



# The Forest of Forgotten Dragons

Our heroes take a contract leading them to a town plagued by disappearing cattle. Investigations will lead the party to a forest where defunct albino dragons are cared for by an excited hermit who has been driven dangerously close to town by an unknown force to the north. It seems a dragonborne cult has learned of this strange flock and seeks to cleanse these impure dragons to gain favor with the gods. Can our heroes save these forgotten dragons? Will they have the know-how or strength to overcome this fearsome cult?!

This is an adventure for 3-5 players levels 2-4. It's heavy role-playing, and lasts for around 4-5 hours, but your mileage may vary. This can easily be scaled up and down (just throw in some encounters in the forest, or more cultists. You can never have enough cultists!), and can make for a nice, introductory adventure. Enjoy!

## The Contract:

The adventure starts with the acquisition of a contract. Whether they receive it from a jobs board, referred by a common friend or given it by a superior officer, the heroes acquire a letter from the mayor of a small town only a day or two ride away: **Edgewood**. The mayor, **Ered Kinsby**, describes that a startling number of cattle have been going missing recently. They're a small, town and if the amount of missing farm animals continues to escalate as it has, they fear for their livelihood.. The party is told to go to the **Shepard and Mug Inn**, where Ered takes all his meals.

In turn for their help, the mayor promises a "great reward," as well as his undying gratitude. He doesn't mention this "great reward" is hand made furniture. Nice, but probably not what the party is hoping for.

## And So It Begins...

With the promise of great treasure, the party hires a coach/ horses and sets off for adventure and for the town of Edgewood!

The ride is pretty, though uneventful. This would be a good time to have your players introduce their characters to one another. Soon, after passing what seems like an endless number of farms, the small town begins to appear in the distance.

## Edgewood:

Edgewood is a town whose name used to be true. The woods are now hours from town, as the logging has slowly pushed it back over time. The town itself services the **New Oldwood Lumber Camp** and acts as a hub for all the local farms.

It has the basics of any small town, an inn,

Image: On the Way by Xiaodi Jin



of New Dawn.”

## Quint Farm:

Ered and just about anyone they talk to about the missing livestock will point the party to the Quint farms, which has been hit the hardest by the mystery. The Quint farm is a couple hours north from the center of town. A worn sign reading “Quint” points from the main road down a small dirt road lined with fields of scattered sheep reined in by fences. The road will lead to a small house and barn, the Quint estate.

A polite knock reveals **Nilda Quint**, a human woman in her mid thirties who beams hospitality. After making sure everyone is comfortable, she will excuse herself to find **Bernie**. Once, she is outside, she will loudly call for Bernie (in stark contrast to the delightful soft spoken woman they've seen). Soon, Bernie joins the party with his angst teenage son, **Carp**.

Bernie is a rugged man's man. He's no stranger to small combat and makes sure the party knows that he's taken down a few goblins in his time. He fears these recent attacks are more than just firecats or goblins in the night like usual. He guides them to a part of his field that he says is the reason he got the mayor to seek adventurers in the first place. It's a charred bit of land with the hind leg of a cow and what seem to be 3 small bodies (DC 10 medicine says they are goblins). DC 15 nature or medicine says the cow's leg seems like it was ripped off by something with large claws. Bernie suspects that's it's a much larger band of goblins using torches. The idea of a dragon attacking such a small town is insane to him. After all, no one has seen a dragon in these parts for hundreds of years, and wouldn't someone have seen one? They don't exactly keep to themselves. A good percepton or survival check will see broken branches at the tops of trees to the north. It should be noted that this farm is near the forest edge when they get there.

The party may want to explore more of the farm, stake it out or perhaps return to town. Exploring will reveal another similar scene as before, but this the broken tree limbs are more easily seen, as if the creature has done away with caution.

blacksmith, church, etc. The largest buildings are the inn and a large furniture-makers shop called **Wooden't It Be Nice**. The town is mostly human, with a smattering of halflings and few others. Its building s are simple half timber and the few people in the street are very friendly, though cautious of stranger races.

**The Shepherd and the Mug** is a small inn run by a halfling named **Mary Erant**. She's mid-dled-aged and very tall for a halfling. Mistaking her for a human is perhaps the fastest way to get on her bad side. She's very fond of Ered, who has been completely oblivious to her subtle pursuits. Ered will eventually go to the inn as he always does and find the party there.

**Ered** is in his late 40's, early 50's and dresses very plainly. Without being directed, you'd be hard-pressed to see he wasn't another farmer. He does wear a strange necklace around his neck that is very, very old and worn (a DC18 religion check can see that's it's the symbol for an ancient order who guarded physical deities . How did it get here?). He thanks the party dearly for their agreeing to help. If questioned on the reward, he will try to dismiss it, saying not to worry, it'll be worth it. If pressed, he will admit it's furniture, but assures them it is of the highest quality.

He will tell the party of the disappearing livestock, telling them that farmer **Bernie Quint** and the other farms by the tree-line have been hit the hardest. He says that they don't seem to be the typical goblin raid or wolf pack, but he's certainly not the expert. He also says he suspects rumors of **ghosts at the lumber camp** have something to do with it. An insight check can see that he's very distrustful of **Alard Whitney**, the lumber camp foreman. He will pay for the party's meal and then excuse himself to prepare for the coming “Festival

## New Oldwood Lumber Camp:

**Alard Whitney** runs the lumber camp in the forest north of Edgewood. This camp provides lumber for not only the whole town, but is a major supplier of fine craft wood to the nearby cities. It's not a large operation, but it is a very profitable one.

It's north, past the Quint Farm, and perhaps an hour or so past the tree-line. A man-made clearing houses several buildings including an office, housing, a mill and a boathouse next to a river leading deeper into the woods. Upon approaching, a hired guard will stop the party asking their business. He's an oafish man who will fetch Alard once the party produces their contract.

Alard will gladly tour the party around his camp, which he takes great pride in. The Workers seem to respect him and fear him slightly. They stop their conversations and stand up straight when he walks by. If asked about ghosts in the forest, he denies it, saying that many of his workers are simply afraid of the woods at night. He's very sorry to hear about lost cattle but says it's none of his concern. He's sorry the adventurers came all this way for nothing and offers them the night in his guest house and dine with him. He promises a fantastic home cooked owlbear shank, with freshness you couldn't get in the city. Should the party

take him up on the offer, possibly to search his office, they'll find there a letter to his crew leads. The letter acknowledges dragons in the forest, but to keep the whole thing quiet as he figure out what to do.

A perception check will spot the same sort of broken branches near the tops of trees along the western side of camp. There are a few workers attempting to trim these broken branches away. The branches go along the river that heads deeper into the woods.

After the tour, the players will be called over to be a worker, **Tharry**. He's distrustful at first, but is clearly eager to talk to someone from the outside about what's happening. Tharry and his crew have been hearing what sound like deep rumble and roars from further into the woods. **Ol' man Hapsberg** swears he took a boat upstream a bit but says he saw a ghost in the woods and turned back.

Between clues from the workers, and broken branches, the players should try and make their way upriver. Alard can be convinced to let them take a boat to see the upriver operations, or the players can attempt to steal a boat at night. Players can also walk. If they choose to walk, the party simply encounters the dragons in a similar situation as described next.

## Upriver:

If they weren't seen before, the broken branches are easily seen along the river. The trail leads up a small tributary. Following it, they'll see what seem to be large, white creatures amongst the trees. Suddenly, the river will change the direction it flows! Failing a dexterity saving throw DC 10 will throw them to the floor of the boat as it is sped toward a large pond with large, downed trees along the edge. Into view crawl two large, pale white dragons: **Anum** and **Bazza**. They don't appear hostile, but instead just watch the boat drift towards them. As the boat approaches, they thrash at the water, trying to get the boat closer to them, making waves that toss the boat back and forth. As the boat begins to rock more and more, it's clear that the dragons are fighting to get the boat closest. They bat it back and forth to one another like cats with a toy. As it gets rougher, Anum gets mad at Bazza and leaps at him, fire and a green, smoking sludge burst from their throats and they wrestle in the trees, knocking down huge old timbers. Periodically get some dex and strength saving throws. Possibly throwing someone overboard!

Conversely, the party can choose to attack them. If they do, the dragons will snarl and snap

until actually damaged (they have an AC of 16 and never attack, save for warning shots) at which point they suddenly cower, making pathetic noises, like puppies hit with a newspaper.

Soon a small halfling appears wearing what seems like pale dragon hides. She yells at them in common, "NO! Bad! Bad Anum! Bazza! Off!" They immediately begin to cower and, as she approaches, they back into the trees, frightened.

This is Sabel, a halfling druid. The hair on the right side of her head appears to be partially burned off. Sabel has been taking care of these and many other dragons in this forest for the past 10 years after her father died, who had been looking after them before her. She clearly loves the chance to see other people and clearly has not seen others for a very long time. She's so curious about what life beyond the forest is like, it's hard for the party to get a word in for, surely, all the questions they have.

She leads the party to a small camp a short walk away. She explains that she enchanted the water to bring people to the lake so she could ask for help, without having to leave her dragons. As they approach the camp, more dragons come out of the brush and trees to greet Sabel. They're all pale white. Some are misshapen, but none are

## Sabel



Sabel is incredibly curious and ignorant about the world outside of the forest. Things like cities, deserts, oceans, artisan foods and some of the most basic tools are fascinating and totally unknown to her. She's desperate to learn all she can and doesn't even realize how strange her situation is to the party. The party's mundanities are amazing to her. Despite being in her early twenties, she approaches these subjects with child-like wonder.

**Level 3 Druid HP: 30 AC: 12**

**STR: 13 DEX: 10 CON: 14 INT: 10 WIS: 15 CHA: 13**

**Wild Shape: White Dire Wolf (MM p. 321)**

**Circle of the Moon- Combat wild shape:** Can use spell slot to recover 1d8 hit points.

**Spells: Save DC: 12 ATK mod: +4 Slots: 4 lvl 1, 2 lvl 2**

**Prepared Spells - Cantrips:** Mending, Produce Flame.

**Lvl 1:** Animal Friendship, Speak with Animal, Cure wounds, Thunder wave **Lvl 2:** Flaming Sphere.

near the size of Anum and Bazza. There are about a dozen of them ranging in size from weasel to horse.

These dragons are the runts of the litters or bad eggs. Eggs that sometimes take centuries to hatch. These dragons do not have nearly the intelligence of most dragons and are hardly more developed than children. She was born into the job and while she realizes it's important (as these dragons are still incredibly powerful beasts), wants desperately to see the world.

She explains that something has been scaring the dragons south to the point where she abandoned her cottage after Anum had a fit and smashed the side of it. It's been a couple of weeks at her current camp, but some of the dragons seem on edge again. She fears that going any more south will expose them. She asks that the party head north, about a day or two's walk, to her cottage to get an egg she left behind as well as a diary. She also pleads with the party to see if they can find the source of the dragons' bizarre behavior. Sabel can be convinced to go with the party, but is inclined to stay at camp with the dragons.

## Sabel's Cabin

Going north, they find the cabin. It's intact, but covered in strange, fruit bearing vines. With a nature, survival or arcane check of DC 15, it's clear these are not normal fruits, but magically altered. If a dragonborne character handles the fruit feels very warm, almost burning in their hands. Have them roll a constitution saving throw DC 12. On a fail, the fruit feels flaming hot, dealing 1d8 damage and are poisoned until the next short rest.

Inside, the cabin is ruined, but rummaging around easily finds both the diary and the egg intact. They also find a crude drawing of what seems to be a small man holding hands with a small girl.

The berryvines in the area seem to be growing in a straight, purposeful line leading to somewhere. When followed, it leads to a doored off cave entrance, a massive, thick vine comes out of a notched hole in the door before then splitting into hundreds of smaller vines growing out in straight lines.



## The Dragon Cult Cave:

As the party approaches, they see someone with a mask on walk up to the door, knock three times, pull a bell from their pocket, ring it, and then be let inside. These are all dragonborne cultists. These dragonborne believe that the only way to be accepted by the great dragons is to purify the dragon bloodlines by the ridding of any less than perfect dragons. They have known of Sabel's runts for years, but never had the ability to harm them safely.

They've learned that berryvines are slightly poisonous to dragons and have enhanced that to deadly levels, enchanting them to grow covering a wide area. Once they discovered that even just the smell of berryvines scared dragons, they set to driving the dragons south where they would be killed by the people of Edgewood.

They have a modest sized cave system with the great vine leading up a main hallway into a large alchemy lab. There are several small rooms that branch off of this; three living quarters, a small mess hall and pantry. Five cultists and their leader **Yarnim**, enhance the berryvines. The cave is

completely covered in berryvines. One of the dragonborne is bedridden, covered in rashes from the vines. The others hunt, make food, clean and assist Yarnims work. Yarnim's hands are terribly mutilated by handing the deadly enhanced berryvines directly.

The party can fight or talk their way through this. There are four Dragonborne in fighting shape, as well as Yarnim. Treat the four as **cultists (MM p. 345)** and Yarnim as a **cult fanatic (MM p. 345)**.

Yarnim is very reasonable, but smart and committed to his cause. A former professor of alchemy, Yarnim was gifted in the art and had a very promising career ahead of him. Near the end of his doctoral research, he got word that a dragon had attacked his home town. He left for home to find most of what he had known and loved leveled and burned, including his family. When faced with the awesome destruction, he committed himself to gain favor with the dragons because clearly they could not be defeated, only appeased. He does not respond well to threats, but if forced to face his odds, he will back down from his efforts. He will agree to destroy the vines and leave Sabel alone if he and assistants may leave peacefully.

If the party decides instead to fight. They can choose to destroy the vines a number of ways. Burning it and hacking it apart is always an option, but a keen arcane or nature check DC 18 can figure out that the chemicals in the lab can be combined to destroy the vine from the core. Have them roll again for the creation of the poison.

DC15 will safely destroy the plant with none of the consequences of a lower roll. DC10 will destroy the plant, but also cause the vine to begin popping the fruit from the root outward. Have the party make a DC 13 constitution save or take 2d6 damage. The party must hurry out as the fruit pops in line or risk further damage! Anything lower than a 10 will cause the berries to pop as before, but not destroy the vine.

## Conclusions:

Once dealt with, Sabel is very glad to see the party well and her problem, if not solved, identified. Should the party have Yarnim and party in tow, she will question who they are. If told the truth, she will become furious, transforming into

a dire wolf and attacking. She can be talked down with a DC 12 persuasion check. Otherwise, she'll fight until unconscious.

Before she lets the party go, she asks them for a "teeny tiny favor." She would like to trade places with someone to be able to go and experience the world for just "a year or two" if they could stay and help out the dragons. She'll be very disheartened, but sadly understanding if the PCs say no. If the PCs offer a solution she'll quickly turn very happy and be indebted to them for life, she says. Otherwise, she resigns herself to her life and sets to work on ridding of the remaining berryvines, but not before offering the party her camp for one last night. Even if sad, she'll eventually come around, asking about the outside world and showing the party tricks she taught her dragons.

Back at the lumber camp, Alard will be furious the party left. He will begrudgingly thank them for fixing the dragon problem he claimed to know nothing about. He does not offer to put them up again and will make sure they know they are not welcome back.

The Mayor Ered will be glad to hear it's all done and will offer them artisan furniture as well as the necklace he has. He claims it's magic and he's not wrong, but has no idea what it does. He can also round up a feast, stealing a bit from the upcoming festival. News of your returning reach the Quints and other farmers, who arrive in time to join in the festivities, thanking you profusely.

After a night of drinking, dancing and songs, the party loads up and heads out to new adventure remembering always the girl and her dragons.

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Thank you so much for taking the time to read through this adventure! If you have any comments or critiques, please let me know via e-mail at [wrightde@gmail.com](mailto:wrightde@gmail.com). I would also love to hear about how your game went should you decide to run it!

