Faron Forest

1. Great Deku Tree- Dungeon
   1. Quests
      1. Cure the Great Deku Tree
         1. The Great Deku Tree has been cursed by a traveling Dragonborn who managed to break through the barrier surrounding the Lost Woods. He’ll die, and the surrounding area will lose much of his holy protection and prosperity when he does.
         2. Initial time-limit is 2 days.
            1. If the party restores the Holy Spring partially, he’ll last a week.
            2. If the party restores the Holy Spring completely, but doesn’t kill Gohma, he’ll recover, but will become an unwilling staging ground for Gohma’s brood
            3. If the party kills Gohma before restoring the Holy Spring, he’ll gradually recover. If the party saves Mido, Sheik and/or Saria, they’ll restore the Holy Spring in the epilogue, with or without the party’s help, and the Great Deku Tree
         3. Quest line
            1. Adventure starts by slipping through the Great Deku Tree’s Spirit Barrier, a warding fog around the Lost Woods that misdirects any travelers that don’t know a specific path and ritual to enter. However, since the Great Deku Tree has been cursed, the adventurers are able to wander into Kokiri Village
            2. When the Kokiri (collective term for wood elves, fey, and halflings that reside in the Lost Woods) see the adventurers, they invite them to the Chief House.
            3. The Chief (really the Chief’s son) explains that the Great Deku Tree’s vitality and ward has given the dual boons of prosperity and protection. But a few months ago, a strange Green Dragonborn came and demanded the Kokiri Emerald (a powerful ritual object). When the Great Deku Tree refused, the Dragonborn cursed him.
            4. At first, the curse didn’t have much effect. But over time, the power of it snowballed, finally crippling the Great Deku Tree.
            5. The Kokiri ask the adventurers to help the Great Deku Tree, either by killing the embodiment of the curse or investigating the Holy Spring at the Great Deku Tree’s heart that nourishes the Great Deku Tree

An additional conversation with the Dryad explains that the Holy Spring must be corrupted in some way, in order for the curse to work so quickly.

* + 1. Save Mido
       1. Quest initiation
          1. Some of the villagers will mention that he went after Saria, hoping to scout out the Great Deku Tree
          2. His friends, three low level fighters (less than zero?) are waiting for his return.
       2. Quest line
          1. Found in the last area of the Lv.1 Barracks, tied up by spiders.
          2. Lasts two days. If the part doesn’t save him by then, he dead.
          3. If saved, can give quest hints to Saria and how to cure the Great Deku Tree with the holy spring
       3. If he’s saved, he’ll retreat to Kokiri Village and rally his friends to help the party in the final final fight.
    2. Save Saria
       1. Quest initiation
          1. Any villager will mention her
          2. Mido mentions her if he’s saved
       2. Questline
          1. Found in the Boss Area
          2. If she’s found before day 3, she’s still fighting Gohma.

This’ll prevent Gohma from hiding in ambush when the party arrives.

She’ll also spend the remainder of the fight healing the party and shooting eldritch blasts at extra enemies

* + - * 1. If she’s found after day 3, she’ll be tied up in the center of the room
        2. Either way, she’ll spend the final final fight against Gohma killing extra enemies and healing the party.
    1. Restore the Holy Spring
       1. Quest Initiation
          1. The players find the Holy Spring
          2. Mido mentions that the holy spring has been corrupted
          3. Sheik mentions that a great fae could restore the shrine
          4. The Sage of the Kokiri (Dryad) mentions the two connected springs
       2. Questline/Conditions
          1. Clear the spring area of monsters
          2. If the players go to the Holy Spring in the Lost Woods, a great fae can be convinced to travel back with them and restore the Holy Spring as a ritual.
  1. Four Levels
     1. Two Small Upper Levels (Lv.2 and Lv.3)
        1. Lv. 2 Has one area
           1. One medium sized room, Six small rooms

Medium room is a largish foyer that acts as a central hub for the rest of the house

ENCOUNTER (5): 8 Boogles ambush, non-negotiable

Small Room 1: Study, with books written in Fey and Elvish.

Books explain the history of the Great Deku Tree, some knowledge about the pantheon, and other wise just notes on trade routes, military affairs, and economic data.

Encounter (6): Dryad, offers information on Holy Springs. Also will protect the party while they rest up.

Small Room 2: Master bedroom.

Chest: Gold or gems

Small Room 3: Guest bedroom

Chest: some healing potions

Small Room 4: Kitchen

Rations + healing potions

Small Room 5: Dining Room

Nothing of value

Small Room 6: Fey Shrine

Encounter (7): 3 Spites. Negotiable

* + - 1. Lv.3 has one area
         1. One Large Room and one small room

Large “Room” is the huge top of the Great Deku Tree, flat area

ENCOUNTER (8): Giant Raven (200 xp) and d6 Blood Hawks (25 xp each)

Small Room is a guard house, presumably for the lookouts to escape the wind chill.

One potion of cold resistance.

* + 1. One Medium Sized Ground Level (Lv.1)
       1. Lv.1 Has 3 Areas
          1. 1st Area is an entrance.

One Large room, one medium room, and one small room

The very first room is a large, flat area meant to be a loading area for trade traffic to and from the castle

ENCOUNTER (1): 4 Great Wolf Spiders will wait in ambush for anyone making their way through into the Great Deku Tree (50xp each)

Player Perception vs Spider Stealth

Vine wall that can take the party up to the 2nd floor (Minimum Athletics or Acrobatics check)

Guardhouse, with a few supplies from an adventurer’s pack

Storage Room, with various foodstuffs

Three Small Chests

There’s a six pack of healing potions inside 1st

Another contains extra torches and 2d10 Silver

The last one 1d6 gold

* + - * 1. 2nd Area is a barracks

Three Medium Sized Rooms

Armory, filled mostly with spears, bows, and wooden shields. Some leather armor. Can stock up on javelins or arrows

ENCOUNTER (2):

Sleeping Quarters, with some moss beds and chests with bits of silver and armor.

The practice yard, where a Giant Wolf Spider has Mido.

ENCOUNTER (3): 2 Giant Wolf Spiders (50xp each)

* + - * 1. 3rd Area is a holy spring

1 Large Room with three things of interest

The great spring, that shines with an ethereal light.

A shrine, white columns overgrown with vines and flowers

ENCOUNTER (4): 3 Vine Blights

A shadowy alcove, that has moss cots for the party to rest upon.

A narrow spiral staircase leads from this room to Lv.B1

* + 1. One Large Underground Level (Lv.B1)
       1. Lv.B1 has 5 Areas
          1. 1st Area is a rough Entrance

1 Large Room, 2 Medium Rooms

Large Room

Encounter (9): Web trap

Encounter (10): 2d4 Giant Wolf Spiders (50xp)

Medium Room 1:

Encounter (11): Trapped Satyr, negotiable

Medium Room 2: 2 chests

Left chest has gold and is rigged with a trap

Right check has 2d4 antidotes to spider venom

* + - * 1. 2nd Area is catacombs of the Elf Lords

1 Medium Room, 6 Small Rooms

Medium Room: Hub area

Small Room 1: Crypt

Just some crypts

Small Room 2: Crypt

Encounter (12): 1d4 Shadows

Small Room 3: Crypt

Encounter (13): 2d4 Skeletons

Small Room 4: Shrine

Small Room 5: Priest’ Quarters

Resting Area

Encounter (14): Sprites, negotiable

Small Room 6: Crypt

Entrance to next area

* + - * 1. 3rd Area is breeding pits for the cursed spiders

2 Large Rooms

Large Room 1: Breeding Area

Encounter (15) : 4d8 Giant Wolf Spiders (50 xp each)

Large Room 2: Food Storage Area

Encounter (16): 4d8 Giant Wolf Spiders (50 xp each)

Encounter (17): 2x Trapped halflings

2d10 halfling/wood elf corpses with 1d4 gp each

* + - * 1. 4th a corrupted pool under the holy spring

1 large room with 3 points of interest

A black spring, with unnatural gloom hanging over it.

Encounter (18): Kelpie x1

A shrine with black columns overgrown with fungus.

Encounter(19): 4x Vine Blights

Dark alcove.

Has vine wall that leads down to the final area.

* + - * 1. 5th Boss Area

1 Large Room, 1 Medium Room, 1 Small Room

Medium Room

Entrance/hub

Encounter (20): Web Trap:

Encounter (21): Trapped 2d4 Sprites + 1 Dryad, negotiable

Small Room

Final resting area

2 Chests

1 chest with 1d6 healing potions

1 chest with spider venom antidotes

Large Room

Boss Encounter 1: Phase Spider

Boss Encounter 2: Drogo (Phase 1)

Boss Encounter 3: Drogo (Phase 2)

* 1. “Factions”
     1. Cursed Spiders
        1. Main antagonists, spawn from the curse set upon the Great Deku Tree
           1. Using Beast-types from 5etools, no higher than CR 2

“Gohma” is going to be a Phase Spider (CR 3)

Any other spiders will be either swarms of small spiders or Giant Wolf Spiders (CR 1/4 ) Or Giant Spiders (CR 1)

* + 1. Forest Fae
       1. IF negotiated with properly
          1. Handful of helpful fae there to heal and protect the Great Deku Tree
          2. Heals the player, provides a safe place to rest.
       2. If not negotiated with
          1. Protective instincts will kick in, activating additional encounters with plant monsters and traps
    2. Plants-
       1. Mostly corrupted plant monsters, gone mad with curse put upon the Great Deku Tree, they’ll attack anything and can’t be reasoned with.
    3. Kokiri
       1. Mido- Lv.1 Halfling Rogue (Scount)
       2. Saria- Lv.3 Wood Elf Celestial Warlock of the Chain
       3. Sheik- Lv.1 ???
          1. Found in Lv.3’s large room, fighting two giant wolf spiders
  1. History
     1. Great Deku Tree has always acted as a protective spirit, similar to a kirin. It’s raw vitality washes over the region, promoting healthy growth, peace, and happiness. It’s said that the combination of a seed from the Wood Elves “Kings of the Forest” and a great Fae spring have made it into a sentient, standing miracle to bulwark the region against evil.
     2. The Wood Elf Royal line once used the inside of the Great Deku Tree as their castle and watch tower. There, they’d train their army and bless their weapons against the evil that crept into the outskirts of the forest. Decades ago, the King of Hyrule called on all his allies to face against a great evil beast. The Wood Elf King and Queen answered the call with their forces. To a man, they were slaughtered, leaving the halls of the Great Deku Tree empty and overgrown.

1. Kokiri Village – Town Area
   1. Shop
   2. Chief’s Hut
   3. Saria’s House
   4. Mido’s House
   5. Lesser Spring
2. Lost Woods- Wilderness Area
   1. Quests
   2. Zone 1 (Lost Woods)
      1. If you wander too far off an invisible path, fairy lights will swarm you and you’ll end up at the entrance or a waypoint. Any fae can guide you.
      2. Roll three times for random encounters against fae
         1. Avg. 1-4: Hard Encounter (1 quickling)
         2. Avg: 5-8: Medium Encounter (4 boggles)
         3. Avg. 9-12: Easy Encounter (1 darkling)
         4. Avg. 13-20: No Encounter
   3. Zone 2 (Sacred Forest)
   4. Zone 3 (Forest Temple) (Off camera for now)