

# CORRUPTED NATURE

This oneshot adventure is to help teach new players AND new dungeons masters how a game works. You'll find easy guides and simple stream game. This adventure will guide the player to level up to a level 2. This adventure is for 4-5 people, though you can adapt it to fewer, if needed. You will find hints on how to adapt below. At the beginning, if you are doing a one on one session, let the player meet Joe on the road, the dog catcher/pest handler of Bruxehm, the settlement where the players begin their adventure. Read the following:

**ON THIS CLOUDY AFTERNOON, JUST A FEW MILES FROM BRUXEHM, YOU COME ACROSS AN OLD MAN WEARING DIRTY CLOTHES SHOWING TORN MARKS AND CLAW MARKS AT THE SLEEVES AND PANT LEGS. HE HOLDS A DOG ON A LEASH, A HAND AXE IN THE OTHER HAND STAINED WITH DRIED BLOOD. THE DOG LOOKS DISHEVELED AND DROOPY, AND EVEN HIS HANDLER SEEMS SAD, GIVING THE BEAST APOLOGETIC GLANCES. WHEN HE SEES YOU, HE PERKS AND WAVES WITH HIS ARMED HAND. "HEY TRAVELER! YOU WOULDN'T WANT TO HAVE A DOG, WOULD YOU? THE MASTER OF THIS ONE DIED RECENTLY AND THERE ISN'T ANYONE TO TAKE CARE OF HIM. I'M TO ... WELL... TAKE CARE OF HIM IN THE WOODS BUT IF YOU WISHED TO BECOME HIS OWNER, I WOULD MUCH PREFER THIS FATE FOR THE GOOD BEAST. HE'S BEEN QUITE LOYAL AND GOOD TO THE OLD FARMER WHO OWNED HIM."**

If the player accepts, Joe hands him the leash and says he has another business to attend to alone, in the woods. He looks much happier that the dog's life was spared. If asked, he doesn't know the dog's name, and the player will have to rename him. The dog is loyal and becomes a bonus pet that can attack on its turn. It does not, however, level or gain any experience. Use the following stats for the animal (hand them to the player to track it himself or herself). It's a good idea to prepare a sheet for the dog prior to playing and then handing it over. (See *Mastiff* in the *Monster Manual*)

<b>STR</b>	13 (+1)	<b>AC</b>	12	<b>Attacks:</b>	
<b>DEX</b>	14 (+2)	<b>HP</b>	9 (1d8+1)	<b>Bite</b>	+3 to hit / 1d6 + 1 piercing
<b>CON</b>	12 (+1)	<b>Speed</b>	40ft		DC 11 STR saving throw or knocked prone
<b>INT</b>	3 (-4)	<b>PP*</b>	13	<b>Skill:</b>	
<b>WIS</b>	12 (+1)	<b>CR</b>	1/8 (25xp)	<i>Keen hearing and smell:</i> Advantage on wisdom/perception checks for hearing and smell	
<b>CHA</b>	7 (-2)				

*\*Passive Perception*

The adventure begins in Bruxehm. To prepare, make sure everyone has their character sheets ready. You should inform the players prior to the game where the adventure is (Mid/Sword Coast + name of the settlement) and have them decide why their characters are there. Tell them they can either make their own reason, or be there because there are known trainers in fighting arts, well known poker games at the tavern or a small library with arcane knowledge tomes as well as the works of famous nature researchers and cartographers to consult. There have also been rumors of odd deaths in the settlement and unbalanced natural events in the area. Reasons to be part of the game are called 'Adventure hooks'.

**Awarding XP:** For this adventure, we made it simple, give all players 300xp at the end, if they succeed in completing the quest.

### **Suggestions and advice:**

When playing with a novice group (especially if you, the DM, are new yourself), it is a good idea to go with a bit more relaxed rules. This could include:

- Ignoring capacity and loot weight tracking (though make sure to limit the amount of weapons/armor he/she can carry);
- Simplify time tracking – determine that all encounters take the same time to defeat (10min., one hr.);
- Use the same initiative for every fight, having the monsters go first if they trigger the fight (like an ambush) or last if the player attacks.
- You can hint which skill to use to players when doing search checks (survival, nature, arcane, etc.). Make sure to mention why the specific check is needed. Alternatively, tell them to avoid saying ‘I’m doing a perception check on...’ and encourage them describing their character’s behavior (i.e. I’m looking for traps or doors in the room by examining the surroundings).

### ***Beginning the adventure***

Start the adventure reading the following:

**THE TRAVEL ROADS TO BRUXEHM ALL HAVE FORESTS CLOSE TO THE ROAD. AFTER A SHARP TURN IN THE ROAD, YOU SEE THE SETTLEMENT APPEAR IN A NOOK OFF THE MAIN ROAD WHICH IS JUST WIDE ENOUGH TO ALLOW A SINGLE WAGON WITH A FEW TRAVELERS ON FOOT ON EACH SIDE THROUGH. THE SETTLEMENT HAS LOW LOG WALLS ON EACH END, BUT MOST OF IT IS OPENED AND HOLDS LITTLE IN WAYS OF PROTECTION. HOMES WITH HAY ROOFTOPS ARE SCATTERED AND THE AIR IS SPRINKLED WITH A FEW WHITE SMOKE CHIMNEYS FROM THE HEARTHES OF QUAINIT LITTLE HOMES. NARROW DIRT PATHS SEPARATE THE TOWN. MOST LARGE BUILDINGS ARE AT THE TOWN CENTER, AROUND A CROSSROAD HOLDING AN OLD WELL IN THE MIDDLE. THESE INCLUDE A SMALL INN, A SHOP, A TRADING POST, A LIBRARY AND LARGER HOME ALSO SERVING AS TOWN HALL. TO THE BACK OF THE TOWN, AT THE EDGE OF THE FOREST, ARE TWO LARGER PLOTS OF LAND. ONE IS A FARM, THOUGH WITH LITTLE OPEN LAND WHICH HAS A LOT OF THE PASSING FARMERS REFER TO IT AS A ‘GARDEN’. THE OTHER PLOT OF LAND IS FENCED IN, OUTLINED WITH TENTS WHERE GUARDSMEN TRAIN AND FIGHT, BEARING THE BANNER OF THE LORD’S ALLIANCE (A YELLOW AND RED SHIELD).**

No matter who they talk to, the players would hear rumors of animals in the surrounding forest acting weird. Use your creativity to make up stories using the following facts:

- Herbivore animals have been seen eating meat;
- Some species have been seen to be much larger than their normal breed;
- They attack without provocation, even animals that normally avoid humans;
- Those that attack don’t stop even if badly wounded, not until they are dead.

The townmaster isn’t home and isn’t found until the players have had time to explore a little. The habitants of the settlement are all humans, though there are a few dwarves and elves visiting. Make up names and personalities for each people as you wish, though note that all are simple folk. Key NPC’s include:

- Marla, the librarian who is a grumpy old woman with thin glasses. She dislikes noises and will shoo the player away if they ask too many question, losing more and more patience with every added question. Pushing her after shooing them result in the character becoming banned from the library.

- Ernest is the shop keeper. You can have liberty with his personality, but he can offer any basic weapon as well as armor and any adventuring goods (all in the player's guide lists, in the equipment section).
- Burk and Ikara are the innkeepers (married couple). They can offer rooms (their inn only has 5, + 1 large taproom) and meal. A room is 5sp/night and meals are 1sp. They know the general rumors but can also tell the player about the dead farmer, Alessandro. The farm is at the back of the time, by the forest borderline. They say that a monster, not a wolf, killed him in the night. He was found dead, with all the doors closed.
- Sir Silverman is an old veteran (Monster Manual) from the Lord's alliance. He set camp in Bruxhelm because of its proximity to the wild lands. He is very formal and strict and is there to train new members of the Faction who wish to undertake guard duties and bodyguard assignments. He has with him an Apprentice, Alyssa Junster, who is training at his side. A few more are there, mostly swinging at training mannequins or cleaning the tents and food camps and they are usually too busy to talk.

### **Special activities:**

The player can go to the farm to investigate (DC 10 reveals animal claw marks and blood spatters in the bedroom of the farm). With no check, the player can see the home has a lot of broken item, like a fight or struggle happened in the home. It is not locked. All the coin and valuables were removed already from the farm. A DC 15 survival check outside the house reveals that some tracks were poorly erased. You can't make up what they were, but you know someone covered them up. They only to the grassland on the side of the house and from them, nothing is noticeable.

The player and supply up and shop all he or she want.

They can also roleplay and talk to the citizens.

They can only do ONE of the following (if they do, the townmaster approaches them right after):

- Do one day of research at the library. They can do nature or magic research. This takes a whole day and they are intercepted in the morning. If they researched magic, tell them to note they gain the ability to attune a magic item without needing to meditate on it (also identifies the item). Nature grants them the ability to know and recognize one of the creature they will encounter on the journey (including resistance and immunities/vulnerabilities).
- Train with Sir Silvermane. This allows the player to duel with the apprentice. Sir Silvermane explains that challenges are a great way for his recruit to practice. The fight goes until one reaches below half HP. If the player wins, he gets recruited in the Lord's Alliance (as a Watcher – Rank 1). If he loses, he or she is congratulated on the good fight and is asked to depart.

After a day or so, Merrok, the Townmaster, approaches the characters. He asks:

***"Please, you. You look like you can handle yourselves. Could you possibly aid us? Nature has gone wild... well, even more than normal. Our people are in danger."***

If the player accepts, he adds:

***“Good, good. Follow me, there is a trail, by the farm that leads into the woods. Weird prints were noted there some days ago. It leads deeper but we dare not venture. Please, investigate and return to me. We can grant payment. 50gp to any who solves this intrigue.”***

The group is brought to the edge of the forest to a little trail. No check gives what type of prints these are, leaving the group puzzled. They follow it about an hour into the woods and discover a hidden cave entrance behind some bushes. This is where the fight occurs.

Inside, is a corrupted druid with a Jackalwere, a small camp set up for the both of them in the center. All around are lined with cages holding giant versions of several local animals, a worg and a young displacer beast. They look fierce and enraged. Notes are sprawled on a desk near the entrance. The druid is Viktor, a crazed nature lover who takes things too far. He wishes to experiment on the limits of nature and has brought both monstrous species and giant animals to see their effects when loose in a different ecosystem. He does not value life at all. The jackalwere is Lucian and he follows the druid blindly. Read the following:

**INSIDE THE CAVE, YOU FIND A SINGLE DIM ROOM A LITTLE 60 FEET AROUND WITH A HIGH CEILING. A FOUL ODOR ASSAULTS YOUR SENSE OF SMELL AND YOUR EARS ARE FILLED WITH THE GRUNTS AND GROWLS OF ANIMALS. THE PLACE IS LIT BY A SMALL BONFIRE IN THE VERY CENTER, AND A SINGLE BURNING CANDLE ON A DESK TO YOUR LEFT, RIGHT BY THE ENTRANCE. YOU SEE NO OTHER WAY OUT. A DRUID, YOUNG IN AGE WITH LONG TANGLED BROWN HAIR TURNS TO YOU, EYES FILLED WITH CURIOUS MADNESS. “Oh, another to help test our theories Lucian.” NEXT TO HIM, A CREATURE, HUMANOID IN FORM, BUT BEARING THE FACE OF A DOG-LIKE CREATURE SNARLS. THE DRUID TAPS HIS STAFF TO THE GROUND “Let’s capture them!”. THE JACKALWERE CHARGES.**

**AROUND THEM, YOU SPOT CRUDE CAGES BUILT WITH THICK BRANCHES AND ROPE, A FEW REINFORCED WITH IRON SCRAPS. INSIDE, GIANT ANIMALS GET AGITATED AS THE FIGHT’S ATMOSPHERE RISES. A DARK CAT WITH TWO TENCLES SPROUTING FROM ITS BACK AND TOO MANY PAWS IS LAYING QUITE STILL, STARING AT ANY OUTSIDE LIKE THEY ARE PREY. ANOTHER, A LARGE WOLF-LIKE BEAST JUST SNARLS, PUSHING AGAINST THE BARS.**

The player can open the cages of the animals during the fight. A DC 10 animal handling check on each giant beast convinces them the player isn’t a threat (per player, this does not protect the group). The giant animals do one attack on the closest foe and then try to flee. The two monsters join the attack and lunges at the closest humanoid. These 2 are immune to animal handling, as they are not truly animals, but monstrosities.

The druid holds a +1 staff named ***Battlebranch*** and the jackalwere wears an ***Amulet of proof against detection and location***.

A small strongbox, unlocked, contains 100cp, 65sp and 15gp. The notes detail much of the destruction the beasts have caused and how they claim territory in the area. They also reveal Viktor’s name.

When you return to the settlement, you can explain everything to the Townmaster. He thanks the player and the place returns to peace. The players are paid and the adventure concludes.

**Optional:** If you wish, you can send a hunting party to track and find the giant animals that fled in the forest, to make it safer. Treat those as random encounters. If they aren’t hunted, they try to return to their home and do not attack Bruxhelm.

# MONSTERS - NPC

Note: Some of the stats are different from the Monster Manual to adapt to a level 1 adventure. If you have few companions (3 or less), consider reducing monster hp.

## Apprentice

<b>STR</b>	13 (+1)	<b>AC</b>	16	<b>Attacks:</b>	
<b>DEX</b>	12 (+1)	<b>HP</b>	11 (2d8)	<b>Shortsword</b>	+3 to hit / 1d6 + 1 slashing
<b>CON</b>	12 (+1)	<b>Speed</b>	30ft	<b>Shield bash</b>	+3 to hit / 1d4 + 4 bludgeoning
<b>INT</b>	10 (+0)	<b>PP*</b>	12		
<b>WIS</b>	11 (+0)	<b>CR</b>	1/8 (25xp)		
<b>CHA</b>	10 (+0)				

## Vikor - Druid

<b>STR</b>	10 (+0)	<b>AC</b>	11	<b>Spell:</b>	Wisdom
<b>DEX</b>	12 (+1)	<b>HP</b>	27 (5d8)	<b>Cantrip</b>	Druidcraft, produce flame, shillelagh
<b>CON</b>	13 (+1)	<b>Speed</b>	30ft	<b>Lvl 1 (4 slots)</b>	Entangle, longstrider, speak with animals
<b>INT</b>	12 (+1)	<b>PP*</b>	14	<b>Lvl 2 (3 slots)</b>	Animal messenger, barkskin
<b>WIS</b>	15 (+2)	<b>Spell</b>	+4 to hit	<b>Quarterstaff:</b>	1d8+2 bludgeoning (1d10+2 if 2hands)
<b>CHA</b>	11 (+0)	<b>S.DC</b>	12		

## Jackalwere

<b>STR</b>	11 (+0)	<b>AC</b>	12	<b>Attacks:</b>	
<b>DEX</b>	15 (+2)	<b>HP</b>	18 (4d8)	<b>Bite</b>	+4 to hit / 1d4 + 2 piercing
<b>CON</b>	11 (+0)	<b>Speed</b>	40ft	<b>Scimitar</b>	+4 to hit / 1d6 + 2 slashing
<b>INT</b>	13 (+1)	<b>PP*</b>	12	<b>Skill:</b>	
<b>WIS</b>	11 (+0)	<b>CR</b>	1/2 (100xp)	<i>Keen hearing and smell:</i> Advantage on wisdom/perception checks for hearing and smell	
<b>CHA</b>	10 (+0)				

## Worg

<b>STR</b>	16 (+3)	<b>AC</b>	13	<b>Attacks:</b>	
<b>DEX</b>	13 (+1)	<b>HP</b>	26 (4d10)	<b>Bite</b>	+5 to hit / 1d6 + 3 piercing
<b>CON</b>	13 (+1)	<b>Speed</b>	50ft		DC 13 STR saving throw or knocked prone
<b>INT</b>	7 (-2)	<b>PP*</b>	14	<b>Skill:</b>	
<b>WIS</b>	11 (+0)	<b>CR</b>	1/2 (100xp)	<i>Keen hearing and smell:</i> Advantage on wisdom/perception checks for hearing and smell	
<b>CHA</b>	8 (-1)				

## Displacer beast

<b>STR</b>	18 (+4)	<b>AC</b>	13	<b>Attacks:</b>	
<b>DEX</b>	15 (+2)	<b>HP</b>	35 (5d10)	<b>Tentacle</b>	+6 to hit / 1d6 + 4 bludgeoning
<b>CON</b>	16 (+3)	<b>Speed</b>	40ft	<b>Multiattack</b>	Makes 2 tentacle attacks
<b>INT</b>	6 (-2)	<b>PP*</b>	11	<b>Skill:</b>	
<b>WIS</b>	12 (+1)	<b>CR</b>	2 (450xp)	<i>Displacement:</i> Gives the illusion to be standing where he actually is. Attack rolls against are at disadvantage.	
<b>CHA</b>	8 (-1)				

### Giant Rat

<b>STR</b>	7 (-2)	<b>AC</b>	12	<b>Attacks:</b>	
<b>DEX</b>	15 (+2)	<b>HP</b>	7 (2d6)	<b>Bite</b>	+4 to hit / 1d4 + 2 piercing
<b>CON</b>	11 (+0)	<b>Speed</b>	30ft		DC 11 STR saving throw or knocked prone
<b>INT</b>	2 (-4)	<b>PP*</b>	10	<b>Skill:</b>	
<b>WIS</b>	10 (+0)	<b>CR</b>	1/8 (25xp)	<i>Keen hearing and smell:</i> Advantage on wisdom/perception checks for hearing and smell	
<b>CHA</b>	4 (-3)				

### Giant Boar

<b>STR</b>	17 (+3)	<b>AC</b>	12	<b>Attacks:</b>	
<b>DEX</b>	10 (+0)	<b>HP</b>	22 (2d10+2)	<b>Charge</b>	Need 20ft+ to do. 2d6 slashing
<b>CON</b>	16 (+3)	<b>Speed</b>	40ft		DC 13 STR saving throw or knocked prone
<b>INT</b>	2 (-4)	<b>PP*</b>	8	<b>Tusk</b>	+5 to hit / 1d6 + 3 slashing
<b>WIS</b>	7 (-2)	<b>CR</b>	1 (100xp)		
<b>CHA</b>	5 (-3)				

### Giant Scorpion

<b>STR</b>	15 (+2)	<b>AC</b>	15	<b>Attacks:</b>	
<b>DEX</b>	13 (+1)	<b>HP</b>	30 (3d10+1)	<b>Bite</b>	+4 to hit / 1d8 + 2 bludgeoning
<b>CON</b>	15 (+2)	<b>Speed</b>	40ft	<b>Sting</b>	+4 to hit / 1d10 + 2 piercing
<b>INT</b>	1 (-5)	<b>PP*</b>	9		DC12 Constitution or 1d10 poison
<b>WIS</b>	9 (-1)	<b>CR</b>	1 (100xp)	Blindsight 60ft	
<b>CHA</b>	3 (-4)				

### Giant Badger

<b>STR</b>	13 (+1)	<b>AC</b>	10	<b>Attacks:</b>	
<b>DEX</b>	10 (+0)	<b>HP</b>	13 (2d8+4)	<b>Bite</b>	+3 to hit / 1d6 + 1 piercing
<b>CON</b>	15 (+2)	<b>Speed</b>	30ft	<b>Claw</b>	+3 to hit / 2d4 + 1 slashing
<b>INT</b>	2 (-4)	<b>PP*</b>	11	<b>Skill:</b>	
<b>WIS</b>	12 (+1)	<b>CR</b>	1/4 (50xp)	<i>Keen hearing and smell:</i> Advantage on wisdom/perception checks for hearing and smell	
<b>CHA</b>	5 (-3)				

In the adventure, you can use the base HP of the animals/enemies or roll the dice (determined next to their base HP) to set their health.

## MAGIC ITEMS

**Battlebranch:** Quarterstaff (base stats) with an added +1 to hit and to damage dealt. It looks like a strong twisted branch with a vine wrapped around it (carved vine, painted green).

**Amulet of proof against detection and location:** While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.

## ***Conclusion***

The players are now level 2. They can join any level 2 game, including their rewards for this campaign. The area of Bruxhelm is at peace and restoring the little damage caused by the incursion. Congratulations on completing the adventure!

## ***DM tips and tricks***

Here are a few ideas to help make your adventure more interesting:

- Focus on roleplay! Sure it's fun to find items, but the true goal is to build the characters' history. Give them interesting tales. Get into the NPC that you roleplay, try to give them different voices and see if you can't imagine their personalities before you even start.
- When in a fight, instead of saying "you hit" or "you miss", give a rich description of the attack and evasion. i.e. "You swing your sword with all your might, aiming for his chest. His armor gives way and your blade drenches in the foe's blood, leaving him howling from the pain searing from this large gash. (pause) He takes 9 damage."
- If you have a party, encourage them to take rests or stay at this inn for a little to get to know each other. Often the bonds or even rivalries that form within a same group are one of the best part of an adventure.