Family DnD Session 11: Unicorn Dung

DM Notes: Bring many tiny colorful cupcakes.

*The Whispering Woods is an ancient forest cloaked in an eerie, otherworldly ambiance. Towering trees with gnarled branches reach skyward, their leaves shimmering with a ghostly luminescence. Mist swirls around the forest floor, which is covered in a thick carpet of moss and scattered with bioluminescent fungi. The air is filled with an ethereal whispering, as if the very trees are sharing ancient secrets. The forest is bathed in a perpetual twilight, with beams of silvery light piercing through the canopy, casting long, haunting shadows.*

*The forest is alive with magic, and every step deeper into the woods reveals new wonders and dangers. The air is thick with the scent of damp earth and wildflowers, mingled with an undercurrent of something more mysterious, a hint of lightning ozone that suggests powerful enchantments at play. Despite its haunting beauty, the forest is fraught with peril, where friendly and hostile creatures alike dwell in its depths.*

Friendlies:

**Sanctum Unicorns**: Ethereal unicorns with shimmering coats that glow softly in the dim light. These creatures are guardians of the forest, often aiding lost travelers and protecting the forest from evil.

**Moss Giants**: Gentle giants seemingly made of moss and wood, who roam the forest tending to the plants and animals. They are slow to anger and quick to offer guidance and protection to those who respect the forest.

**Glow foxes**: Small, fox-like creatures with bioluminescent fur. They are playful and curious, often leading travelers to safe paths or hidden glades filled with magical herbs and flowers.

**Whispering Owls**: Large, intelligent owls with feathers that blend perfectly into the forest. They communicate in a series of soft hoots and can relay messages to other friendly creatures or even to adventurers.

**Spirit Deer**: Translucent deer that seem to be made of mist and moonlight. They are a symbol of good fortune, and their presence is said to bring peace and clarity of mind to those who see them.

**Night Gnomes**: Peaceful small intelligent folk that sleep all day and work at night. known for having night-long festivities every new moon.

Hostiles:

**Wraith Wolves**: Shadowy wolves that move silently through the forest, their eyes glowing with a malevolent light. They hunt in packs and are relentless in their pursuit of prey.

**Banshee Bats**: Large, bat-like creatures with a harrowing scream that can paralyze their victims with fear. They are often found in the darkest parts of the forest, lurking in caves and hollows.

**Ghost Spiders**: Giant spiders with semi-transparent bodies that can phase in and out of the material plane. Their webs are nearly invisible and laced with potent venom that induces hallucinations.

**Nightmare Stags**: Massive, black stags with antlers made of twisted shadows. They are highly territorial and will charge at anything they perceive as a threat, their hooves leaving trails of fire.

**Phantom Bears**: Huge, spectral bears with claws that can tear through both flesh and spirit. They are driven by a relentless hunger and can move silently despite their size, making them deadly ambushers.

1. Arrival - Dropped off in the middle of the forest - players are lost. No druid, no ranger. struggle to even know which way is north. Wander all day, find cave for night.

2. Banshee Bats attack - players left deaf for several hours. can only communicate with notes, hands

3. Tuula, a Moss Giant, is found. Heroes still can't talk. If Tuula is treated well, she'll provide wisdom on how to survive in the forest.

- Green mushrooms - death. Red mushrooms - yuck but edible. Glowy yellow mushrooms - best. blue mushrooms - add to fire to make them burn blue.

- Banshee Bats - make ear plugs with the red mushrooms to block their sound.

- Wraith wolves - Remain quiet and in a group. They only attack after dark. Afraid of blue fire.

- Phantom bears - Hunt by scent but will avoid you if covered with BioLumiMoss. Helps with bats too.

- Nightmare stags - they avoid watery areas. can be fended off with water too.

- Ghost spiders - drain your blood and constitution but won't kill you. Avoid dark copses of oak trees.

4. Rest. move east with Tulla's help.

- Tulla meets her brother, Vulk.(They are looking for rare tiny black-ooze mushrooms to make a potion to cure their father who was injured by a Nightmare Stag). Vulk knows how to speak with the Whispering Owls who have tales of evilness happening to the south. Vulk and Tulla will be their guides in exchange for help finding and collecting the black-ooze mushrooms.

5. Several days travel to the south. After 3 days, a glow fox is spotted. If followed, it leads to a forest glen where the black-ooze mushrooms are found. Vulk departs. Tuula feeds the gloxes (glow foxes) some red mushrooms and berries.

6. Continue traveling south.

*You come across some trees that have been chopped down. Tuula stops and looks very sad. She mumbles some words to herself. After a long pause, she looks at the heroes and cautions: "Evil lurks. Come." and then proceeds forward. After a few minutes, you come to a large clearing in the forest where a lot more trees have been chopped down and a large fence has been built. As you approach the fence you hear a faint buzzing noise. What do you do?*

DM Notes: When heroes first see the Gnomes, they see they have unicorn dung that looks like colorful cupcakes. Also, The unicorns here are invisible, they can't be seen without magic. These Gnomes are used to collect the dung because they can see invisible things and can thus track the Unicorns.

DM Notes: Markus - half-elf. Runs the operation with 13 other half-elves. They have ~150 night gnome slaves being held hostage in the compound. The unicorns are being held inside as well. The compound is huge, covering many square miles. The night gnomes are forced to collect unicorn dung inside in exchange for yellow mushrooms, their primary food source. The 14 half-elves patrol the perimeter in groups of two. The fence is wooden but also electrified (the wood has metallic fibers) via magic stones. The Gnomes bring the Unicorn dung in every evening in exchange for their food. If they don't bring in enough, they are beaten and starved.

Markus will squeal like a pig. He was recently transferred from Zyzzifal Island where he was helping to collect Frost Dragon's Blood. He also knows that Mermaid tears are being collected south of Nightvale. The Night Gnomes can be released, easy enough.

Heroes need to decide:

- what to do with half-elves?

- How to remove the fence?

- Helping the Night Gnomes escape?

If time: Wraith wolves attack. 7 wolves, one per person. Fast fight mode.

Wraith wolves: Attack with pact tactics on every attack (giving advantage on all attacks).

Hit Points:

Alpha Wolf 1: Hit Points: 200 AC 18 Attack: 2d8+8

Wolf 2: Hit Points: 100 AC 18 Attack: 2d8+8

Wolf 3: Hit Points: 50 AC 18 Attack: 2d8+8

Wolf 4: Hit Points: 50 AC 18 Attack: 2d8+8

Wolf 5: Hit Points: 50 AC 18 Attack: 2d8+8

Wolf 6: Hit Points: 50 AC 18 Attack: 2d8+8

Wolf 7: Hit Points: 50 AC 18 Attack: 2d8+8

7. Departure. Tuula offers to lead heroes to a teleportation circle. A nearby Giant Wizard, L'kaia, can activate the portal which connects to 5 other portals around Satamaa, each maintained by a different Giant Wizard. This will get them to Zyzzifal's Island, The southern tip of Aloria, The Isles, The desert of Thrakland, or the Islands near Loistava. Tuula gives the heroes a blessed/magic stone that indicates they are friends of the Giants and can be trusted to use the teleportation circles. Tuula also gives the heroes 10 very rare black diamonds, and a special time traveling scroll. Todo: [more loot?]

Heroes can make use of the teleportation circle right away, or visit the nearby town of Kariwood to resupply.