiful.

But now, a darkness is spreading from the north, and many fear that the Tree of Life has been affected. The party's mission is to travel north, find out what's happening, and hopefully save the forest spirit from this terrible corruption.

Travel North

Once the players introduce their characters to each other, they are thrown into the game. The party is quickly ushered northwards and given the best of wishes of success. They are cheered on by happy people, but their eyes are wide and it can be clearly seen that they are scared.

Dreary Woods

Once the party leaves the village and starts going north, read:

The trail from the village is tough. Bushes and branches pull and snag at the adventurers, almost shooing them away. This is a sharp contrast to the usual gentle parting of the underbrush, in their fey love. The once luscious and inviting forest landscape is soon changed, drained of all color and bleak.

The sounds of local fauna are gone and the path is almost totally occupied by thick shrubbery. Vines cover the area like a spider's web - with dark leaves and wild, massive thorns.

A nightmarish path of unending natural barbed wire stretches before you as far as the eye can see; it looks like a tormented warzone.

Play this scene as you see fit; its goal is to set the scene with the correct dark feeling. The characters can attempt to forage or use travel rules given [here](#), or you can flit over the scene after describing it with some eerie music.

Reaching the Grove

The party does not find the Tree of Life's grove; it finds them. It is still alive and thriving, full of pure energy, and it seems to "appear" before the party after a slightly too short travel time: beyond the crest of a small hill, behind a withering black bush.

The grove itself is a shining beacon of vivid green and an explosion of life, a perfect natural eden. It is a stark and shocking oasis in contrast to the dark forest that threatens to swallow it on all sides. It is small in size, but mighty in presence and majesty.

It appears all decoration and any cultivation of the area outside of the grove has been destroyed and spoiled by the surrounding accursed woodland.

A bright yellow sandstone wall structure contains the gardens and is lined with beautiful glowing Sylvan script, marking this as a monument and an enchanted place.

However, even as the party sees this perfect place, sounds of battle reach their ears. The curse is attempting to invade the grove!

Battle

This short combat is straightforward. No traps or NPCs to stride into the heroes' legs: it's time to smash!

Use the map given in the Appendix. Two contestants next to the party are battling: **Lady Daevra**, the dryad chief guardian of the Tree of Life, and cursed **kobold skeletons** attacking the tree.

Tree of Life

Although a mighty forest spirit's physical avatar, the tree can still be cut down.

hAC: 13

HP: 70

Vulnerabilities: slashing and fire

Resistances: nonmagical bludgeoning and piercing

The goal of the foul creatures is to defeat Daevra and cut down the tree which resisted the corruption until now. They are undead and single-minded and will not flee. Daevra protects the tree with her life and won't flee either.

This battle's purpose is to empower the player's feelings as they smash weak undead apart, so although Daevra is a good warrior, she shouldn't outshine the characters. Make her take in a support role, if necessary.

Lady Daevra and the Corruption

The grateful dryad will happily explain to the party that a few days ago, from some unknown place, a disease started creeping through the forest not far from the tree. Animals quickly fled, and the few hermit druids and rangers couldn't battle this impossible curse. Some fled, and some came to the Tree of Life in hope of refuge and to assist in its defense.

The corruption came quickly and surrounded the tree. At one point, the defenders made an exit push to attack the darkness, but many of them died from dark tendrils. Since then, the defenders have been under assault, and the last dryad died hours before. Daevra is the last, and



she was about to follow all her friends when the party came to save the day.

When a creature dies in the grove of life, their body quickly grows over and vanishes, their soul going to the Feywild to reincarnate as a fey spirit.

Lady Daevra needs the party to help her protect the grove from its filthy assailants. They need time and a lot of hope.



Darrad's Arrival

Shortly after the battle, loud footsteps and clinking come from the trail that the characters just followed. For a couple rounds, these sounds grow louder, until a forest gnome appears and quickly enters the grove.

His name is **Darrad**, and he's been resting nearby in a small burrow, connecting with the forest spirit. He hadn't thought much about the corruption, trusting in nature's spirits, until he felt that the Tree of Life was in danger. He came out of his burrow and to the grove as fast as possible. He'll help the party defending the grove.

NPC roles and further structure

This adventure will take on the form of a "tower defense" game, with the party attempting to keep the corruption from reaching the core.

Lady Daevra serves as the core of this: she's the last ditch between the tree and the curse.

Darrad can be used to give special items and such in between waves. Use him creatively, and help him make the player's defensive dreams come true!



Part 2 - Defend the Grove

Once introductions have been made, the further proceedings of this adventure should be clear: protecting the grove from the evil around it.

Preparing Defenses

In between waves of attacks, you may allow the party to prepare defenses to help them in their battles. Darrad can help in the planning, and both NPCs can assist in constructing things. You can allow the party to use basic construction rules in the [Wilderness guide](#)'s chapter on camping, if they so wish.

Additionally, Darrad can heal the party through divine means. Make sure to keep this in mind, so the party's resources aren't eventually depleted while they could use him to top back up!

1- Blight that Tree!

Four hours after the initial kobold incident, some creepy new sounds come from the dark forest.

While the tell-tale signs of recent combat still linger, a peculiar sound disrupts the peace. The trunk of a nearby rotten tree beyond the walls of the grove cracks, creaks and splinters very loudly. There is a booming swoosh of air and the ruffled sound of many branches and leaves coming to their final rest. No birds take flight, for there are none present.

In the next few moments, a peculiar sight can be spotted just beyond the gilded archway of the grove; a procession of mysterious humanoid mushroom or fungus creatures. They are very broad and thick in stature and swole in a strange, pale muscular physique.

They trudge wordlessly towards their destination - The First Tree. They would be faceless if it were not for their purple coloration presenting the visage of a painted skull. Their large fists appear covered in a thick white fuzz, presumably spores or mould.

Contributing to the eerie display, the creatures walk wordlessly hand in hand with a small bipedal black-leaved bush, their thorny vine tendrils wrapped around their larger guardians.

This procession consists of about 4 **Blighted Myconids** and 4 **Awakened Shrubs** accompanying them.

The cursed creatures' goal is still to destroy the tree; they will fight any defenders if necessary. Darrad does not help in battling and goes out of the way of the monsters.

Make the myconids and shrubs work together; the shrub's main goal is to block characters from moving

while the myconids go on their business. A pair of myconid and shrub always works in concordance with each other!

Building Camp

Now that the first onslaught was defeated, night is coming on. A place to sleep and watches should be chosen and established. You can use the [building](#) rules if the party wants to construct anything advanced. Daevra doesn't need the campsite; she sleeps in the tree.

2 - Slay the Defenders

The cursed creatures aren't stupid. They have noticed that the defense of the tree has suddenly become stronger. To remediate that, killers in the night have been sent: four intelligent **ghouls** (stats in MM).

They sneak up on wherever the party is resting, attacking simultaneously any sleeping characters as well as those keeping watch. They strike at some point after midnight.

If the party succeeds at fending off these monsters, they can safely go back to sleep. If they defeated the ghouls too easily and feel chummy, be free to throw a couple more such deadly assassins at them.

3 - Burn Down that Tree!

The next morning, the party wakes up fresh and happy: the tree has calmed their minds and bodies. They gain the effects of a long rest, even if they didn't rest for a sufficient amount of time.

The sun rises brilliantly, shining upon the blighted forest as if it wanted to burn the curse away. But it disappears just as quickly as it appeared, dark black clouds covering it.

And as you look up, yearning for that beautiful sun that made so short an appearance, a flash of green attracts your eye. A large reptilian creature is diving down straight at you, and a humanoid on its back is waving a staff!

The party is being attacked by a **green dragon wyrmling** (stats in MM) ridden by a goblin (you can use **kobold skeleton** stats for him)!

The two, much like myconids and their shrubs, form a pair. The wyrmling is uncontrolled and fearless, whilst the goblin is the brains of the operations and argues with the dragon to act correctly.

This means the pair performs dive attacks, spewing fire at the three and flying up again. The dragon is prone to stupid behavior, however: it can easily be tempted, and hurting it to 55 HP or less causes it to fly down and attack in melee. The goblin will not attack and do its best to dodge attacks. If the goblin dies, or the dragon is reduced to 35 HP or less, it will flee, no matter what the goblin says.



4 - A change of Tact

Until early afternoon, nothing happens, and the party can rest up, continue building, or otherwise prepare for the next wave. Then...

Loud booms hall across the lands. The ground shakes, and the sounds are getting closer. Two huge empty hands appear before the grove's gate. "I am here to parley!", it pronounces.

The creature is a **corrupted fey ogre**, and wants to talk. It proposes a deal to the party: a duel between him and one (it accepts two if the characters insist enough) party members. This challenge, he says, can take any form: combat, skills, spellcasting. If the ogre wins, the party is to leave the grove and allow it to perish. If the party wins, the corruption will leave the tree alone.

As soon as any kind of deal is formed, the ogre pulls out a large copper spear - and throws it at the tree. The tree's Max HP is now 32. It then escapes to the best of its ability.

This was a treacherous hit in the character's backs, and they should expect a final onslaught at any moment.

The Final Battle

Four hours after the ogre's attack, Daevra grows uneasy. "It is coming", she repeatedly says, but she doesn't know what is.

You might consider that the Tree of Life grants a [minor blessing](#) to some or all members of the party in such trying times.

Also make sure that both NPCs use their support spells on the characters instead of fighting themselves: *Heroism* for Daevra, *Bless* and *Aid* for Darrad. The two NPCs should also be running around the battlefield, granting *Spare the Dying* and *Cure Wounds*. Darrad further has some good area of effect spells and distracting cantrips, which he can use to help the party.

A terrifying roar resonates through the air, and in almost silent motion, a horrifyingly large shape swoops down over your heads and lands on the tree. "It is time to finish this!", the creature booms.

It is **Kraan'Haal**, the mother of the wyrmling from before. Dark energy emanates from her: she's the source of the corruption, and she's decided to get rid of these filthy adventurers by herself.

Kraan'Haal prefers fighting on the ground, due to her lack of good ranged weapons, and singles out targets at the cost of flanking.

You notice, of course, the lack of punching power present in Kraan'Haal. This makes the battle last somewhat longer without exterminating the characters beyond any hope of success. It's still a tough battle; the party may well lose.

Ending

As Kraan'Haal dies, the blighted forest seems to shriek in pain. Shadows encircle the dragon's body and it

dissipates. The dark clouds similarly disappear, and a few hours later, there is no sign of corruption left in sight of the Tree of Life.

Daevra and Darrad are immensely grateful to the party, and would do anything the party asks (except for the fact that Daevra won't leave the tree she protects).

You can end it here, or play out a walk through a forest full of newly-gained life with animals coming up to the party and thanking them voicelessly, along with a huge cheer as they enter Mur'sinn.

Thanks from the Many Isles!

v 1.0

We are a great community whose one goal is to create, and help others create. We do worldbuilding, RPG games and tools, and much more. Make sure to join us for great opportunities, and support us on Patreon to keep us creating!

Find us on the subreddit of [Many Isles](#), or for great RPG content on [Patreon](#), or even for worldbuilding on [Karte-Caedras](#)!

Special Thanks to Tristan Payne



Appendix A

Here are stats for most of the monsters encountered in the adventure.

KOBOLD SKELETON

Small undead

Armor Class d10, h5
Hit Points 5
Speed 30 ft.

STR	DEX	CON	INT	WIS	HON
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	20 (+5)

Senses darkvision 60 ft., passive Perception 8
Damage Resistances. poison, fire, cold, necrotic
Condition Immunities. Exhaustion, paralyzed, poisoned, unconscious
Languages Sylvan

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 ft of the creature and isn't incapacitated.

Actions

Dagger. d+4 h+0, reach 5ft., one target. *Hit:* 1d4+2 piercing

Sling. d+4 h+0, range 30/120 ft, one target. 1d4+2 bludgeoning damage

BLIGHTED MYONID

Medium undead

Armor Class d8, h4
Hit Points 19
Speed 20 ft.

STR	DEX	CON	INT	WIS	HON
7 (-2)	10 (+0)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8
Damage Resistances. poison, fire, cold, necrotic
Condition Immunities. Exhaustion, paralyzed, poisoned, unconscious
Languages Sylvan

Actions

Multiattack. The myconid makes 1d4 Rotting Touch attacks.

Rotting Touch. d+2 h+0, *Hit:* 2d8 necrotic damage

AWAKENED SHRUB

Small plant

Armor Class d6, h9
Hit Points 8
Speed 15 ft.

STR	DEX	CON	INT	WIS	HON
7 (-2)	10 (+0)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8
Damage Resistances. poison, fire, cold, necrotic
Condition Immunities. Exhaustion, paralyzed, poisoned, unconscious
Languages None

Actions

Vine. d+2 h+0, *Hit:* 1 slashing, and the target is grappled. As an action, the target can attempt a DC 10 Athletics roll to escape

CORRUPTED FEY OGRE

Large undead

Armor Class d5 h11
Hit Points 59
Speed 40 ft.

STR	DEX	CON	INT	WIS	HON
19 (+4)	8 (-1)	16 (+3)	10 (+0)	18 (+4)	10 (+0)

Spellcasting. The ogre is a 4th-level spellcaster (spell save DC 14, spell attack +6)

Cantrips: *licking flames, minor illusion*
1st lvl (3 slots): *drain, hellish rebuke, witch bolt, jump*
2nd lvl(4 slots): *blood boil, cloud of daggers, darkness, misty step*

Actions

Greatclub. d+0 h+8, *Hit:* 2d8+4 bludgeoning damage



Kraan'Haal is a corrupted green dragon, whose blighted soul has been spreading decay across the fey forest.

KRAAN'HAAL

Large undead

Armor Class d9 h18

Hit Points 89

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	HON
19 (+4)	12 (+1)	17 (+3)	16(+3)	18 (+4)	15 (+2)

Saving Throws. Dex+4, Con+6, Wis+7, Hon+5

Senses blindsight 30 ft., darkvision 120 ft, passive

Perception 17

Damage Immunities. poison, necrotic

Condition Immunities. Exhaustion, poisoned

Languages Sylvan, Elvish, Draconic

Actions

Multiattack. The dragon makes two attacks with its claws.

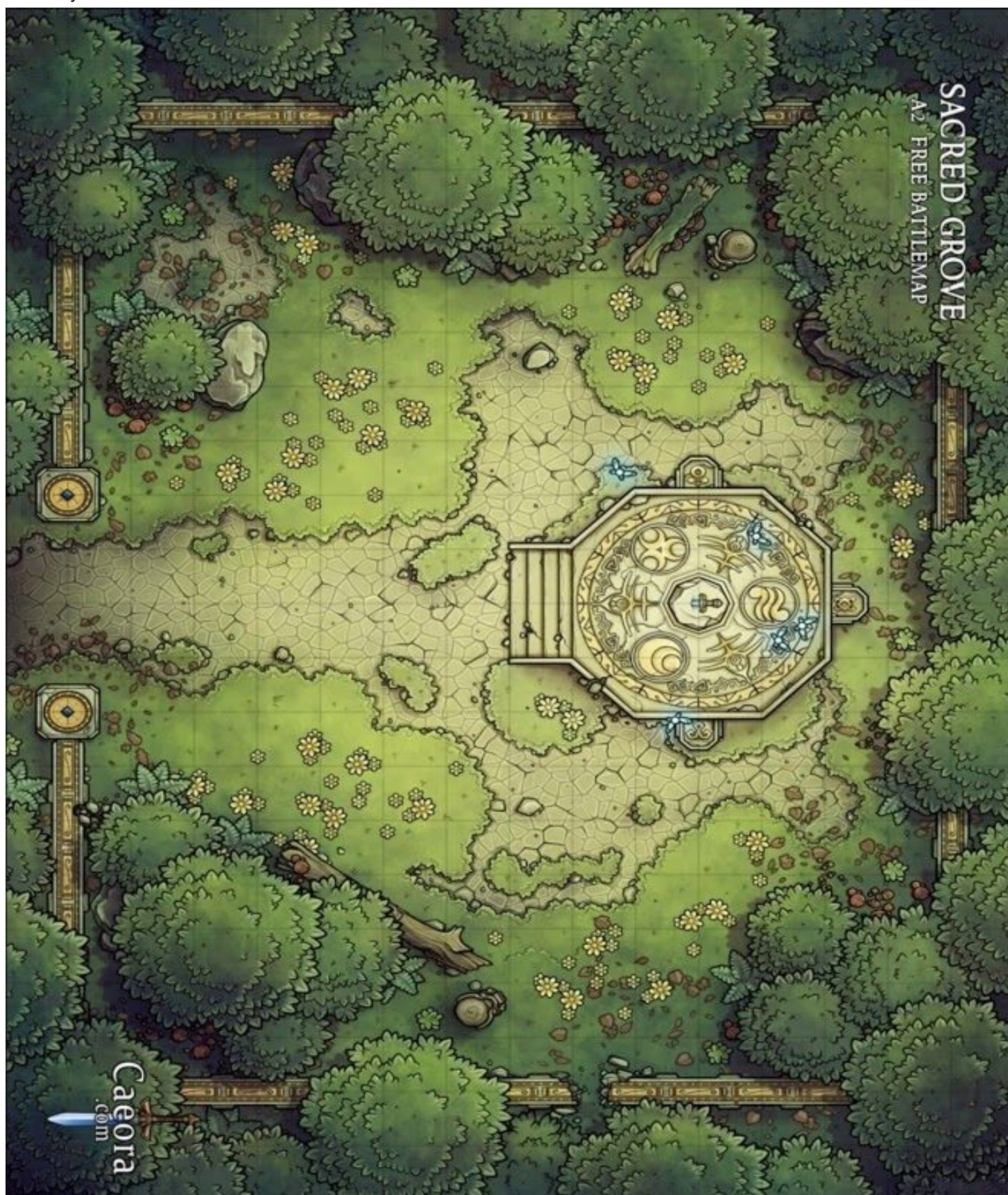
Claw. d+4 h+10, *Hit:* 2d6+4 slashing damage

Bad Breath (recharge 5-6). Each creature in a 10-foot cone must make a DC 14 Constitution save or take 6d8 necrotic damage. If a creature dies from this, it stands back up after a minute as a **Blighted Myconid**.



Appendix B

Here's a map of the Tree of Life's grove, made outside the Many Isles.



Lady Daevra

Paladin 4
Class

Hamadryad
Race

Noble
Background

DM
Player Name
156
Age

+2

PROFICIENCY BONUS

INSPIRATION

+2

15
STRENGTH

+2

19
DEXTERITY

+0

11
CONSTITUTION

-1

9
INTELLIGENCE

+2

14
WISDOM

+3

16
HEROISM

- ◇ +2 Strength
- ◇ +2 Dexterity
- ◇ +0 Constitution
- ◇ -1 Intelligence
- ◇ +4 Wisdom
- ◇ +5 Heroism
- — Acrobatics (DEX)
- — Animal Handling (WIS)
- — Arcana (INT)
- — Athletics (STR)
- — Bravery (HON)
- — Deception (INT)
- — History (WIS)
- +4 Insight (WIS)
- — Intimidation (STR)
- — Investigation (INT)
- +4 Medicine (WIS)
- — Memory (HON)
- — Nature (WIS)
- — Perception (WIS)
- — Performance (HON)
- — Persuasion (WIS)
- — Religion (INT)
- — Sanity (HON)
- — Sleight of Hand (DEX)
- — Stealth (DEX)
- — Survival (INT)

12 Perception (WIS)

9 Investigation (INT)

14 Insight (WIS)

Archery

Known Languages

Sylvan, Elvish

Proficiencies

All armor, shields, simple & martial weapons

14
longsword
dAC

11
hAC

- ☐ Disadvantage on Ability Checks
- ☐ Speed halved
- ☐ Disadvantage on Attacks & Death Saves
- ☐ Max HP halved
- ☐ Speed 0
- ☐ Death

+2

INITIATIVE

25

SPEED



Current HP

Max HP

Temporary HP

1 27 1

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVED

Total 4

1d8

HIT DICE

Name (Range)

longsword

dAtt

+4

hAtt

+5

Damage

1d12 + 4 slashing

Forest walk. Ignore Forest difficult terrain
Oak Rest. sleep as tree, take 4 hours, (darkvision 60ft. while rooted)
Health of Nature. You are immune to disease for long rest

Action

Divine sense. Location of any celestial, fiend, undead
○○○○

Lay on Hands: give HP from pool

Nature's Wrath: creature in 10 ft str/Dex or restrained, throw at end of turns to escape. Recharge on any rest

longsword, holy symbol (amulet)

Other

Lay on Hands: 20/20 HP, recharge on rest



Paladin

SPELLCASTING
CLASS

HON

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

- ☐ Ceremony
- ☐ Detect Magic
- ☐ Heroism
- ☐ Wrathful smite

SPELL NAME

4

7

5

8

2

1

- ☐ Cure Wounds

9

SPILLS KNOWN

Darrad

Cleric 4
Class

Forest Gnome
Race

Hermit
Background

DM
Player Name

41
Age

+2 PROFICIENCY BONUS

INSPIRATION

7
dAC

13
hAC

Current HP | Max HP | Temporary HP
| 27 |

SUCCESSSES
FAILURES
DEATH SAVES

+0
11
STRENGTH

- ◇ +0 Strength
- ◇ +1 Dexterity
- ◇ +2 Constitution
- ◇ +3 Intelligence

- ☐ Disadvantage on Ability Checks
- ☐ Speed halved
- ☐ Disadvantage on Attacks & Death Saves
- ☐ Max HP halved
- ☐ Speed 0
- ☐ Death

Total 4
1d6
HIT DICE

+1
12
DEXTERITY

- ◇ +3 Wisdom
- ◇ +3 Heroism
- ☐ Acrobatics (DEX)
- ☐ Animal Handling (WIS)
- ☐ Arcana (INT)
- ☐ Athletics (STR)
- ☐ Bravery (HON)
- ☐ Deception (INT)
- ☐ History (WIS)
- ☐ Insight (WIS)
- ☐ Intimidation (STR)
- ☐ Investigation (INT)
- ☒ Medicine (WIS)
- ☐ Memory (HON)
- ☒ Nature (WIS)
- ☐ Perception (WIS)
- ☐ Performance (HON)
- ☒ Persuasion (WIS)
- ☐ Religion (INT)
- ☐ Sanity (HON)
- ☐ Sleight of Hand (DEX)
- ☐ Stealth (DEX)
- ☐ Survival (INT)

INITIATIVE

25ft.
SPEED

darkvision 60 ft.

Name (Range)	dAtt	hAtt	Damage

Forestborn. Communicates simply with animals

Action

You can charm all plants within 30 feet w/ is or charmed for 1min recharge on any rest

+3
16
INTELLIGENCE

Perception (WIS)

Investigation (INT)

+1
12
HEROISM

Insight (WIS)

Archery

Known Languages

Gnomish, Elvish

hdy symbol (atwig)

Proficiencies

heavy
light & medium armor, shields
all simple weapons



Cleric

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Minor Illusion
Light
Mending
Saver
spare the Dying
Pestilent Mist

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

Bless
Cling
Jump

3

6

7

4

8

2

3

Aid
Cure Wounds
Hold Person
Summon Object

5

9