

High Forest Factbook

This version of the Factbook has been formatted specifically for printing.

**This History, Villages, Ruins and Beasts of the
Forgotten Realms High Forest Territory**

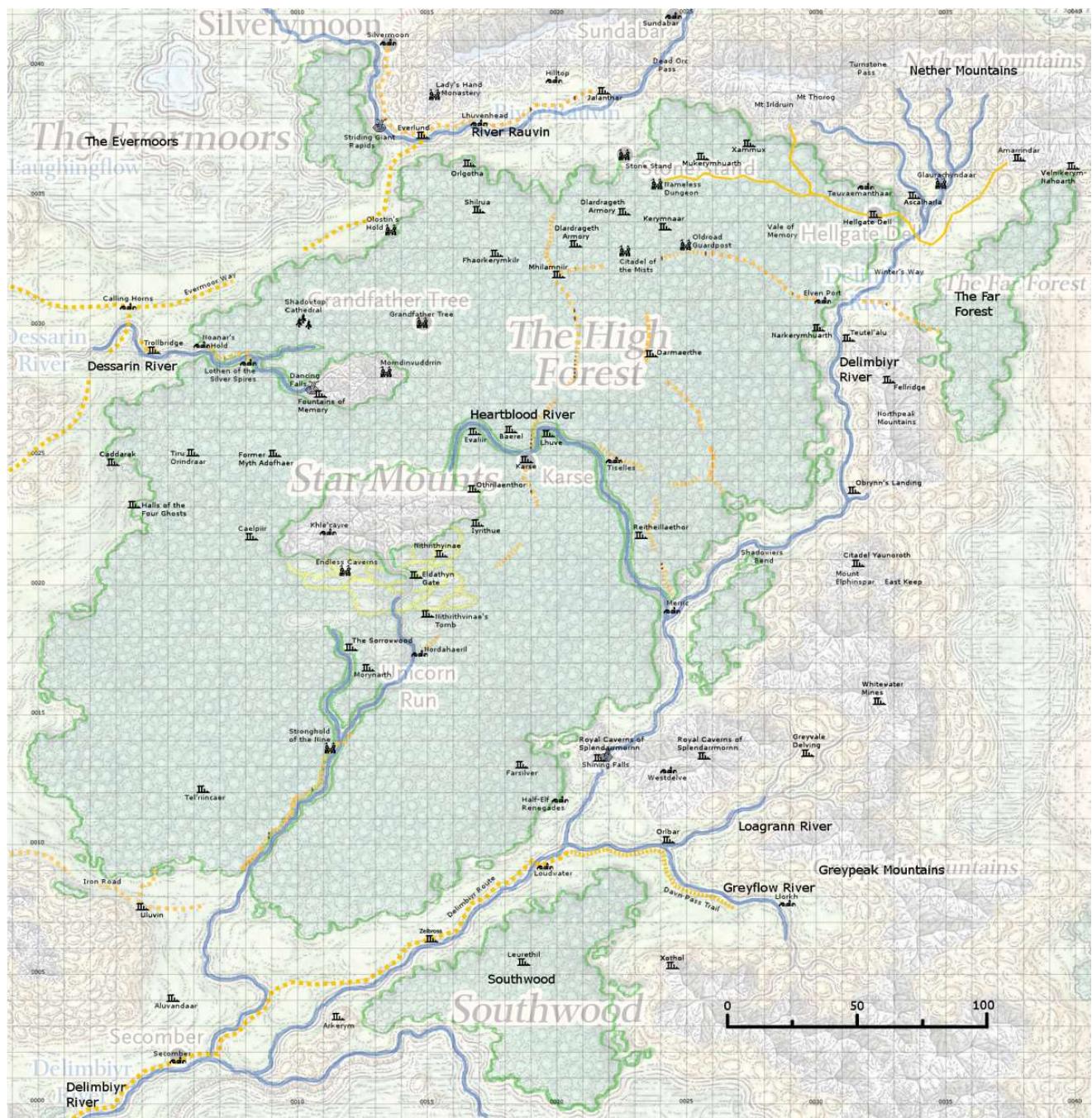
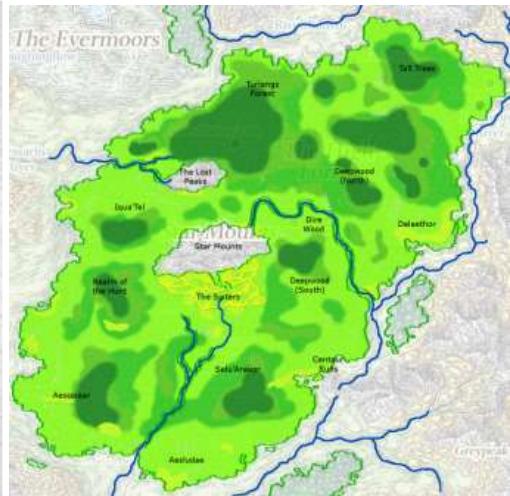
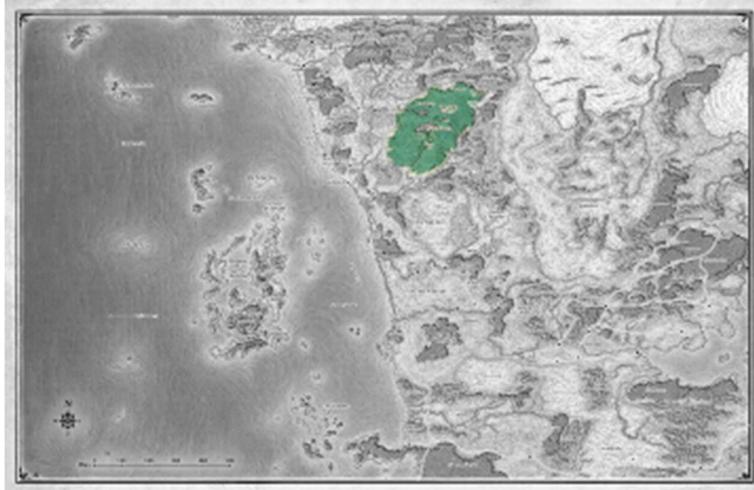
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Version History

- Version 1.00 2/26/2017 Initial release on DM Guild
- Version 2.00 2/27/2017 Removed copywritten logos
- Version 2.10 3/23/2017 Added maps for Merric & Reitheillathor. Added encounter rarity chart. Updated information for Stronghold of the Nine, Hall of Mists, Noanar's Hold, Blue Bear Tribe, Tree Ghost Tribe, Iceshield Orcs, Shadowtop Cathedral, and Stone Stand. Updated map to move Teuvaemanthaar to correct location.



INTRO

When I began my latest campaign in the Forgotten Realms, I was surprised by the lack of information about the current state of High Forest. I wanted to try to keep to WotC canon for the area so began researching locations and history of the Forest. Included in this document is the closest to official information I could find. Most of it is from materials released before 5e or information collected from the Forgotten Realms Wikia. I didn't try to include all information about each location but rather give a bit of info so a DM could have a starting point should his PC's want to travel the High Forest.

GEOGRAPHY

Location: Northwestern Faerun; 200 miles inland East from the Sword Coast

Area: 150 miles by 470 miles (approx. 70k sq. mi)

Area - Comparative: About the same area as the state of Washington or Missouri

LAND BOUNDARIES

- Northern Boundary:** The Nether Mountains and the Evermoors run along the Northern side of the forest. The forces of Silverymoon maintain stability in the region with the exception of Orc raiders coming south from the Kingdom of Many Arrows.
- Southern Boundary:** High Moor buttresses against the southern edge of High forest. The Delimbiyr river runs between them limiting access except at a few locations where the humans have setup ferry services.
- Eastern Boundary:** The GreyPeak Mountains run along the Eastern side of the forest. The Delimbiyr river stops most mountain creatures from reaching the forest but dragons and the goblin tribes are known hunt the area.
- Western Boundary:** The gentle hills and plains on the Western side of the forest roll out to the Dessarin river. Trade caravans from the Sword Coast occasionally travel along the edge of the forest and thus human bandits are always found patrolling the region.

CLIMATE

The climate of High Forest is varied. In the North, it receives significantly more precipitation and colder extremes during the winter seasons. Fauna is diverse consisting primarily of massive pines interspersed with groves of birch, spruce and Larch. The Southern region tends to be warmer and drier with a higher concentration of oak, maple and elm trees mixed among the pines.

Average Temperatures (Fahrenheit)

	SUMMER	WINTER
NORTH	50 - 70 DEGREES	-10 - 40 DEGREES
SOUTH	55 - 80 DEGREES	5 - 50 DEGREES

TERRAIN

Prominent terrain features include

Mountains

- Star Mounts - A massive range of mountains rising 30k feet. Feeds Heartblood river on Northern slopes.
- Lost Peaks - Twin peaks 7.5k and 8k feet tall. Feeds headwaters of Dessarin river on West side of range.

Rivers

- Heartblood River - Subtle valleys form the river basin. Water runs red until shortly after Karse then filters to clear.
- Dessarin River - Running out of the Lost Peaks and West out of the forest, the Dessarin River has Orc and Human bandits settled along the length of it.

Elevation Extremes

- Lowest Point – Not known
- Highest Point – The Star Mounts tower 30,000 feet above the forest floor.

NATURAL HAZARDS

Streams and Rivers within the forest: Travelers within the forest can expect to encounter a sizable stream (>5' across and/or 4' deep) semi-regularly (50% occurrence on a normal travel day). Fording a wagon across these streams can

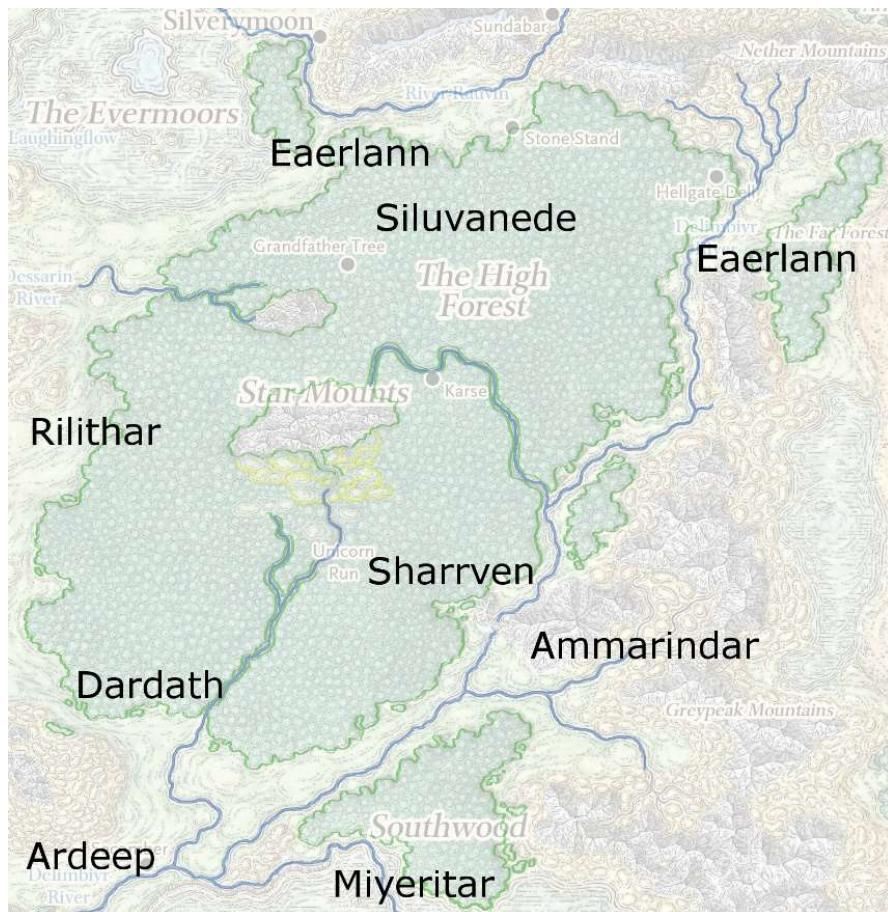
slow a day's travel by 30%. In the Springtime, they often flash flood due to heavy rains upstream.

Forest Fires: During the Summer months, the Southern forest occasionally will catch fire. Sometimes these are intentionally started by humanoids either to drive prey into hunting zones or more often out of chaotic malice. Under the right conditions these fires can travel quickly through the forest and be a danger to travelers. In most areas, the fires will leap from treetop to treetop leaving plenty of area on the ground for creatures to take shelter. The GM can roll 2d10 to determine difficulty of finding shelter. Characters can use their Survival skill to check against the rolled DC. On a successful roll, the PC's take shelter for 1d4 hours before the fire passes. On a failure, they take 1d6 poison damage from the smoke. Each round thereafter, the GM rolls 2d10 and the player may try to find shelter again BUT their check is done with disadvantage if they have taken damage from the smoke to simulate the choking and lack of vision they have.

Wind Storms: During the Spring and Fall seasons, wind storms blow through High Forest. Wind gusts of 80 to 110 miles per hour buffet the trees and break off large branches or uproot them entirely. Travelling during these storms is exceedingly dangerous. If the PC's find shelter against the storm, they will be safe from harm. Travelers trying to move during the storm must make a Survival check each hour of DC15 to avoid being hit by falling debris.

If a PC fails their check, roll 1d4.

- 1: BRANCH BLOWS THROUGH CAUSING 1d4 DAMAGE.
- 2: LARGE BRANCH FALLS CAUSING 1d10.
- 3: TREE LIMB FALLS CAUSING 1d20.
- 4: TREE FALLS ON CHARACTER CAUSING 4d6.



HISTORY OF THE REGION

Age of Days of Thunder (-35000 DR to -30000 DR)
The creator races roam the land. The Sarrukh (lizard men) and Aearee (avians) are most active in the area of High Forest. At this time, neither the continents nor the forest had any resemblance to their current appearance.

Age of Dawn (-30000 DR to -24000 DR)

The creator races disappeared from Faerun. Leaving very few artifacts showing they ever existed. Dragons and Giants replaced the creator races and began organizing the humanoids to fight in their armies.

Age of First Flowering (-24000 DR to -12000 DR)

Around -17600 DR the First Sundering is caused by the High Mages of Tel-quessir causing widespread disaster and altering the landscape of Faerun. The landscape of Faerun begins to look much more like it does in current times. During this time the Elves split into their 5 major realms. The Elven Empire of Aryvandaar includes High Forest as its main area of activity and build many cities and settlements.

Age of the Crown Wars (-12000 DR to -9000 DR)
In -12000 DR the Aryvandaaran Empire attacked Miyeritar. The remaining Elven kingdoms responded and the 3000 years of the Elven Crown Wars begin.

In -10900 DR Aryvandaar (now known as the Vyshaantar Empire) invade and defeat the Sun and Moon Elf Kingdom of Shantel Othereier.

In -10500 DR the area South of High Forest is turned into a wasteland known as the High Moor by Vyshaantar magic. The Ilythiiri dark Elves try to avenge the destruction but are expelled from Corellon Larethian's grace and driven underground creating the Drow Empire.

In -9200 DR the Vyshaantar Empire again goes to war with all other Elven realms and within 200 years is destroyed completely.

Age of the Proud Peoples (-9000 DR to -3000 DR)
After the Crown Wars, many of the Elves of High Forest left the area. High Forest was initially free from conflict during this time as the destruction of the Crown Wars left most of the great empires completely in ruins and unable to rebuild.

In -8400 DR The Sun Elves found Siluvanede in the Northwestern reaches (Eaerlann) but the empire is split in -7600 DR when a large group of Moon and Sun Elves rebel against the elitism of the Siluvanede and found the Sharrven Empire in Southern High Forest.

In -4700 DR the Nobles of Sharrven who seek to restrict the power of Siluvanede found the Kingdom of Eaerlann. The tree city of Teuveamanthaar is founded on the present-day site of Tall Trees and named the capital of Eaerlann.

In -4500 DR Arcorar and Eaerlanni forces go to war against House Dlardrageth of the Siluvanede Elves and the Seven Citadel's War begins in Northern High Forest. Soon the Sharrven Empire joins siding with the Eaerlanni.

In -4300 DR Eaerlann annexes Siluvanede and ends the Seven Citadel's War.

In -4100 DR Shield Dwarves settle in the Greypeak mountains East of High Forest and found the Amarrinidar capital city beneath the Shining Falls.

Age of Humanity (-3000 DR to 1358 DR)
This period marks the decline of the Elven and Dwarven empires and the rapid ascension of the various Human empires in Faerun.

In -2990 DR after nearly 300 years of war, the Ammarindar Dwarves relinquish claims to the Greystone Hills to the Netheril Humans and their Orcish allies.

In -339 DR The Netheril Empire of Magic falls. The body of the momentary god Karse falls to earth in the Direwood.

In 882 DR Ascalhorn becomes Hellgate Keep beginning the Hellgate Wars in High Forest which rage for 500 years. The Elven kingdoms of Eaerlann and Dwarven Kingdom of Ammarindar fall to the swarm of demons.

In 883 DR The Lich Wulgretseizes control of Karse in Direwood.

In 1344 DR most of the Elves of High Forest abandoned it seeking safer and more stable environments.

Era of Upheaval (1358 DR to current)
In 1358 DR the Tablets of Fate were stolen from the gods. In response, Ao forced all gods to walk on Toril in their mortal form. During this time, arcane and divine magic ceased to function normally and chaos and destruction ravaged the land. Corellon Larethian and Silvanus took up residence in High Wood and shielded it from most of the destruction.

In 1369 DR the Harpers raze Hellgate Keep (formerly known as Ascalhorn) and inadvertently free House Dlardrageth from its confines.

In 1370 there is a major influx of humanoid refugees moving into High Forest. They came fleeing two wars - The Sahaugin war in the West and the Silver Marches war in the North.

In 1374 DR House Dlardrageth frees thousands of Fey'ri imprisoned in the Nameless Dungeon (Nar Kerymhoarth) and began rebuilding their empire in the ruins of the Elven City Myth Drannor. The Sun Elves quickly acted against House Dlardrageth, killing their leaders and scattering their armies.

In 1385 DR the Spellplague struck and arcane magic ceased to function properly. By 1395 DR most of the Spellplague had ended and magic had returned to normal.

In 1486 DR a great rain falls over most of High Forest. It drops torrents for months flooding out much of the forest and driving many of the humanoids out.

In 1485 the Silver Marches War ends. Many of the remaining refugees that entered Northern High Forest 15 years earlier leave the forest.

PEOPLE AND SOCIETY

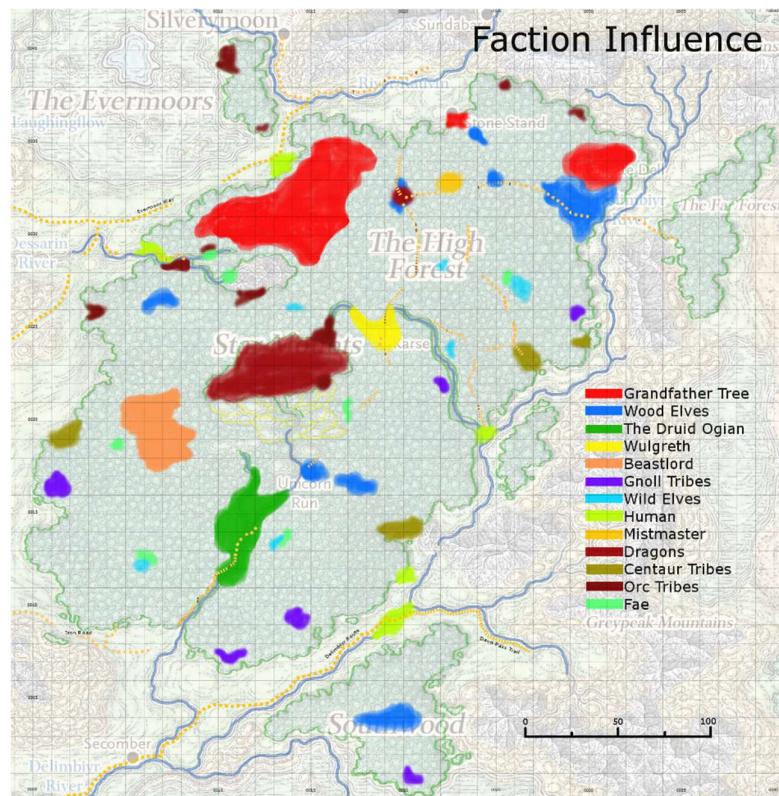
RACES

- Elves - 52% (Wood 35%, Wild 17%)
- Gnolls - 12%
- Centaurs - 10%
- Orcs - 10%
- Humans - 6%
- Half-elves - 4%
- Half-orcs - 3%
- Halflings - 2%

The primary factions with influence in Northern High Forest include The Grandfather Tree, his arboreal supporters and the Wood Elves. Kanyrr Vhok and the remnants of House Dlardrageth exert influence from inside Hellgate Keep through a network of fiendish allies.

Middle High forest is patrolled by Wood Elves but is the hunting grounds of dragons and orcs raiding out from the Star Mountains. The undead in Karse haunt a wide berth around the city ruins.

The Southern region is constantly churning as the barbarian tribes from the High Moor raid the Gnoll and Centaur camps. Both those loyal to the Beastlord and worshipers of Mielikki work to keep the waters of the Unicorn run unspoiled. The Greypeak mountains to the Southeast are filled with Evil humanoids who have laired in the abandoned fortresses of the ancient Ammarindar Dwarves.



GOVERNMENT

Factions: the following groups are active in High Forest.

- **Beastlord:** the Beastlord is also known as the Lord of the Hunt. His followers include Druids, Rangers, Barbarians, Lycanthropes and other intelligent predators. Primarily found West of the Star Mountains, Beastlord followers are nomadic and can be found in hunting parties anywhere within the Forest.
- **BloodAxes:** a Dwarven mercenary group operating out of Sundabar. They will occasionally be found escorting caravans though Northern High Forest. The servants of the forest are not allies to the Bloodaxe mercenaries but allow the passage as the follow

- a strict protocol not to harm the woods when travelling.
- **Caerilcarn:** The Council of the Wood is a group of Wood and Moon elf elders who share a common dream of raising a new capital city of Eaelann within Northern High Wood.
- **Chloracridara:** An ancient green dragon lairing within Mhilamniir. It has allied with several different human tribes to act as agents for it in Northern High Forest and is protecting a large brood of wormlings.
- **Clan Auzkovyn:** A small clan of Drow consisting of male drow runaways and rouges living around Cormanthor. They were mostly driven out of the forest by the Wood Elves. They follow the god Vhaeraun and have a trading surface enclave called "Dragon's Hoard".
- **Druids:** Many druids make pilgrimages to sacred locations within High Forest. They follow a wide range of goals.
 - Several groups focus their activities just to High Forest. These are the followers of the Earthmother goddess Chauntea and the Eldath Guardian of Groves.
 - The Druids of the Tall Trees are a secretive order who allow few others in to the Tall Trees woods and groves. They aggressively fight expansion of humanoids into the forest.
 - Emerald Enclave agents are also active in all of High Forest. These agents are not unified, they have two factions; one supporting good (Protectors) and one supporting evil (Defenders). These groups are not focused on fighting each other but are also not hesitant to destroy forces of the other if need be.
- **Fey'ri:** Half Demon / half Gold Elven fiends that lurk in secluded locations within High Forest. They are hunted the all of the Elves of High Forest so usually will keep a very low profile.
- **Girondi and Belcondi Barbarian Tribes:** these Human barbarians make excursions into Southern High Forest from The High Moor. The Barbarians use High Forest as a proving ground and can be found hunting beasts to show their worthiness.

- **Half Elf Renegades:** This bandit group of about 100 members raids along the Delimbiyr River from Shining Falls all the way to Secomber. They are rumored to fund their operations by kidnapping Gold Elves and selling them to the Fey'ri.
- **High Forest Scouts:** These Elven rangers are devoted to protecting the forest from all evil humanoids. They generally work alone or in pairs and are strong allies of the various druids within the Forest.
- **Deep Imaskari:** Humans lairing in the Underdark near the Star Mounts. They are descendants of magic using slavers who used portals to abduct humanoids from other planes.
- **Imvaernarho:** This ancient Red Dragon makes his lair in the Star Mounts. He is trying to expand his influence to the Silver Marches and can occasionally be found hunting between his lair and the Silver Marches.
- **Leira:** The Lady of Mists. She is a goddess that has been found active around the Hall of Mists. Her goals are unknown and many think she may have perished.s
- **Mistmaster:** A Human Illusionist of great power. He used the Gatekeeper's Crystal to destroy Hellgate Keep. In 1374 DR he joined the High Mages and is usually found in the High Moor.
- **Morgwais:** A WoodElf Ranger/Bard/Harper known as the Red Lady or Lady of the Wood. She is working in Reitheillathor to unite the Elves in the Eastern forest and expand the influence of New Eaelann.
- **Knights of the Unicorn:** These are followers of Lurue - goddess of Unicorns and companion of Mielikki. They are protectors of the Fey within High Forest.
- **Orcs of Many-Arrows:** Hunting and war parties of this tribe can be found throughout High Forest. In the winter months, their numbers surge as the Orcs of the North migrate South seeking food and shelter.
- **Orcs of the Redclaw and Blue Feather Tribes:** The Orcs come from the south in the High Moor and can be found primarily in the South and Eastern parts of High Forest.

- **Iceshield Orcs:** These Orcs lurk along the Western edge of High Forest and are constantly at war with the Tree Ghost Barbarians.
- **Shadowweirs:** This religious knighthood is made up of Half-Elf Rangers and Druids working to regrow parts of the High Forest that have receded. They respond aggressively to incursions by loggers into High Forest and are often found warring with dwarves who come into the forest seeking ironwood.
- **Silver Marches:** A confederation of 9 cities located North of High Forest. The Silver Marches play a vital role in protecting the Northern forest from raids launched by the Orcs of the North.
- **Tree Ghost Tribe:** A tribe of Uthgardt barbarians that long ago split from the Blue Bear tribe. They act as guardians of the area around the Grandfather tree's ancestral mound. They are led by the great chief Boorvald Orcbane. He is protected by his six sons and three daughters, all armed with elven Oathbows.
- **Blue Bear Tribe:** The Eastern most of the Uthgardt barbarian tribes. Their spirit mound is in the Stone Stand. They are led by an old woman named Kriga Moonmusk who travels in a fur draped chair carried by four tribal warriors.
- **Wulgret:** A powerful Lich lairing in Karse. He has a vast number of undead at his command. A deathknight named Jhingleshod the Iron Axeman acts as his captain. Wulgret plots revenge against the descendants of Evereska in the Southeast for stealing the Karsestone.
- **Mielikki:** Intermediate god. The Forest Queen, The Supreme Ranger. Goddess of Dryads, Forests, Forest Creatures and Rangers. Domain of Freedom and Wilderness.
- **Eilistraee:** Lesser god. The Dark Maiden. Chaotic Good goddess of Song, Beauty, Dance, Swordwork, Hunting and Moonlight.
- **Malar:** Lesser god. The Beastlord. Evil god of Bloodlust, Evil Lycanthropes, Hunters, Stalking. Domain of Animals, Chaos, Evil, Moon and Strength.
- **Vhaeraun:** Lesser god. The Masked Lord. Chaotic Evil god of Thievery, Drow males and evil activity on the surface world. Domain of trickery. Returned to life in 1480 DR
- **Bhaal:** Lesser god. God of Murder, Violent Death

COMMUNICATIONS

- The Treants are able to communicate with other Treants across the entire forest. Although it's rarely employed, they also can remotely create druidic symbols to communicate through druidspeak.
- The Wood Elves rely primarily on the use of the spell Animal Messenger to communicate long distances. They also send out trading caravans which carry and collect messages to areas outside the forest.
- The Druids of the forest rely on the spell Animal Messenger to communicate long distances and leave extensive details about the surrounding areas for any who can decipher the code of Druid Speak.

RELIGION

Several deities take an active role in High Forest. Rarely taking direct action, they influence the region through agents and subterfuge.

- **Corellon Larethian:** Greater god. Creator of the Elves, Chaotic Good Elves, Magic, Music, Arts, Crafts, Warfare and Poetry. Domain of Chaos, Good, Protection and War.
- **Silvanus:** Greater god. Treefather/Oak Father. Neutral God of Nature and Druids. Domain of Life, Storms and Wilderness. Served by Malar, Umberlee, Auril, Mielikki and Eldath.

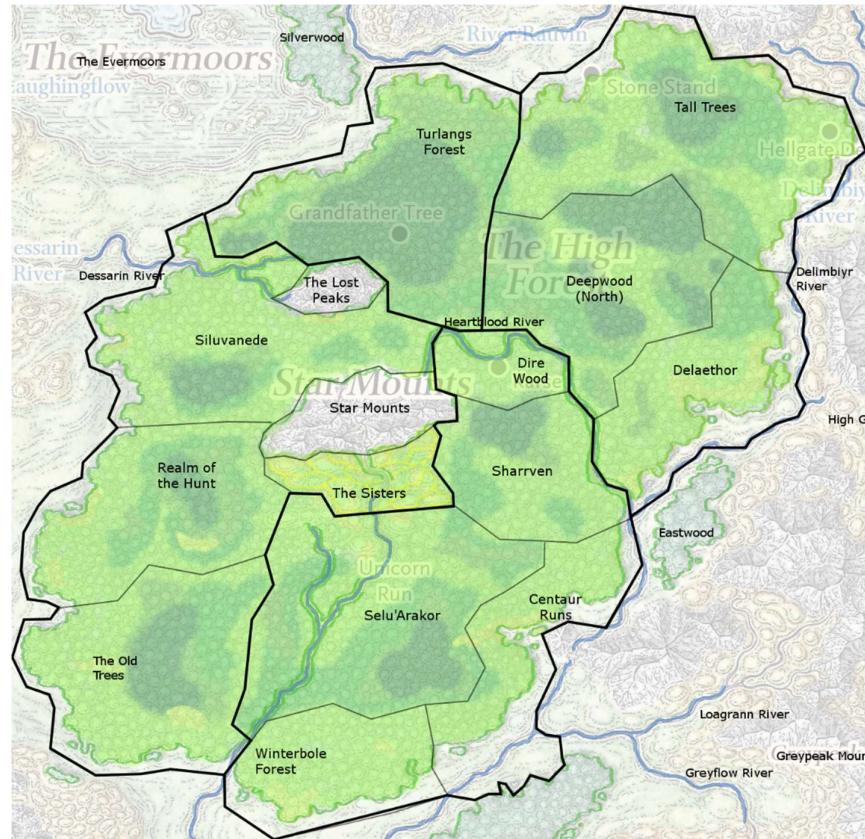
TRANSPORTATION

There are few major roads through High Forest.

- In the South, The Iron Road follows the Unicorn Run river past the Stronghold of the Nine to Nordahaeril. Past the Stronghold, the ancient roadway is fragmented and often long washed out for 15 to 20 miles at a time.
- In the Northeast, a wide elven trail leads from Elven Port all the way West to Mhilamniir.
- An ancient marble road runs from the Dead City of Karse, past Mhilamniir to the Northern boundary of the forest.

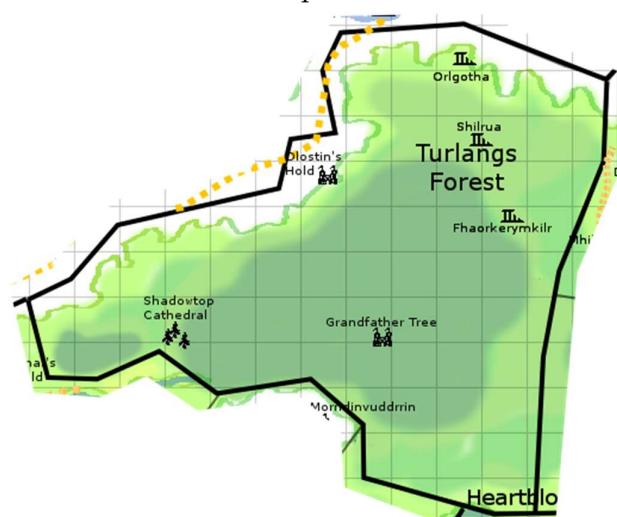
The Rivers in and around the forest provide the easiest (if not entirely safe) travel.

- The Delimbiyr River runs the length of the Eastern side of High Forest.
- The River Rauvin runs along the Northern border of the forest.
- The Heartblood River runs from the center of the forest from the Star Mounts and exist on the eastern side. The waters are usually navigable from Karse to where the river meets the Delimbiyr.
- The Dessarin River begins in the Lost Peaks but isn't navigable until it exits the forest past Lothn of the Silver Spires.



REGIONS

Each of the sections of High Forest has its own intrigue and factions fighting for dominance. Each region is listed with primary powers who hold sway and take an active role in engaging travelers who enter the area. Mapped locations noted are shown on the main High Forest map at the beginning of this document. Plot hooks are included to give notes on what is currently going on in that area that travelers may end up getting involved in.



NORTH WEST

Turlang's Forest

Primary Powers

- **Treants** - A number of Oak and Ash Treants root in this region and take an active role in repelling anyone trying to reach the Grandfather tree. Other travelers are allowed passage if they refrain from harming the forest
- **Emerald Enclave** - Near the base of the Star Mounts agents of the Enclave set ambushes for any dragons or Dragon clan members they can catch.

- **Humans** - The Humans settled on the eastern edge of the forest are careful to follow the laws of the Treants
- **Other** - the Treants ambivalent attitude to immigrants who behave themselves has resulted in occasional bandit groups taking refuge within the forest.

Mapped Locations

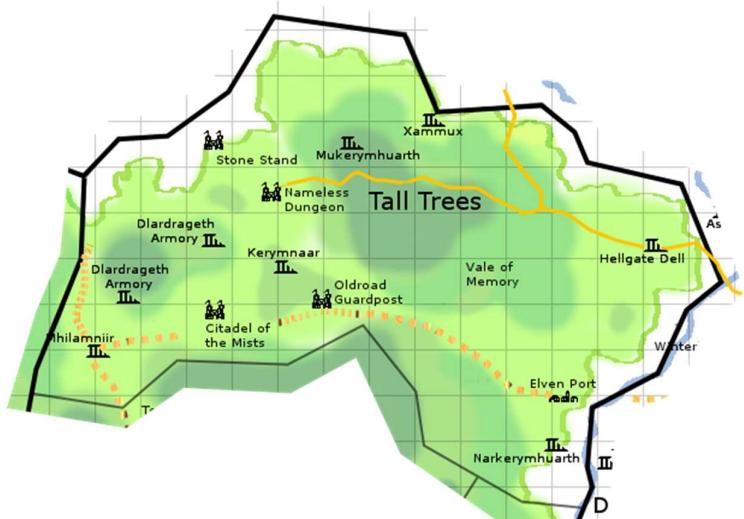
- **The Grandfather Tree** - This massive Bur Oak Arakhor stands 350' tall and 50' across. The dense forest around it for 1/2 mile is animated and acts on the Grandfather Tree's will. While not in alliance, the Grandfather Tree communicates with Araumycos and is aware of activities subsurface as well. Ringing the Grandfather tree lay two Uthgar ancestor mounds. Beneath the tree is home to monstrous phase ants and golems. It is likely Green Slaad use this as a holy site as well. Far below the Grandfather tree is the ancient Sarrukh Hall of Mists, the fabled Nether Scrolls were stored here until 1344 DR. Further description of the Grandfather Tree is found in Storm Kings Thunder p86.
- **Olostin's Hold** - A human fortified settlement of approximately 200 people. The hold includes a market, smithy, caravan supplier, an inn called the Headless Troll and a tavern called the Flaming Flagon. Farms extend into the plains eastward and support another 600 people. More details are available in Storm Kings Thunder p102.
- **Fhaorkerymkilr** - The ruins of a Wood Elf settlement. High trees still have the remnants of burnt circular platforms high above the forest floor. Sculpted trees create cathedrals 100's of feet from the ground.
- **Shadowtop Cathedral** - At one time Turlang made his home here. The massive trees in this area still echo with his power. In Turlang's absence, a wide variety of sentient plant creatures have established a home. This is an important meeting place for the Emerald Enclave. Creatures wearing the Enclaves symbol will find that plants within 50 miles of the site will part to reveal a pathway to the meeting

grounds. More details are available in Storm King's Thunder p107.

- **Orlgotha** - this ancient Gold Elf city has been mostly reclaimed by the forest. What remains is odd mixture of elegant towers linked to giant Oak and Redwood trees. High above the forest floor, stone arched bridges crisscross the distance between massive trunks. At the center of the city is the fabled Moon Glade. A massive circle of stones marked in ancient Seldruin opens portals to key elven realms across Toril.
- **Shilrua** - the ancient many spired city of the Gold Elves. Abandoned long ago, towering organic buildings still remain standing. In the center of the city is a sacred mausoleum of silver and gold. Fine statuary dots the park and a mythal remains preventing all necromantic magic from functioning and all non-elves from entering.
- **Border of Turlang's Forest and Star Mounts** - sheer cliffs rise abruptly out of the wooded terrain. In most places rising vertically 1000' before turning to jagged slopes.

Plot Hooks

- Orcs raiding from forest Southwest are disrupting the trade route along Evermoor way. Merchants in Silvermoon have offered a bounty for each Orc slain.
- A young noble in Silvermoon dreams of being a druid and has decided to take an expedition to see the Grandfather tree. She is looking to hire adventurers to escort her.
- A brood of Aarakocra are in the area looking for vengeance on the Green Dragon



- Elaacralicros. The Ancient Green dragon has driven the Aarokocra's from perches in the Star Mount cliffs.
- A dragon has brought it's wormlings to the edge of the forest to hunt. If the wormlings fight something substantial, the mother dragon will watch from a distance allowing several wormlings to die before interceding to protect the survivors.

NORTH EAST

Tall Trees

Primary Powers

- Treants** - Primarily focused in the area around Hellgate Keep, the Treants are vigilant to act against any demonic activity. They will stop anyone without a Wood Elf escort headed to the ruins.
- Wood Elves** - A large settlement of Elves remains at the Sy'Tel'Quess Elven Fort. They took massive losses in their war against the Tanar'ri and have allied with the Treants.
- Tanar'ri** - Sealed under the Hellgate Keep ruins.
- Mistmaster** - Priest of Leira
- Druids of the Tall Trees** - A neutral and secretive order of druids who guard the area of the massive trees of Teuveamanthaar. They number about 24 proper members and an equal number of close allies.
- Chloracridara** - An Old Green dragon lairing in the ruins of Mhilamniir. Her offspring are always active in the area. They are held in check by the local Wood Elf cohort only due to its ability to reinforce from the larger Elf Fortress to the East.

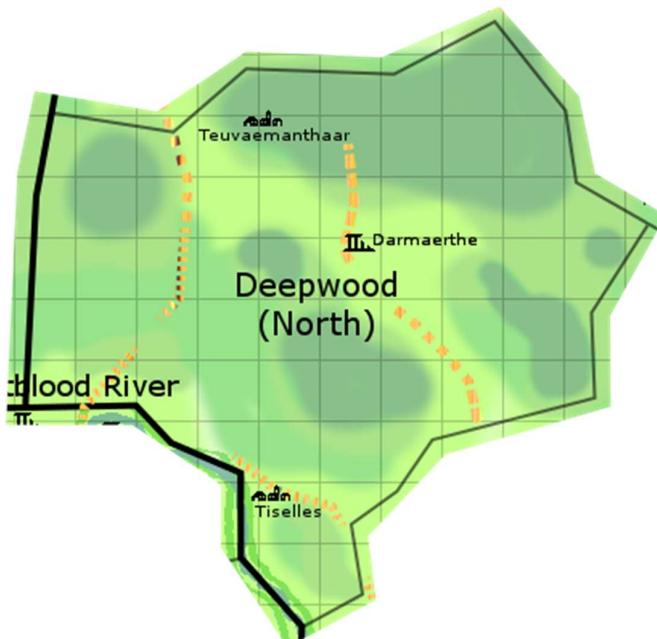
Mapped Locations

- Dlardrageth Armory** - Ruins of Fey'ri strongholds. Were renown as treasure cache's but may have been cleared out long ago.
- Mhilamniir** - A Formerly a large Elven settlement, it was destroyed by the demonic hoards flowing out of Hellgate Keep. It's now ruined and overgrown. Chloracridara; an old green dragon and her wormlings have built a lair in the ruins. They wage a constant fight against the Wood Elf knights sent from Elven Fortress.
- Citadel of the Mists** - Overseen by the Mistmaster; a Human CN Illusionist Cleric of Leira. He's ruled the Citadel since 1294 DR
- Oldroad Guardpost** - A bright stone guard post stands at the crossroads of the Old Road and a ruined road leading North. No less than 25 Moon and Gold Elves sent from Silverymoon are stationed here at all times of the year.
- Elven Port** - An ancient Wood Elf settlement called Aerendel, it was overrun and occupied by the Fey'ri. The Wood Elves have resettled it but much of the city is still in ruins and overgrown.
- Nameless Dungeon** - Known by some as Nar Kerymhoarth (the Sleeping Citadel). An underground fortress located at the base of a stone bluff. Had held 2000 Fey'ri until 1374 when they were released by Sarya Dlardrageth. Area is still patrolled by Wood Elf patrols.
- Stone Stand** - A druid circle of low moss covered stone surrounding a large Oak tree grown from the cutting of the Grandfather tree. The Human "Tree Ghost" barbarians consider this site holy and have placed many wards and guards against intrusion. More details are in Storm Kings Thunder p109.
- Hellgate Keep** - These ruins act as prison for the Tanarukk Rorgak's Fey'ri legions. The ruins are warded to prevent gating. A ring of 25 grand oaks circle the ruin. 5 of these oaks are Treant's that prevent any but Turlang's trusted allies to approach the ruins. Turlang himself has taken responsibility for keeping Hellgate Keep sealed. The ruins are covered in a net of moss and vines. Earth elementals patrol the ground and Wood Elf patrols scout the surrounding forest for any intruders. At one time the demons within had been able to tunnel miles of tunnels out of the keep reaching as far as the Nameless Dungeon to the West and Amarrindar to the East. It's unknown if these tunnels still exist.
- The Old Road**: An ancient road from Elven Port to Mhilamniir. Begins as a stone paved road, becomes a log road then a foot path by the time it reaches Mhilamniir. The elves keep a keen eye on any travelers on the road.

- **Xammux:** The ruins of an underground complex. Xammux is entered through a stone door cut into a ravine's side. The complex is likely Dwarven made and has stood abandoned and partially flooded for hundreds of years.
- **Mukerymhuard:** The ruins of an ancient Elven settlement. The settlement was razed in 882 by demons when the Elves retreated to Evermeet. Massive hollowed out trees clustered together form the core of the ruins. The center tree is a now desecrated temple to Seldarine.
- **Kerymnaar:** The ruins of an ancient Elven settlement from the Eaerlann period. The settlement was abandoned in 882.
- **Vale of Memory:** A broad vale East of Hellgate Keep. This site has been a place of power for the Elven kingdom since the age of Eaerlann.
- **Nar'kerymhoarth** – the 5th and greatest armory of the Fey'ri. In -4300 DR a final battle between the Sharrven wizards and the Daemon Fey occurred here. The Moon Elves sealed many of the most powerful Daemon's within the armor and warded it with powerful magics against entry.

Plot Hooks

- The Mistmaster is aiding the Tanar'ri in escaping Hellgate Keep. Small groups of them begin exiting the Citadel of Mists and heading south to escape the danger of Turlang.
- In 1375 the Nether scroll Quess'Ar'Teranthvar was dissolved into components by the



Liberators of Shadowdale. Some of the components have returned to the ruins within the old Vyshaantar Empire. Individually the components remain powerful artifacts.

Deepwood (North)

Primary Powers

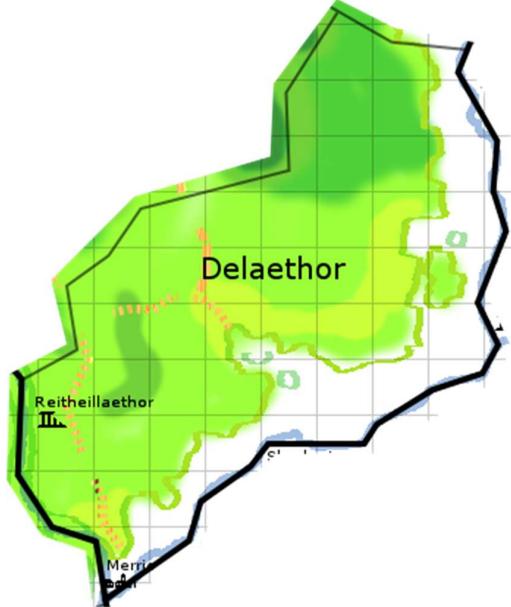
- **Wild Elves:** The Wild Elves of Deepwood live in cooperation with the local Fey fauna. They are nomadic and do not hesitate to raid the traffic moving along the few High Forest roads. Along the Heartblood river they are particularly prone to ambushing anyone found travelling as they protect their territory from intrusions from Karse, Orcs from Star Mounts and humans foraging North from Merric.
- **Fey:** Many tribes and family groups of Fey creatures make their home in Deepwood. Dryads, Nymphs, Satyrs, claim sections of the wood and relish the opportunity to engage any wayward adventurers. Smaller Fey such as the Sprites and Spriggans have formed loose alliances with the Wild Elves and help them keep aware of any new travelers within Deepwood.
- **Druids of the Tall Trees:** While not as active as in the North, the Druids protect this region and take action against hostile travelers.

Mapped Locations

- **Teuvaemanthaar:** An ancient settlement of the Wood Elves, it was razed by demons in 882 but has been resettled by the human Druids of the Tall Trees. They are welcoming to any travelers that don't threaten them or the forest. They will try to discover why any traveler is in their region and any that withhold their purpose or don't have noble intentions will be assumed hostile.
- **Darmaerthe** – An ancient Siluvanede city. Reclaimed by the forest but still hiding wondrous artifacts from the Elven empire. Darmaerthe was sacked in -4489 DR by the Fey'ri and their evil influence is still present.
- **Tiselles** – A human settlement on the banks of the Heartblood River. It has a Dwarven built water powered wool processing mill and many skilled pottery artists.

Plot Hooks

- Players encounter a group of Half Orcs that have been charmed by the Dryads. The Orcs have been serving the Dryads for over a year and are very docile. They will not attack unless threatened. They are very concerned with collecting downed logs and nectar from the forest flowers. If the players harm or kill any of the Orcs, the Dryads come to claim them as replacements.
- A war party of Fey'ri have taken residence in caves and have captured a group of Nymphs. An escaped Nymph offers a trade to the adventurers if they will help free her family.



Delaethor

Primary Powers

- **Humans:** the village of Merric provides a base for human hunters to enter and patrol the forest. About 100 humans live here tending sheep and fishing. A barge is operated on ancient Dwarven docks allowing caravans to cross the Delimbiyr.
- **Two Centaur villages:** each housing families with more than 30 adults are located on the edge of the forest. The Centaurs raid the basin between the forest and Delimbiyr river
- **A large camp of Gnolls:** located north of the Centaur villages. The Gnolls avoid the plains and hunt the inner forest.

Mapped Locations

- **Merric** - Neutral Good Human village. The village was built on the long-covered ruins of

Karse Crag. The twin Dwarven bridges that used to span the Delimbiyr now are used as docks to ferry passengers and cargo across. Merric is a walled village in decline. At one time was large enough to house 500 people, now only populated by 100 or so. Primary stop for caravans coming South through the High Forest or heading East from the Sword Coast.

- **Reitheillaethor** - The ruins of a Wood Elf village sacked by Daemon-Fey and Orc mercenaries in 1374 DR. Many travelers get a feeling of unease here and more seasoned



adventurers will often make camp in the ruins due to the wide berth most humanoids give the place. The Wood Elves have recently begun trying to resettle the ruins as part of their goal to rebuild Eaelarnn.

Plot Hooks

- A coven of hags is nurturing a Gulthias tree that in turn is providing them with Thorn Blight servants. The hags are stealing children from Merric.
- The Centaurs want Merric abandoned by the humans. After a perceived insult, they begin raiding crops and turning back caravans.
- The humans in Merric want rebuild/improve their town. They begin harvesting wood from the forest and enrage the local Shadoweir Knights

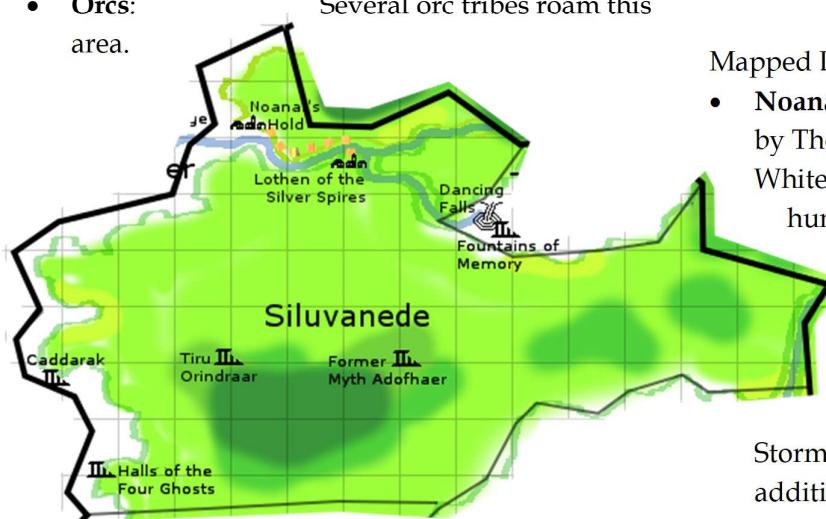


SOUTH WEST

Siluvanede - The creators wood is said to have been a capital for the Amphibian creator race. Almost nothing of their creation is left but several new constructions were built on their dwindling sites of power.

Primary Powers

- **Humans:** Noanar's Hold is a Neutral Evil Human settlement of nearly 200. They are well organized by the governing Hunt Lords. Their primary interest is commerce.
- **Orcs:** Several orc tribes roam this area.



- Horned Lord, Tanglethorns and Sharpspike tribes hunt the area near Lothen. Combined, the tribes can only muster between 60 and 150 orcs. They are led by Human druids of Malar and fight the Wood Elves to the South. They occasionally will sell prisoners to The Hunt Lords merchants.

- Other: A splinter group of the Horned Lord tribe is lurking at the head of Heartblood River. Orcs have also been found at the southern foothills of The Lost Peaks as well as on the Western edge of the forest.

- **Wood Elves:** The Wood Elves maintain a military force in Siluvanede to monitor and keep the regions Orcs in check. They number about 300 total and are tasked with patrolling the area NW of the Star Mounts.

- **Wild Elves:** A small group of Wild Elves hunt the broad valley between Star Mounts and The Lost Peaks. Constantly raided by the nearby Orc Tribes and subject to occasional attacks from other dangers emerging from the mountains, they are very aggressive and will attack all but the most obvious friend of the forest.

- **Fey:** The area West of The Lost Peaks houses substantial numbers of Fey creatures. The confluence of rivers and shelter of the mountains has created a zone heavy with broad oaks and rhododendrons. The area houses several Satyr, Dryad and Nymph families that work in cooperation to repel the Orcs and humans from the West. Closer to the Lost Peaks, bands of Korreds can be found.

Mapped Locations

- **Noanar's Hold:** This human settlement is ruled by The Hunt Lords, Noanar's Hold has the White Hart Inn and lavish lodges catering to hunting parties of the Nobles of the Sword Coast. Hunts can consist of any prey for the right price. There is a small keep overlooking the village guarded by the castellan Amrath Mulnobar. Noanar's Hold does trade with Triboar. Storm Kings Thunder p61 & p101 have additional details.

- **Lothen of the Silver Spires:** A beautiful quarter mile wide Elven stone city. A magical aura within the city causes any spells with a duration to misfire and cause a wild magic event. Paper rots away after days of being in the city. Three orc tribes lurk in the area. They are all led by Human druids of Malar. The tribes are weak and were nearly destroyed in 1370 by the human druids of Mielikki.
- **Halls of the Four Ghosts:** A crumbling abandoned dwarf hold. Haunted by four ghost dwarves. A well shaft descends from the main hall and connects to the Underdark.
- **Former Myth Adofhaer:** a broad crater 1/2 mile across marks the location where the mythal-cloaked Silvuanedenn city once stood. Any remaining ruins are from -5300 DR and very difficult to locate.
- **Tiru Orindraar:** Once a Sharrven fortress city, it was annihilated in -4363 DR by the Fey'ri. A crater exists where the city stood but hidden entrances to the tunnel complex beneath the city still exist. Elven carved grand chambers still stand deep beneath the ground.
- **Caddarak:** Long ago this was a Dwarven settlement on the Eastern edge of the Dwarven empire. While the stonework of the Dwarven inhabitants still remains, it has been resettled by Humans and is used as a resupply location for caravans travelling North to Silvermoon.

Plot Hooks

- Characters encounter a caravan carrying exotic beasts (rare beasts from High Forest back to Noanar's Hold. The merchants offer to sell them one of the beasts at a hefty price).
- Characters encounter merchant from Noanar's Hold. He offers map to exotic beasts lair/territory and a high bounty for its return (minus price for resurrect spell if dead).
- A slaver party of Drow are stalking around The Halls of the Four Ghosts.



Primary Powers

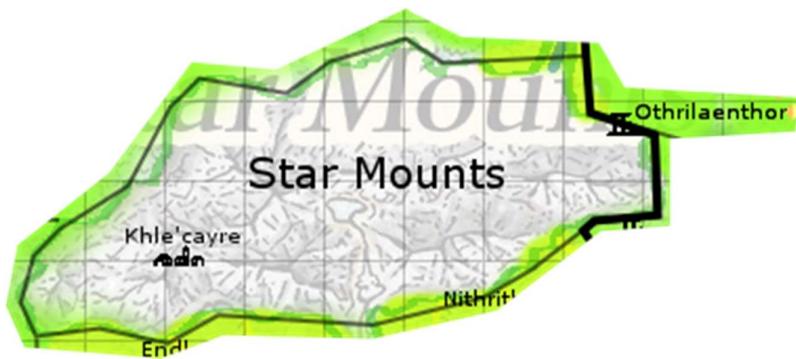
- **Korred and Satyrs:** These two races have a strong presence on the lower slopes in and around the Dancing Falls. While the Satyrs are unfriendly at best, the Korred will attack other non-Fey Humanoids on sight. Neither of these groups have strong organization but can rally if a clear and present danger presents itself.
- **Orcs:** On the southern slopes a group of SharpSpike Tribe Orcs have a lair. They stay clear of the Dancing Falls but stalk the lower reaches of the Lost Peaks as well as the area South towards the Star Mounts

Mapped Locations

- **Dancing Falls:** Spouting from a fissure in the lost peaks, the Dancing Falls form the headwaters for the Dessarin River. The falls spring from a cliff face and fall 300' to a large pool surrounded by a diverse pattern of flora. Korred tribes have made this area their home and defend it from all intruders.
- **Fountains of Memory:** On the high plateaus nestled within caves of the Western Mountain of the Lost Peaks lay the Fountains of Memory. They are magical pools that when gazed upon reflect the history of Faerun. What is reflected will have some connection to the viewer be it family history or current quest. Prior to the Spellplague, the pools could be used as gates allowing travel to places viewed within them, it's unknown if that capability remained intact after the ravages of the spell plague.
- **Morndinvuddrrin:** A Dwarfford fortress abandoned sometime before 615 DR. This was a stronghold created to protect the Dwarven surface settlement of the Besilmer Dwarves. The entire place is dead as are its inhabitants, but some fell magics hold every dwarf upright and in place performing the action the corpse was doing when it died. Whatever destroyed this place killed everyone unawares and instantly, as most of the skeletal dwarves work at mining or smelting at dusty, long-dead forges or pounding out metal for weapons.

Plot Hooks

- There is legend of a treasure hold in the pool beneath the Dancing Falls. Rumor has it that there is a submerged cave system accessible deep within the pool that hold treasures the Elves of Eaerann hid hundreds of years ago.
- A rich Dwarven merchant wants to discover what happened in Morndinvuddrrin. He hires adventurers to investigate. The characters can go to the Fountains of Memory to try to scry the history of the event or go directly to Morndinvuddrrin to delve into the fortress for clues.



Star Mounts: This group of mountains rise out of the forest unnaturally. They appear to have been dropped from the sky onto this location. The land to the north of them is particularly flat while the area around the sisters is jagged as if the ground were churned up from the mountains impacting and pushing the ground up. Steep sloped mountains ascend to the highest peaks in all of Faerun. The highest peaks include Bard's Hill, Mount Vision, and Hunterhorn. Other peaks include Far Peak, Mount Journey and Shadowpeak. The mountain includes veins of pure iron and nickel but no one has been able to mine them due to the predators that hunt the Mountains and tunnels within. There are constant gale force winds that buffet the slopes restricting flight to all but the most powerful flyers. Huge crystals jut from the surface of the mountains and ancient ruins can be found tucked into the many hidden valleys and outcroppings.

Primary Powers

- **Dragons:** Several dragons of legend lair within the Star Mounts.
 - **Imvaernarho:** An ancient red dragon keeps several lairs among the peaks but

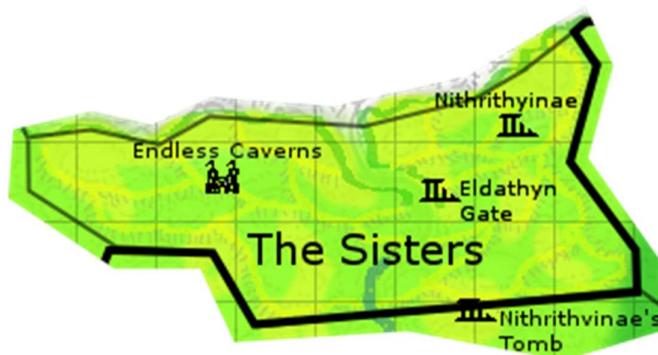
- has hewn a massive complex near the peak of Mt Angaroth.
- **Cult of the Dragon:** Beginning in 1490, humans began taking pilgrimage to Mt Angaroth. They are unable to ascend its slopes due to the extreme conditions but are devotees of dragonkind.
- **Aarakroca:** The bird races eyries are protected by powerful air elementals that prevent flying creatures from approaching the area. The Aarakocra generally fly west from the Star Mounts when heading out to hunt. The Aarakocra are focused on protecting their broods. The tribes struggled to survive during the heavy storms of the past years and have been fighting to maintain their territory in the Star Mounts against the influx of dragons and other mountain dwelling predators.
 - **Orcs:** The Orc tribes have long made the Star Mounts a hub for their raids into High Forest. Their Shaman leaders have sworn fealty to the larger dragons in the area and the tribes act as scouts for the great worms.
- **Underdark:** At least one and likely many more entrances to Underdark are located in the foothills and valleys of the Star Mounts. Drow are known to travel East from the Star Mounts in search of prey. Duergar can be found in many of the lower cave systems and several Stone Giant villages are nestled in the ravines.

Mapped Locations

- **Khle'cayre** – This is village of Aarakocra nestled in a broad cave in a Cliffside. The cliff is nearly inaccessible to any that can't fly and the 50 or so warrior Aarakocra in the village will assault any that approach.
- **Othrilaenthor** – A natural cavern that was converted into the royal tomb of the Wood Elves prior to abandoning the Karse region. Sentient trees grow within the cavern and the Elves left powerful magical traps and elementals to deter any who would defile the tomb.

Plot Hooks

- The Aarakroca are being harassed by Drow tunneling up into their aeries. They send an emissary to hire adventurers to venture into the Drow tunnels and exterminate the threat.
- An Orc chieftain has allied with a dragon and rides it to nearby villages extorting payment in return for safety.
- A sage says he knows a safe path into the dragon Imvaernarho's lair. He offers to sell it to the party for a large sum of money.
- Dragons are abducting Teiflings and holding them as slaves. The Dragons have them working gem mines within the Star Mounts. An escaped Teifling begs the adventurers to free his compatriots.



The Sisters - The churned foothills of the Star Mountains is considered by some to be the most beautiful area of Faerun. Silvanus and Mielikki have influenced the area, creating idyllic woodland and meadows to house beautiful Fey among the pristine falls of the Unicorn Run.

Primary Powers

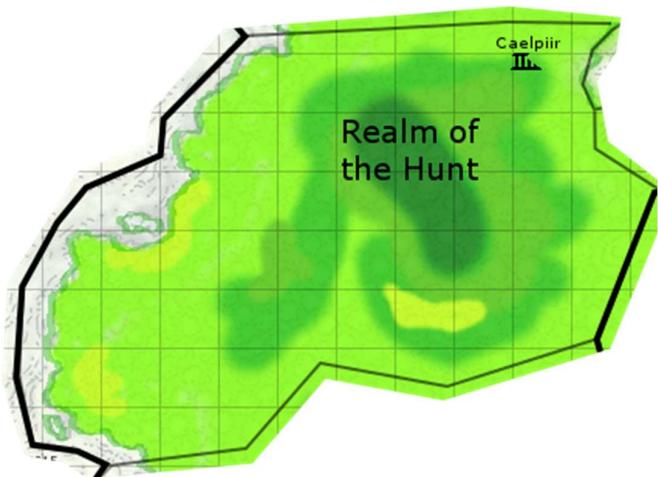
- **Fey** - Many Fey call the area around The Sisters their home. Tribes of Centaurs have tramped trails around all the foothills to the mountains. Dryads, Sylphs, Pixies and the occasional Leprechaun can be found in the lush meadows around the waterfalls.
- **Druids** - the followers of many forest gods make pilgrimage to the groves in The Sisters. They take quick action against any that harm the forest or Fey within it.
- **Drow** - there are several exits from the Underdark in this area and Drow raiding parties can be found lurking through the otherwise peaceful woods.

Mapped Locations

- **Endless Caverns** - Long ago these caverns were a major city of the Riftdelve Deep Dwarf clan. This underground city was sealed by the Sun Elves of the Silvanede empire trapping 9000 dwarves within it. The dwarves were cursed to an undead state and continue suffering in their city. There are hidden paths through the city that link the upper world to deep into the Underdark.
- **Nithrithyinae** - At one time this was the royal city of the Sharrven empire. The monarchs extended family all had residences here. When the Fey'ri destroyed the empire, they tore apart this city and left only rubble. 1000's of years of Orcs and Gnolls have picked over the bones of the city leaving very little of anything of worth. Except for the random piles of stones, it's difficult to identify that anything other than forest was ever here.
- **Eldathyn Gate** - at the headwaters of the Unicorn Run the Eldrath god of quiet places and druid groves made her Prime Material plane home. Until 1369 DR she resided here. At that time, she opened the Eldathyn gate to her home realm, the True Grove in Elysium. This gate still stands and is protected by Eldrath druids and clerics.

Plot Hooks

- A Moon elf noble believes he is a descendant of the Sharrven bloodline. He wants to open the door to Nithrithyinae and have the PC's retrieve an artifact for him.
- A band of Drow are abducting Fey from the groves around The Sisters. The PC's need to track them to their lair and discover their goals.
- One of the PC's has contracted a curse that the local clerics have not been able to cure. A seer suggests that a wish may be able to remove it. The leprechauns of the Sisters will grant a wish if one of them can be trapped alive.



Realm of the Hunt – this area has a high concentration of solitary predator species. The god Malar exerts his influence to attract and breed the most dangerous of hunters encountered anywhere in the High Forest. Very few humanoids make their home here as it's impossible to safely forage or grow any food in this area due to the constant threat of attack. While there is an abundance of trails through this area, it's rarely travelled by anyone other than Malar's Rangers and Druids.

Primary Powers

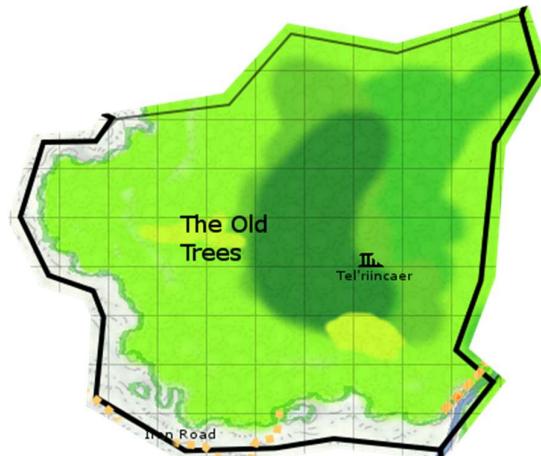
- **Malar** – The Beastlord, the Black-blooded One. Malar epitomizes the dark side of nature. His domain is dominated by the idea of the hunt. It's almost unheard of to encounter his avatar in the forest but his followers are constantly on the lookout for new prey in this area. Travelers moving through this area are sure to encounter a hunter or hunting party of Malars followers. The priests of Malar use claw bracers with stylized claws extending from their fists.
- **Centaurs** – In the Western side of the realm, a Centaur tribe leads a nomadic culture. They are xenophobic and barbaric and will track any humanoids passing through their realm. The Centaurs are at constant war with the local Gnoll clans of the area.
- **Gnolls** – There are several small Gnoll clans living in this area. While they are not followers of Malar, their groups are aided by him to keep a constant supply of dangerous foes for Malars actual followers. The Gnolls raid the Western areas outside of High Forest and then retreat back into the relative safety of the woods.

Mapped Locations

- **Caelpiir** – This Aryvandaar Elven city is a remnant of the long ago past. At one time a thriving center for mercantilism, it has been abandoned overgrown. Hidden in the abandoned groves and thickets still stands exquisite spires and citadels of the Elven merchants. The city has become a hunting ground for many terrifying predators including Rakshasa, Behir and dinosaurs such as the Tyrannosaurus.

Plot Hooks

- The group encounters the Wild Hunt. This hunting party moves quickly through the area chasing fearsome prey. PC's must make a DC20 Wisdom check or be forced to join the hunt. These hunts can go on for days and move in random direction through the forest. When it ends, the PC's will be disoriented and lost in the forest.
- While travelling in the forest, the PC's begin to be stalked by priests of Malar. The priests use hit and run tactics and keep randomly attacking the party until they are all dead or leave the forest.



The Old Trees – This area is mostly untouched by humanoid history. Long ago the Sharrven empire had several mining colonies in this area but those have all faded and been lost to time.

Primary Powers

- This area is not dominated by any particular group. When the barbarians from the South are active, most other humanoids migrate North or East to avoid them. Long ago when the Sharrven empire crumbled the diverse races that occupied their cities in Southern High

Forest separated and setup villages within this area. None of them has gained a substantial population in this area and rather there are many very small hamlets of a wide variety of humanoids scattered across the Old Trees region.

- **Girondi and Belcondi Barbarian Tribes** – these barbarians use the Old Trees area as a rite of passage for their young warriors during the winter months. Small bands of bloodthirsty Humans wander the forest seeking battle to prove their worth and will blindly attack any who appear to be worth the challenge.
- **Wild Elves** – deep in the valleys of Old Trees is a large tribe of Wild Elves. They have allied with the local Fey but avoid other humanoids. These Elves are very nomadic and don't create permanent structures.

Mapped Locations

- **Tel'riincaer** – An abandoned Sharrven city. It was one of the many mining cities of the empire and consisted of Elves, Dwarves, Gnomes and many other races. In the center of the city stands a 10 story high stone spire tower that housed the mages and guilds of the city. Just South of the city are the mines of Ithrillianthor. These Mithral and gem mines were carved out by the Torcwood Shield Dwarf clans and contain miles of tunnels spanning all the way east to the Star Mounts.

Plot Hooks

- A blacksmith wants a supply of Mithril. He hires the PC's to go to the mines of Ithrillianthor telling them that these are the last of the Mithril mines not under the protection of Dwarves. He'll pay well of a supply of Mithril.
- A human warlord wants to ally with the Belcondi Barbarians. He knows that the son of the Belcondi chief will be travelling to the Old Trees to perform his manhood right. He wants the PC's to capture the boy and bring him to the warlord.



SOUTH EAST

Direwood – Long ago the area of Direwood was part of the Netheril empire. In -339 DR a mage cast a terrible spell (Karsus's Folly) bringing about the destruction of the empire. His giant stone form landed in Direwood and the City of Karse was later built around him. Primary Powers

- **The Lich Wulgreth** is the ultimate power of this area. His minions keep a close eye on anyone foolish enough to intrude. Wulgreth will only personally engage the most powerful of adventurers but has a vast host of powerful undead minions at his command to deal with all others.

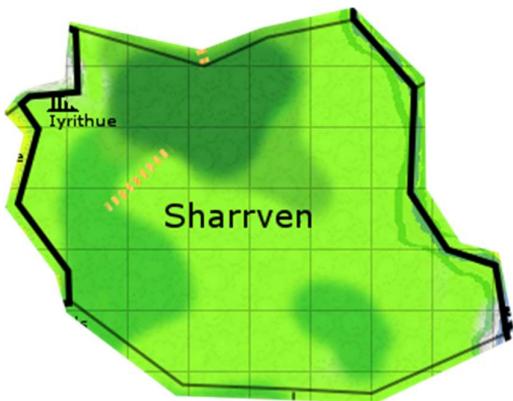
Mapped Locations

- **Evaliir** – the ruined remains of a Sharrven fortress on the Heartsblood river. To delicate spires still rise 20' above the forest canopy. Their balconies are all blasted and melted from dragon breath.
- **Baerel** – This was once an Elven village but in -2770 DR was the site of a key battle between Dlardrageth Fey'ri and Silvanede warrior mages. Nothing is left of the village proper but legend has it that any Elf passing through is at risk of drawing a demon to the Prime Material Plane in rage.
- **Lhuve** - The Elven city of Lhuve was abandoned in -2770 after the legendary battle of "The Slaughter of Sharrven". 20,000 demons were slain here over a period of days. The evil chaos that seeped from them still infects the area.
- **Karse** – This Elven city was abandoned after the fall of Ascalhorn and the Lich Wulgreth has made it his lair ever since. Undead of all types hunt this region and Wulgreth has organized

them into legions led by Deathknights protecting individual sectors of the Dire Wood. Wulgrehth hasn't been heard of since his battle with Galaeron Nihmedu in 1371 DR and may be destroyed.

Plot Hooks

- A group of chaotic priests have opened a portal to the Abyss in Lhuve near the riverside. A vile slime is leaking from the portal into the river and being carried South to the Delimbiyr River. The slime causes insanity to any animal or humanoid that drinks it. The priestess from Merric asks the PC's to investigate and stop the flow of slime.
- Now that Wulgrehth is no longer actively ordering his undead legions, they have begun an undead civil war. A lower challenge rating undead encounters the party and asks their help fighting "the undead from Karse".
- The Cult of Karse is trying to reawaken Karse. They have obtained a fragment of the Karsestone and are deep within the City of Karse trying to work its magic to reawaken the demigod.



Sharrven - up until the end of the Empire, the Sharrven mined this area for Mithril. Deep mineshafts dot the region. The mines are all now lost and long covered. The mining camps setup by the Elves have disappeared. Travel off established trails can be dangerous as disturbing an abandoned mineshaft can result in a sinkhole opening up.

Primary Powers

- Few humanoids wander this region and no one has firm control of it.
- **A band of Gnolls:** hunts the riverside in the Eastern side of the region.

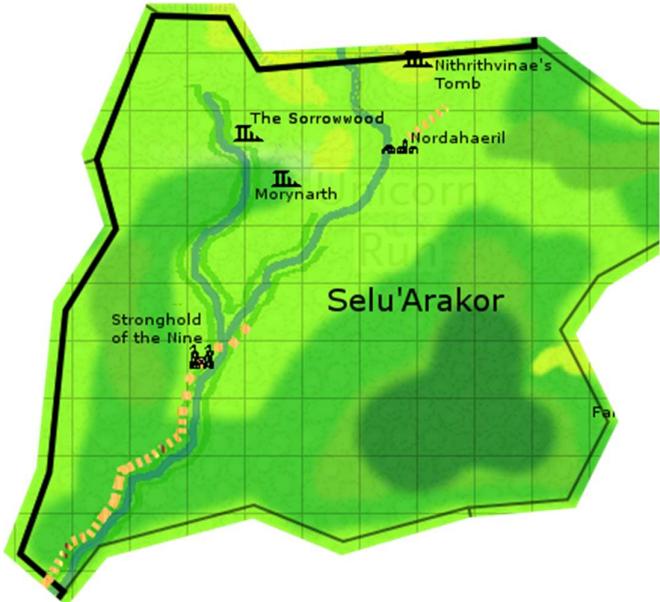
- **Fey:** Near the border of the Sisters, the Fey are very active. Quicklings are often encountered just out of the foothills.

Mapped Locations

- **Iyrithue** - one of the remaining active mineshafts of the Elves. Deep Dwarves have occupied this mine and have heavily trapped the entrance from the surface.

Plot Hooks

- A sinkhole has opened up revealing a massive Elven vault. The Elves protective measures (golems, wards, traps) are still in place but those who can get past them will find unspoiled ancient wonders.
- A green dragon has taken up residence in one of the flooded mines. She has convinced the Cult of Dragons that she is on the path to becoming a Lich and is sending them out for components. In reality, she is just enjoying sending them out to cause chaos and harm. Primarily she has sent them against the Fey.
- The Light Fey are holding court in this region. As the PC's move through it, the forest turns more and more Fey influenced. Flower fragrances become stronger, buds show up on trees/bushes out of season. The PC's can be invited to join the celebration, if they refuse, they'll be asked for a gift for the queen. The preferred gift is magical jewelry. If the PC's refuse, the Fey will begin using them for amusement. Pranks and theft will follow the PC's until they leave the area. If the PC's join the celebration, they may be pulled into "Fey Time". Time may drastically speed up or slow down and some who have joined Fey celebrations find that generations have passed in what seemed like a very short time for them.



Selu'Arakor (High Warden) - the area surrounding the Unicorn Run river.

Primary Powers

- **The Druid Ogian** - a Chosen of the God Meilikki. Ogian has claimed the Stronghold of the Nine and with his minions keeps a close guard on the area around the Unicorn Run. Ogian is an ally of Silverymoon, the Caelcilern, and the Druids of the Tall Trees. It's unknown why he has recently begun guarding the area around the Stronghold.
- **Wood Elves** - There is a village of over 100 Elves in Nordahaeril. These are descendants of the Kingdom of Eaerlann although they no longer claim any cultural affiliation to that long lost empire. They are not allied with Ogian although they will cooperate with him if the danger is sufficient.

Mapped Locations

- **Nithrithvinae's Tomb** - An expansive series of royal tombs from the Sharrven empire. Temples and shrines of the Seldarine pantheon. On the highest hill within the sisters; marking the entrance to the largest tomb complex stands a huge single statue with three faces depicting Sehanine, Labelas and Fillifane. Within the entrance is a heavily warded set of adamantine doors that will only open for those of the Sharrven noble bloodline. Any Moon or Sun Elf PC has a 1% chance of containing Sharrven noble blood. Beyond the adamantine door, a

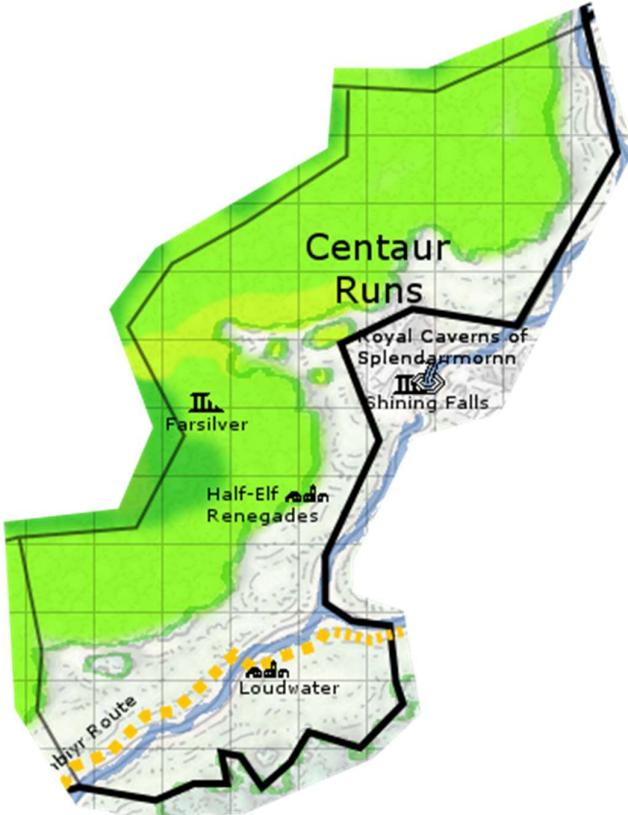
vast complex of tombs is guarded by banshees, shades, ghosts, revenants and deathknights.

- **The Sorrowwood** - Hidden deep in the forest is a copse of oaks planted by the Elves of Aryvandaar. Visitors to this location are faced with spectral visions of people, places and events from long ago.
- **Nordahaeril** - Wood Elf village with about 80 adults. They have established very simple dwellings and are protected by a strong militia of rangers and clerics of Corellon Larethian. These Elves are eager to trade with travelers for high quality swords and armor as they do not have access to mines and don't trade with the local dwarves or humans for metals.
- **Morynarth** - This was a sizable city of the Aryvandaar Elves. A long series of wars caused the Elves to abandon it, leaving the city relatively intact. In the time since, raiders and bandits have used it as a base of operations. As time passed the city fell deeper and deeper into disrepair. Now the majority towers have fallen and the galleries have collapsed. Beasts from the forest have taken over most of the city and lurk in what structures still offer shelter.
- **Stronghold of the Nine** - Originally a Dwarven stronghold it was rediscovered by the adventuring group "The Nine". The Nine stocked the stronghold with guardians and began accumulating vast treasures. In 1337 DR, the group began warring against each other over possession of their most valuable treasures. Now only one member of the Nine (Laeral Silverhand) remained and was found to be raving mad. She was taken by Khelben Arunsun to convalesce and later became the Open Lord of Waterdeep. The Druid Ogian has taken up residence in the Stronghold recently and the area nearby it is protected by a wide variety of predators.

Plot Hooks

- A sage believes one of the PC's ancestors has ties to the Sorrowwood and wants to accompany them to the grove to discover what visions they are presented. If the PC goes, they will have a vision of a burial procession entering a hidden tomb in terrain the PC's recognize. The corpse being laid to rest looks

- exactly like the PC and has a magical version of the PC's favored weapon/clothing/etc.
- The PC's find a wandering madman that talks of the Crown of Horns. He states the it has charmed the druid Ogian and is trapping him in this region. He pleads for the party to find Ogian and release him from its control.



Centaur Runs

Primary Powers

- Centaur tribes** - the region was named after the large Centaur tribes that roam the edges of the forest. They have created well-travelled trails all throughout the woods in this area and can be found both in the forest and along the vales between the Delimbiyr river and the edge of High Forest.
- Humans** - Several groups of bandits have camps in this area of High Forest. Groups of 10 to 40 have setup semi-permanent camps hidden in the trees and use these as bases to raid the caravans that pass through this area.

Mapped Locations

- Farsilver** - Originally a frontier fortress of the Aryvandaar Elves, Farsilver has been used by many humanoids over its long history. A single towering stone citadel still stands at the center of the fortress rising well above the tops of the

surrounding trees. Deep underground vaults are still accessible and although the original Elven treasures they contained are long ago looted, centuries of use by other races have left a random assortment of treasures and artifacts.

- Half-Elf Renegades** - a band of about 100 Half Elf and Human bandits has created a village on the edge of the forest. They do not ever harass the local caravans and thus are left alone by the local powers. They primarily make their living by kidnapping travelling Elves and either ransoming them or selling them into slavery. They've also been known to be hired as mercenaries for the Humans of the area.

Plot Hooks

- A merchant from Loudwater wants the PC's to search Farsilver for a hidden stash of Ironwood. He'll pay well and believes the wood to be stored in the easy reached vaults of the fortress.
- The Half-Elf Renegades have been kidnapping Elves. The PC's are hired to find out why and where the abducted Elves have been sent.

AREAS SURROUNDING HIGH FOREST

There are many important sites located nearby the High Forest. Here are some of the primary one along with a brief description.

Northern Area

- Ammarindar** - was founded in -4100 DR as the capital of the Dwarven Kingdom of Ammarindar. It fell to Orc and Demon hoards in 882 DR and was claimed by the Demons of Hellgate Keep in 1220 DR. Now remnants of the Scoured Legion and other foul beasts still lair in the ruins of the city led by a Tanarukk Warchief Ghaarzhvex.
- Striding Giant Rapids** - This section of the River Rauvin is rougher than normal. Standing near the middle of the river is a petrified Hill Giant, his arms raised above the flow and face grimacing. There is a curse upon the Giant that anyone disturbing it will meet a terrible fate, thus no one has attempted to clear Fit from the river.
- Lady's Hand Monastery** - This monastery is devoted to Loviatar, the evil goddess of agony and a servant of Bane. Several times it's been

assaulted and each time has repelled great numbers of foes. Its master (Lorthalee Shamrass) has access to powerful Netherese magic and about 90 Human and Half Elf priests supporting her.

- **Glaurachyndaar** – the City of Scrolls, formerly Myth Glaurach is a ruined Eaerlanni city. It was a garden city with ornate buildings and white domes built upon the remains of an Aryvandaaran city. There is a number of portals present beneath the grand mages palace and the remains of a Mythal partially destroyed but still capable of preventing acid, conjuration, death, evil or fire spells being cast nearby.

Southern Area

- **Shining Falls** – a beautiful 120 ft tall waterfall on the Delimbiyr river. At the top of the falls stands a granite tower formerly belonging to the mage Silifrey the Spreystrider. The tower is warded to give life to any evil spell cast within

its walls that will then attack its caster. A large group of Strongheart Halflings now occupy the tower and village around it. Its rumored that the Zhentarim have a hidden base nearby.

- **Loudwater** – approximately 2000 Humans, Half-elves and elves live in this town. Most caravans travelling along the southern side of High Forest stop here so its a hub of trade and opportunity. Rumors abound that the Zhentarim control all trade in this town.
- **Zelbross** – this small hamlet was once reknowned for its clay smoking pipes. Sadly, now it lies in ruins. Dwellings for 120 people, the Sly Fox inn and a tavern still stand but are rapidly decaying. More details are found in Storm Kings Thunder p115.
- **Uluvin** – A millennia ago, Uluvin was a village of 600 farmers and ranchers. The town was annihilated by a Shadow-dragon and now is home to a variety of walking dead.

DETAILED HISTORY OF HIGH FOREST

DATE	OCCURANCE
-23900	SUN ELVES OF ARYVANDAAR BEGIN POPULATING THE HIGH FOREST.
-15300	VYSHAANTAR (SUN ELF) EMPIRE COME TO POWER IN HIGH FOREST
-10500	THE DARK DISASTER (KILLING STORMS) DECIMATE THE AREA SOUTH OF HIGH FOREST CREATING THE HIGH MOOR AND DRIVING A VAST NUMBERS OF REFUGEES INTO HIGH FOREST.
-9000	THE 5TH CROWN WAR ENDS, THE ELVES OF ARYVANDAAR ABANDON HIGH FOREST
-8400	SUN ELVES FOUND SILUVANEDAE THE THE NORTHWESTERN REACHES
-7600	MOON ELVES AND SUN ELVES DISAFFECTED WITH SILUVANEDAE'S ELITISM FOUND SHARRVEN IN THE SOUTHERN REACHES
-5300	THE ELVES OF SILUVANEDAE ERECT A MYTHAL IN ADOPHAERANEDAE AND NAME IT MYTH ADOPHAER
-5000	SURVIVORS OF HOUSE DLARDRAGETH FLEE FROM ARCORAR TO SILUVANEDAE
-4800	THE DLARDRAGETHS SUBVERT SEVERAL POWERFUL SILUVANEDENN SUN ELF HOUSES AND CREATE THE FEY'RI
-4700	NOBLES OF SHARRVEN WHO SEEK TO RESTRICT SILUVANEDENN FOUND THE KINGDOM OF EAERLANN
-4550	THE ELVEN TREE CITY OF TEUVEAMANTHAAR IS FOUNDED ON THE PRESENT-DAY SITE OF TALL TREES AND NAMED CAPITAL OF EAERLANN
-4500	MAGES OF ARCORAR AND EAERLANNI FORCES FIGHT HOUSE DLARDRAGETH IN SECRET LARI BENEATH ASCAL'S HORN. THE SEVEN CITADEL'S WAR BEGINS. SARYA AND HER SONS ARE CAPTURED
-4440	THE SILUVANEDENN OPEN ARYVANDAARS ANCIENT CITADELS AND EQUIP THEIR WARRIOR WITH VYSHAANTAR WEAPONS.
-4440	THE SHARRVEN ENTER THE SEVEN CITADELS WAR
-4300	END OF THE SEVEN CITADELS WAR. EAERLANN ANNEXES SILUVANEDAE. SILUVANEDENN MAGES PLACE MYTH ADOPHAER IN MAGICAL STASIS, FLEEING TO THE FAR FUTURE TO ESCAPE THE FEY'RI
-4100	SHIELD DWARVES SETTLE IN GRAYPEAK MOUNTAINS
-4001	AMMARINDAR DWARVES CREATE CAPITAL CITY BENEATH THE SHINING FALLS.
-3900	DELZOUN, THE GREAT NORTH KINGDOM OF THE DWARVES IS FOUNDED
-3843	DROW CITY OF CHED NASAD IS FOUNDED. THEY WAR WITH THE DWARVES OF AMMARINDAR
-3830	ELVES OF EAERLANN TEACH MAGIC TO THE HUMANS OF NETHERIL
-3770	REFUGEES POUR FROM THE SOUTHERN EMPIRE OF OROGOTH INTO THE GREYPEAK MOUNTAINS
-3416	THE LOWROAD, AND UNDERGROUND TRADE ROUTE LINKING DELZOUN TO NETHERISES TOWNS IS COMPLETED
-3373	KING AZKULDAR OF AMMARINDAR INITIATES TRADE RELATIONS WITH THE MAGIC WIELDING HUMANS OF NETHERIL
-2990	DWARVES OF AMMARINDAR RELIQUISH CLAIMS TO THE GREYSTONE HILLS TO THE NETHERIL HUMANS AND THEIR ORC ALLIES
-2770	FEY'RI WHO SURVIVED THE FALL OF SILUVANEDAE UNLEASH MONSTER HORDES IN SOUTHERN HIGH FOREST, DESTROYING SHARRVEN. KING CONNAR IV OF AMMARINDAR VANQUISHES THEM INCLUDING RED WORM RITHAEROSURFFEL
-1900	CITADEL FELBARR IS COMPLETED
-897	KING OLaurin of AMMARINDAR IS SLAIN BY DEEP DRAGON ERTHUNGARON
-550	YEAR OF GLISTENING DUST: KING AZKULDAR II OF AMMARRINDAR CREATES XOTHOL, A COLLEGE CHARGED WITH GUARDING AGAINST THE ANTOGNOSTIC NETHERESE
-500	YEAR OF RUNNING UNICORNS: CITADEL SUNDBARR IS COMPLETED
-372	YEAR OF OWL'S WATCHING: ELVES OF EAERLANN FOUND ASCALHORN
-339	YEAR OF SUNDERED WEBS: NETHERIL THE EMPIRE OF MAGIC FALLS. THE BODY OF THE MOMENTARY GOD KARSUS FALLS TO EARTH IN EASTERN HIGH FOREST
-335	YEAR OF SEVEN SPIRITS: ILLUSCAN ARCANIST MAERIN IMMAR COMMISSION FARDELVER ARTISANS FROM DELZOUN TO BUILD GAUNTLGRYM
-334	YEAR OF THREE SEA'S RAGE: DWARVES BUILD BESENDAR'S BLOCKHOUSE ON THE SITE THAT WILL BECOME CURRENT DAY EVERLUND
-333	YEAR OF HUMBLING HAVENS: ASCALHORN AND CITADEL SUNDBARR ACCEPT HUMAN REFUGEES FROM NETHERIL
-333	THE NARROW SEA BEGINS DRYING UP, THE DWARVES BEGIN ABANDOMENT OF ASCORE
-286	YEAR OF FOUL AWAKENINGS: THE XOTHOL IS CLOSED
-272	YEAR OF SONGSTONES: CITADEL ADBAR IS COMPLETED
-111	YEAR OF TERRIBLE ANGER: DELZOUN IS DEVASTATED BY COUNTLESS ORC ASSAULTS. THE ELVES OF ILIYANBRUEN, RILITHAR AND EAERLANN UNIT TO DEFEAT ORCS
-104	YEAR OF THE STAR STALLION: THE DWARVES ABANDON BESENDAR'S BLOCKHOUSE
-100	YEAR OF THE BLACK UNICORN: THE UNDERGROUND REALM OF DELZOUN FALLS TO UNDERDARK CREATURES. THE DWARVES SURFACE CITADELS SURVIVE AND REMAIN IN DWARF HANDS
1	YEAR OF SUNRISE: THE DWARVES OF AMMARINDAR COMPLETE CITADEL YAUNOROTH
273	YEAR OF THE DELIGHTED DWARVES: THREE DWARF CLANS FROM AMMARINDAR AND CITADEL FELBARR MIGRATE TO MYTH DRANNOR
329	YEAR OF CLOSED SCROLL: ORCS SACK THE SURFACE FORTRESS OF CITADEL SUNDBARR
515	YEAR OF FRIVOLOUS EXCHANGE: HUMANS FROM ASCALHORN RESETTLE BESANDER'S BLOCKHOUSE AND RENAME IT EVERLUND

590	YEAR OF THE TURNING LEAF: ELF AND HUMAN WIZARDS FROM ASCALHORN, EAERLANN, EVERESKA, SILVERMOON AND MYTH DRANNOR RAISE A MYTH AL OVER THE EAERLANNI CITY OF GLAURACHYNDAA ESTABLISHING MYTH GLAURACH
714	YEAR OF DOOM: MYTH DRANNOR FALLS
820	YEAR OF THE ROVING TYRANT: THE ARCANIST WULGRETH SUMMONS THE FIRST DEVILS TO ASCALHORN
864	YEAR OF THE BROKEN BRANCH: ORCS OF THE NETHERTUSK HORD OVERRUN MYTH GLAURACH
882	ASCALHORN BECOMES HELLGATE KEEP. BEGINNING OF THE HELLGATE WARS WHICH LAST FOR 500 YEARS. THE ELVEN KINGDOMS OF EAERLANN AND A MMARINDAR FALL TO THE SWARM OF DEMONS
886	YEAR OF THE FELL FIREBREAK: HARPERS PLACEWARDS AROUND HELLGATE KEEP TO PREVENT DEMONS FROM USING GATE ABILITIES
883	THE LICH WULGRETH SEIZES CONTROL OF KARSE, DIREWOOD IS CREATED
883	THE HALL OF MISTS AND THE GRANDFATHER TREE ARE INFESTED BY A COLONY OF GIANT MUTANT RED ANTS THAT WERE SPAWNED BY AN EDDY OF MAGICAL CHAOS EMANATED FROM HELLGATE KEEP
890	YEAR OF THE BURNING TREE: THE DEMONS BENEATH HELLGATE KEEP BEGIN TUNNELING TO BYPASS THE HARPERS WARDS
912	YEAR OF THE SUDDEN JOURNEY: DEMONS TUNNELING FROM UNDER HELLGATE KEEP REACH THE NETHER MOUNTAINS
1104	YEAR OF THE DARK DAWN: CITADEL FELBARR IS ATTACKED BY ORC HORD OF CHIEFTAIN OBOULD, DEFEATING WARRIORS OF SILVERMOON AT BATTLE OF MANY ARROWS. ORCS OCCUPY CITADEL AND RENAME IT CITADEL OF MANY ARROWS
1220	FALL OF HELLGATE KEEP TO DEMONS AND ORCS
1221	DEMONS TUNNEL INTO ABONDONED TUNNELS OF FALLEN AMMARINDAR
1230	YEAR OF THE LONG WATCH: THE ORCS BREACH SILVERMOON AND ENTER THE CITY BUT ARE REPelled BY HARPERS AND ELVES
1294	THE MISTMASTER TAKES RESIDENCE IN CITADEL OF THE MISTS
1313	HELLGATE KEEP TAKEN BY BLUE BEAR TRIBE
1344	ELVES BEGIN RETREAT FROM HIGH FOREST
1356	DEMONS TUNNEL FROM HELLGATE KEEP TO THE NAMELESS DUNGEON
1358	TIME OF TROUBLES - GODS TAKE MORTAL FORM AND MAGIC CEASES TO FUNCTION NORMALLY.
1365	HARPERS RAZE HELL KEEP, FREEING SARYA DLARDRAGETH AND FEY'RI (COULD HAVE BEEN IN 1369)
1367	YEAR OF THE SHIELD: WITH THE AID OF THE KNIGHTS FROM SILVERMOON, THE DWARVES RETAKE CITADEL FELBARR
1368	BLUE BEAR TRIBE DESTROYED AT HELLGATE KEEP ENDING THE HELLGATE WARS
1369	YEAR OF THE GAUNTLET: HIGH FOREST EXPANDS UNDER THE DIRECTION OF TURLANG THE TREANT
1370	INFLUX OF REFUGEES FLEEING FROM SAHAUGIN WAR INCREASES POPULATION IN AND AROUND HIGH FOREST
1370	INFLUX OF REFUGEES FLEEING THE WAR IN THE SILVER MARCHES
1371	YEAR OF THE UNSTRUNG HARP: THE SILVER MARCHES IS ESTABLISHED. FORCES FROM THE SCOURGED LEGION SECURE NORTHPeak
1372	THE SHADOVAR MELT HIGH ICE FLOODING ANAUROCH AND CAUSING MASSIVE METEOROLOGICAL CHANGE IN NW
1372	DAEMONFEY OCCUPY MYTH GLAURACH
1373	CULT OF THE DRAGON RISES, DRAGONS BEGIN RAMPAGING
1373	YEAR OF THE ROGUE DRAGONS: UNDER KAANYR VHOK THE SCEPTERED ONE, THE SCOURGED LEGION BATTLES THE DROW IN MENZOBERANZAN
1373	2000 SCOURCED LEGION ARE ENTOMBED IN HELLGATE KEEP
1374	REITHEILLAETHOR IS SACKED BY DEAMONFEY AND ORCS
1374	DAEMONFEY SARYA DLARDRAGETH FREES FEY'RI FROM NAMELESS DUNGEON. HER ARMY OF ORCS, OGRES AND FEY'RI IS DEFEATED BY THE ELVES OF HIGHFOREST AND FORCES FROM SILVERMOON, EVERESKA AND EVERMEET
1376	HIGH COUNCIL OF EAERLANN BECOMES LEADERSHIP OF GREEN/MOON ELVES AND BEGINS WORKING TO RESTORE EAERLANN
1385	SPELLPLAQUE
1409	URGLEN THREEFIST BECOMES KING OF MANY-ARROWS, TAKING HIS FATHER'S NAME OF OBOULD TO BECOME OBOULD II
1480	VHAERAUN - DROW GOD OF TRICKERY RETURNS. HIS NOMADIC DROW FOLLOWERS CLAN AUZKOVYN RETURN TO THE SURFACE IN HIGH FOREST
1482	THE GOD BHAAI IS RESURRECTED
1484	SUNDABAR CONQUERED BY ORC HORDE AND RENAMED HARTUSK KEEP
1484	THE DARKENING IS CAST OVER SILVER MARCHES, DROW AND ORCS INVADE
1485	WAR OF THE SILVER MARCHES ENDS
1486	HARPERS FREE THE CHOSEN CAPTIVES OF NETHERIL FROM PRISON IN LOST PEAKS. THE EMERALD ENCLAVE'S LEADER RETURNED TO SANITY
1486	GREAT RAIN FALLS FOR SEVERAL MONTHS, FLOOD RIVERS
1489	THE SUNDERING ENDS. MANY DEITIES PREVIOUSLY THOUGHT GONE HAVE MANAGED TO MAKE A COMEBACK BY THE CONCLUSION OF THIS EVENT: MYSTRA, HELM, MASK, LATHANDER, BHAAI, EILISTRAEE, VHAERAUN ARE KNOWN EXAMPLES.
1491	CULT OF ELEMENTAL EVIL FORMS IN DESSARIN VALLEY
1491	CURRENT YEAR

WOODLAND TRAVEL MODIFIERS

Travel rate: Miles per day

NORMAL (NONWOOD)	LIGHT WOODS OFF TRAIL	HEAVY WOOD OFF TRAIL	ROAD	TRAIL
30	10	6	20	16

TRAVEL ENCOUNTERS

The forest is an active and dangerous environment. Travelers can assume they will encounter both hostile creatures and environmental challenges one or more times per day. Alexandraerin posted an excellent random events table on Reddit that has been adapted for forest encounters. It's recommended that DM's generate several days' worth of random events to have available for spur of the moment travelling in High Forest.

Noteworthy Action Table	
DIE ROLL	RESULT
3	DISASTER
4 TO 5	COMPLICATION
6 TO 7	HOSTILE ENCOUNTER
8 TO 13	NOTHING OF NOTE
14 TO 15	INTERESTING SIGHT
16 TO 17	CHANCE ENCOUNTER
18	STROKE OF LUCK

The method to generate encounters is as follows.

1. Start with whatever time is appropriate. If the party starts traveling at noon, then noon is hour "0". Roll 1d4, this is how many hours pass before they party rolls 3d6 on the "Noteworthy Action" table.
2. Identify the results of the Noteworthy Action by consulting the appropriate results table.
3. Roll 1d4, this is how many hours pass after the last Noteworthy encounter before they party again rolls 3d6 on the "Noteworthy Action" table.

- Disasters are events that are the worst-case scenario for the party. Almost certain to cause large amounts of damage or death to most parties.
- Hostile Encounters are standard "random encounters". The DM should consult the encounter table for whatever sector of the High Forest the group is in.
- Complications are non-combat encounters that slow down or damage the party in some way.
- Nothing of Note indicates that no challenge or item of interest was encountered during that time period.
- Interesting Sights items that may or may not be helpful to the party but are not specifically negative or hostile. Sometimes these are things the party can collect such as herbs and other times they are things that are just observed by the party such as a partial eclipse of the moon or sun.
- Chance Encounters are humanoids or creatures that are not initially hostile to the party. Many of these encounters are hunting opportunities but they may be trading opportunities or a chance to collect news as well.
- Stroke of Luck means something positive has happened to the party. This can include finding a shortcut to their destination, meeting a helpful being, finding an item or gaining some special advantage.

Disaster Table		
DIE ROLL (1d6)	RESULT	COMMENT
1	FLASH FIRE	A FOREST FIRE IS BEING DRIVEN QUICKLY THROUGH THE AREA BY GUSTING WINDS. PARTY MUST MAKE A DC12 SURVIVAL CHECK TO FIND A SAFE PLACE TO TAKE SHELTER AND LET IT PASS. THE FIRE SPREADS AT 6.5 MPH. NORMAL "FAST" TRAVEL PACE FOR ADVENTURERS IS 4 MPH. CHARACTERS NOT ABLE TO FIND SHELTER OR OUTRUN THE FIRE FACE 800 DEGREE TEMPERATURES AND CHOKING SMOKE. 3d8 FIRE DAMAGE AND 2d6 SMOKE DAMAGE.
2	FLASH FLOOD	AS THE CHARACTERS ARE CROSSING A STREAMBED OR VALLEY, A FLASH FLOOD BURSTS UPON THE AREA. CHARACTERS MUST MAKE A DC12 SURVIVAL CHECK TO GET TO A SAFE LOCATION. THOSE WHO FAIL THE CHECK ARE SWEEP AWAY IN THE FLOOD AND MOVED 40' PER ROUND WITH THE WATER. EACH ROUND THEY ARE IN THE FLOOD, CHARACTERS TAKE 1d10 BLUDGEONING DAMAGE FROM DEBRIS IN THE WATER AND MUST MAKE A DC10 ATHLETICS CHECK OR DROWN. AT THE BEGINNING OF EACH ROUND, CHARACTERS IN THE FLOOD CAN MAKE A DC 15 SURVIVAL CHECK TO EXTRACT THEMSELVES FROM THE FLOODWATERS.
3	SINKHOLE	THE GROUND OPENS UP BENEATH THE PARTY. CHARACTERS CAN MAKE A DC12 ACROBATICS CHECK TO AVOID DROPPING 1d8 x 10' ONTO A ROCKY FLOOR BELOW. FALLING DAMAGE IS 1d6 FOR EACH 10'.
4	METEOR	A SIZEABLE METEOR FALLS IN THE FOREST. THE CHARACTERS HEAR THE APPROACHING ROAR 3 SECONDS BEFORE IMPACT. IT STRIKES WITHIN 20' OF THE GROUP AND BLASTS A LARGE (20') CRATER IN THE EARTH. ALL CHARACTERS WITHIN 40' RADIUS TAKE 3d6 PIERCING DAMAGE FROM THE FLYING DEBRIS.
5	MUDPIT	WHAT APPEARED TO BE SOLID GROUND IS SLOPPY MUD COVERED WITH A THIN CRUST OF FOREST DEBRIS. CHARACTERS MUST MAKE A DC12 SURVIVAL CHECK TO SPOT THE DANGER. ANYONE WALKING ONTO IT WILL SUDDENLY BREAK THROUGH THE CRUST AND SINK CHEST DEEP INTO THE MUD. AN ATHLETICS CHECK OF DC10 IS REQUIRED TO EXTRACT YOURSELF FROM THE MUD. AFTER 3 FAILED ATTEMPTS THE CHARACTER HAS SUNK BELOW THE MUD AND CANNOT FREE THEMSELVES.
6	PREDATOR	A DEADLY CREATURE IS IN THE AREA AND HAS TAKEN AN INTEREST IN THE PARTY. THE DM IS ENCOURAGED TO PICK SOMETHING THE CHARACTERS STAND NO CHANCE AGAINST IN A FIGHT.

Hostile Encounters

High Forest is home to a vast array of creatures. Generating an encounter is done in 3 steps.

- First, identify the rarity of the encounter by rolling percentile dice.

D100	Table
1-65	Common
66-90	Uncommon
91-00	Rare

- Next roll percentile dice again and look up the specific encounter on the appropriate "Rarity Table" based on the specific region.
- Lastly, identify the number of creatures encountered by rolling the appropriate "# Encountered" dice for that creature.

Note that many of the # Encountered rolls indicate rolling a die and subtracting some number – any result of less than 1 should be treated as 1.

For high CR creatures, GM's are encouraged to consider adding minions. Creatures in these tables have been pulled from The Monster Manual (MM), Tome of Beasts (ToB), Volo's Guide (VG) and converted monsters (**).

Complications Table

DIE ROLL (3d10)	RESULT	COMMENT
3	STEAM VENTS	AREA HAS GAS ERUPTING OR SEEPING FROM GROUND. MOVEMENT REDUCED BY $\frac{1}{2}$ FOR 1d4 HOURS
4	MARSHY CONDITIONS	CAUSES d100% OF THE DAYS TRAVEL TO BE LOST
5	POISONOUS FRUIT	THE FRUIT IS OVER RIPE AND EITHER EXPLODES WHEN THE PARTY PASSES OR HAS ALREADY BURST AND LEFT A NOXIOUS GAS IN THE AIR. DC10 CON SAVE OR TRAVEL AT $\frac{1}{2}$ SPEED FOR 4 HOURS.
6	RAZORTHORN PATCH	MOVEMENT REDUCED BY $\frac{1}{2}$ FOR 1d4 HOURS
7	THICK FOG	VISIBILITY REDUCED TO $1d4 \times 10'$ FOR 1d4 HOURS
8	INSECT SWARMS	HUGE SWARMS OF INSECTS (FLYING OR CRAWLING). THEY DO NO HARM BUT MAKE RESTING IMPOSSIBLE AND GIVE DISADVANTAGE ON PERCEPTION FOR 1d4 HOURS AND HAVE A 50% OF INFESTING AND DESTROYING NORMAL RATIONS.
9	MOLD PATCH	A MASSIVE PATCH OF GROUND MOLD. IT REQUIRES A DC15 PERCEPTION ROLL TO NOTICE. IF THE PARTY WALKS THROUGH IT, IT KICKS UP A SPORE DUST. ANYONE BREATHING IT MUST MAKE A DC20 CON CHECK OR GET RESPIRATORY DISEASE CAUSING 2d4 CON LOSS UNTIL CURED.
10	YELLOW MOLD PATCH	A PATCH OF YELLOW MOLD COVERS A WELL SHADED SECTION OF THE PATH. A DC10 PERCEPTION CHECK WILL NOTICE IT PRIOR TO ENTERING IT. IF DISTURBED, THE MOLD RELEASES A CLOUD OF SPORES INTO THE AIR. ALL WITHIN 10' MUST MAKE A DC12 CON SAVE OR THEIR MAX HP ARE REDUCED BY 1d10. FOR CHARACTERS THAT FAILED THEIR SAVE, EACH MINUTE THEREAFTER THEY MUST MAKE ANOTHER DC12 CON SAVE OR HAVE THEIR MAX HP REDUCED BY 2d10. THIS SAVE IS REQUIRED EVERY MINUTE UNTIL THE CHARACTER REACHES 0 HP OR MAKES A SUCCESSFUL SAVE.
11	BRANCH FALLS	A LARGE BRANCH SUDDENLY SNAPS OFF A TREE AND FALLS ON PARTY. DC10 DEX SAVE TO AVOID OR TAKE 1d12 BLUDGEONING DAMAGE.
12	TREE FALLS	A DEAD TREE FALLS OVER AS THE PARTY PASSES.
13	SCREECHING FUNGUS	SEVERAL 3' TALL MUSHROOMS GROW BY THE PARTY'S PATH. AS THE PARTY APPROACHES WITHIN 20' THEY EMIT A SERIES OF VERY LOUD SCREECHES. THIS ALERTS ANY BEASTS IN THE AREA AND ANY HUNTING FOR THE NEXT 1d4 HOURS IS AT DISADVANTAGE.
14	HEAVY RAIN	A SUDDEN HEAVY RAINSTORM ROLLS IN. 1d8 x $\frac{1}{2}$ INCHES OF RAIN POURS DOWN PER HOUR. ALL TERRAIN IS CONSIDERED DIFFICULT ($\frac{1}{2}$ SPEED) AND PERCEPTION IS MADE AT DISADVANTAGE. THE STORM LASTS FOR 1d8 HOURS.
15	WIND STORM	A WIND STORM ROLLS THROUGH THE AREA FOR 1d8 HOURS. GUSTS UP TO 50 MPH BREAK OR UPROOT TREES. ANYONE WHO DOESN'T SEEK SHELTER MUST MAKE A DC15 DEX SAVE EVERY HOUR TO AVOID TAKING 1d12 BLUDGEONING DAMAGE.
16	VIOLENT WIND STORM	A WIND STORM ROLLS THROUGH THE AREA FOR 1d4 HOURS. GUSTS UP TO 75 MPH BREAK OR UPROOT TREES. ANYONE WHO DOESN'T SEEK SHELTER TAKES 1d12 BLUDGEONING DAMAGE PER HOUR.
17	WILD MAGIC SURGE	EITHER A REMNANT OF THE TIME OF TROUBLES OR SYMPTOMS OF THE STRANGE MAGICS USED WITHIN THE FOREST, WILD MAGIC RANDOMLY MANIFESTS. ROLL ONE EFFECT FROM THE WILD SURGE TABLE ON PAGE 104 OF THE PLAYERS HANDBOOK
18	DISTANT FOREST FIRE	THERE IS A SIZABLE FOREST FIRE SOMEWHERE IN THE FOREST. IT ISN'T A DIRECT THREAT TO THE TRAVELERS BUT FILLS THE AREA WITH HEAVY SMOKE FOR 1d20 HOURS. SIGHT AND SMELL PERCEPTION CHECKS ARE MADE AT DISADVANTAGE.
19	THICKETS	THIS AREA IS PARTICULARLY OVERGROWN. TRAVEL IS REDUCED BY $\frac{1}{2}$ FOR 1d4 HOURS.
20	GUMWEED	THIS AREA IS INFESTED WITH STICKY GUMWEED. AS THE PARTY TRAVELS THROUGH, SAP ACCUMULATES ON THEIR CLOTHING AND EQUIPMENT. THE SAP IS EXTRAORDINARILY STICKY AND CRYSTALLIZES AN HOUR AFTER COMING OFF THE PLANT. EQUIPMENT COATED IN SAP IS UNUSABLE UNTIL CLEANED. STRONG ALCOHOL WILL REMOVE THE SAP FROM ITEMS.
21	WASHED OUT PATH	A NEW STREAM HAS FORMED WASHING OUT THE CURRENT PATH THE PARTY IS ON. THE STREAM IS FAST MOVING AND DIFFICULT TO CROSS. IF THE PARTY TRIES TO CROSS IT, EACH MEMBER MUST MAKE A DC10 ACROBATICS CHECK OR FALL INTO THE WATER RECEIVING 1d6 BLUDGEONING DAMAGE. MOST MOUNTS WILL NOT BE ABLE TO FORD THE STREAM. BY TRAVELING UP OR DOWN STREAM 1d4 HOURS, A SAFE ROUTE TO CROSS CAN BE FOUND.
22	NETTLES/IVY	THE ENTIRE AREA IS OVERGROWN WITH STINGING NETTLES OR POISON IVY. THE CHARACTERS ARE CONSTANTLY STUNG WITH AN IRRITATING POISON FROM 3' TALL FERNLIKE PLANTS. THAT POISON DOESN'T DO ANY ACTUAL DAMAGE BUT IS DISTRACTING. ALL PERCEPTION CHECKS ARE MADE AT DISADVANTAGE.
23	MUDSLIDE	WHILE TRaversing A SLOPE, THE HILLSIDE GIVES WAY AND SENDS TONS OF MUD AND EARTH FLOWING DOWN TOWARDS THE GROUP. CHARACTERS CAN MAKE A DC10 ACROBATICS CHECK TO GET OUT OF THE WAY. THOSE FAILING TAKE 2d6 DAMAGE AND ARE SWEEPED $1d4 \times 10'$ DOWN THE HILL.
24	PIT TRAP	A HUNTER OR GUARDIAN HAS LEFT A TRAP IN THE FOREST. THE PIT IS 10' DEEP WITH WOODEN SPIKES LINING THE BOTTOM. A DC10 PERCEPTION CHECK WILL SPOT IT. ANYONE FALLING INTO IT TAKES 1d6 FALLING DAMAGE PLUS 1d6 PUNCTURE DAMAGE FROM THE SPIKES.
25	SWINGING LOG TRAP	A HUNTER OR GUARDIAN HAS LEFT A TRAP IN THE FOREST, A LOG HAS BEEN SUSPENDED BY LONG ROPES FROM THE TREES. IT HAS LONG SPIKES EMBEDDED IN IT. WHEN THE CHARACTERS TRIGGER THE TRIPWIRE, THE LOG SWINGS ACROSS THE PATH SWEEPING INTO ANY THAT DON'T DIVE OUT OF THE WAY. A DC10 PERCEPTION CHECK WILL SPOT THE TRAP BEFORE TRIGGERING IT. ONCE TRIGGERED, A DC 12 ACROBATICS CHECK IS NEEDED TO DIVE OUT OF THE WAY. ANYONE STRUCK BY THE LOG TAKES 3d6 DAMAGE AND IS KNOCKED PRONE.
26	DIFFICULT TERRAIN	THE GROUND IS CHURNED UP AND DIFFICULT TO TRAVEL ON. SPEED IS REDUCED BY $\frac{1}{2}$ FOR 1d6 HOURS.
27	OTHER	DM CAN DEFINE A CHALLENGE NOT ON THIS LIST, SELECT ONE OFF THE LIST OR REROLL.
28	CONFUSING TERRAIN	SEVERAL SWITCHBACKS AND LACK OF LANDMARKS MAKE THIS AREA PARTICULARLY EASY TO GET LOST IN. CHARACTERS MUST PASS A DC10 SURVIVAL CHECK OR LOSE 1d8 HOURS BACKTRACKING TO FIND THE CORRECT TRAIL.
29	EXCESSIVE HEAT	THE FOREST IS EXTREMELY HUMID AND HOT. THE CHARACTERS FEEL THEIR ENERGY DRAINED FROM THEM AS THEY STRUGGLE AGAINST THE HEAT. IF THEY CONTINUE TO TRAVEL AT NORMAL SPEED, THEY WILL GAIN ONE LEVEL OF EXHAUSTION AT THE END OF THE DAY. THEY CAN TRAVEL AT $\frac{1}{2}$ SPEED WITH NO EXHAUSTION.
30	FOUL MUD	A PATCH OF WET EARTH THE PARTY TRAVELED THROUGH IS FOUL AND REEKS AS IT DRIES. ALL HIDE ATTEMPTS ARE AT DISADVANTAGE AND ANY SCENT TRACKING CREATURES GET ADVANTAGE IF TRYING TO TRACK THE GROUP. THIS AFFECT LASTS UNTIL THE MUD IS THOROUGHLY WASHED OFF AND THAT WASHING REQUIRES A BODY OF RUNNING WATER (IE NOT JUST A WATERSACK) OR CLEANING SPELL.

Interesting Sight Table

DIE ROLL (1D6+1D8)	RESULT	COMMENT
2	ECLIPSE	MOON OR SUN DEPENDING ON TIME OF DAY
3	METEOR IN SKY	A BRIGHT BURNING METEOR STREAKS ACROSS THE SKY
4	REMNANTS OF A HUMANOID CAMP	GNAWED BONES AND SCAT LITTER THE AREA. A TRACKING DC15 WILL IDENTIFY HOW MANY DAYS OLD THE CAMP IS. THE CAMP IS 1d8 DAYS OLD. THE DM SHOULD CHOOSE WHAT RACE OF HUMANOID THE CAMP IS FROM. COMMON HUMANOIDS ENCOUNTERED ARE GNOLLS, ORCS AND GOBLINS.
5	TEMPORARY SHRINE	SOMEONE HAS ERECTED A TEMPORARY SHRINE. THIS CAN BE A PILE OF STONES, A ROUGH BUILT SHRINE, PILE OF BONES OR WHATEVER IS APPROPRIATE TO THE GOD BEING WORSHIPED. DC10 RELIGION CHECK WILL IDENTIFY THE GOD, IF DC ROLL IS 5 OR BETTER THE PC CAN AT LEAST IDENTIFY GENERAL ALIGNMENT OF GOD (IE EVIL VS GOOD, LAW VS CHAOS). SEE THE PLAYERS HANDBOOK P294 FOR LIST OF GODS AND THE SYMBOLS THEY WOULD INCLUDE IN THEIR SHRINES.
6	REMNANTS OF MILITARY CAMP	THIS WAS AN ORGANIZED AND DEFENDED CAMP AT ONE TIME. PLAYERS CAN MAKE A DC10 TRACKING CHECK TO IDENTIFY DETAILS ABOUT THE CAMP. THE CAMP IS 2d10 DAYS OLD. THE NUMBER OF SOLDIERS WAS 2d20. THE DM SHOULD SELECT THE RACE APPROPRIATE TO THE REGION. GENERALLY, IT WILL BE ELVES, HUMANS, OR ORCS CREATING MILITARY CAMPS.
7	CORPSE(S)	THERE WAS A FIGHT HERE 1d20 DAYS AGO. 1d6 BODIES ARE STREWN ABOUT THE PATH. THE DM SHOULD DECIDE THE RACE OF THE BODIES AND HOW THEY DIED (SLAIN BY WEAPONS, CLAWS, BREATH ATTACK, ETC). IF SLAIN BY A CREATURE, THERE IS A 1 IN 6 CHANCE OF VALUABLES STILL ON THE BODIES.
8	CARCASS	THE REMAINS OF A BEAST (DEER, BOAR, BEAR, ETC) LAY IN BRUSH. IT'S CLEAR THAT A LARGE PREDATOR HAS KILLED. THE DM SHOULD DESCRIBE CLUES TO HOW IT DIED BASED ON THE PREDATOR THAT KILLED IT. EXAMPLES – CHEST SIZED BITES OUT OF IT, TORSO TORN IN HALF, A 4" TOOTH STILL STUCK IN ONE OF THE BONES, BURN MARKS, FLESH TURNED TO STONE, ETC.
9	GOODBERRIES	THERE'S A PATCH OF GOOD BERRIES ALONG THE TRAIL. SURVIVAL DC5 TO IDENTIFY THEM AS GOODBERRIES. THESE BERRIES ONLY STAY EDIBLE FOR 24 HOURS ONCE PICKED.
10	FLYOVER	THE PARTY SEES A FLYING CREATURE OR FLOCK HIGH OVERHEAD. THE TYPE OF CREATURE IS UP THE DM BUT COMMON CREATURES SPOTTED OVER HIGH FOREST INCLUDE GRIFFONS, PEGASI, HIPPOGRIFF, STIRGE, GIANT EAGLES, GIANT OWLS, GIANT WASPS, PERYTONS, KI-RIN, COUATL, CHIMERA, HARPYS, DRAGONS, MANTICORE, PTERANODON, ROC, WYRVERN AND AAROKOERA.
11	DRUIDSPEAK	THE PARTY NOTICES AN OUT OF PLACE COLLECTION OF VINES/LEAVES/TWIGS. IF ANYONE CAN READ DRUIDSPEAK, THE MESSAGE INDICATES THAT THIS AREA IS UNDER THE PROTECTION OF THE EMERALD ENCLAVE. THE MESSAGE WAS LEFT 4d10 DAYS AGO.
12	RUINS	REMNANTS OF AN ANCIENT EMPIRE. THIS CAN BE AS SIMPLE AS A SINGLE PARTIALLY COLLAPSED PILLAR OR A STILL STANDING BUILDING. THE RUINS ARE EMPTY.
13	SIGNPOST	A STONE TABLET CARVED WITH THE NAME OF THE REGION AND THE DIRECTION AND DISTANCE TO THE CLOSEST CITY. SINCE MANY OF THESE SIGNS ARE FROM THE SMALLER ELVEN CLANS OF LONG PAST HISTORY, THEY ARE ALMOST ALWAYS WRITTEN IN ELVISH AND REFER TO REGION NAMES NOT USED ANY LONGER. A DC10 HISTORY CHECK WILL PROVIDE DETAILS FOR ANY WHO CAN READ ELVISH.
14	ROAR	SOMEWHERE OFF IN THE FAR DISTANCE A LARGE BEAST LETS OUT A FEROCIOUS ROAR. A TRACKING DC15 WILL ACCURATELY IDENTIFY THE DIRECTION AND DISTANCE. THE BEAST IS 1d8 / 4 (BETWEEN 1/4 AND 2 MILES) AWAY. IF THE PARTY WANTS TO HUNT THE BEAST, BASE THE CR ON HOW FAR AWAY THE BEAST IS. HEARING A ROAR FROM 2 MILES AWAY INDICATES IT WAS A VERY LARGE CREATURE.

Chance Encounters Table

DIE ROLL (1D6)	RESULT	COMMENT
1	MERCHANT CARAVAN	1d6 / 2 WAGONS PROTECTED BY 1d6 MEN PER WAGON. MERCHANTS TRAVELLING THROUGH HIGH FOREST OF USUALLY CARRYING ITEMS TO OR FROM ELVEN VILLAGES TO AREAS OUTSIDE OF HIGH FOREST. THIS OFTEN INCLUDES FINE WINES/BRANDY OR EXOTIC WOOD OR HERBS. IN ADDITIONAL TO THEIR MAIN CARGO, MOST MERCHANTS CARRY A GOOD SELECTION OF WHAT IS FOUND ON PAGES 149-150 OF THE PLAYERS HANDBOOK.
2	WANDERING FRIAR	A FRIENDLY SINGLE WANDERING TRAVELER. HE IS A CLERIC OF 2d4 LEVEL AND HAS NOTHING OF VALUE ON HIM. HE WILL CREATE FOOD/WATER FOR THE PARTY AND HELP THEM IN ANY WAY HE CAN. HE WILL NOT JOIN THE PARTY AND WILL WANDER OFF AFTER PROVIDING ANY ASSISTANCE HE IS ABLE TO. HIS RACE/AGE/GENDER/DEITY IS UP TO THE DM.
4	HERD OF HERBATORS	A GROUP OF 1d12 HERBATORS (DEER/ELK) WANDER PAST THE PARTY. THEY APPROACH WITHIN EASY BOWSHOT.
5	USEFUL HERBS	THE PCs FIND A PATCH OF RARE AND USEFUL HERBS. THE PC CAN RECOGNIZE THAT THEY ARE UNUSUAL WITHOUT A DC CHECK. A SURVIVAL DC10 WILL IDENTIFY THEIR TYPE. THESE HERBS CAN BE EXOTIC COOKING INGREDIENTS OR SPELL COMPONENTS. HARVESTED THEY WILL FETCH UP TO 1d10x10GP TO INTERESTED BUYERS.
6	GYPIES	A BAND OF 3d6 TEFLING GYPIES IS TRAVELING THROUGH THE FOREST. THEY WILL OFFER TO PERFORM A DIVINATION SPELL FOR THE PARTY. SPELLS AVAILABLE ARE FORESIGHT, LEGEND LORE, COMMUNE, DIVINATION OR AUGURY. THEY GYPIES WILL NEGOTIATE FOR THE HIGHEST PRICE THEY CAN GET FOR THE SPELL CASTING AND GENERALLY WILL GO FOR 1000 GP PER LEVEL OF THE SPELL.

Stroke of Luck Table

DIE ROLL (1D6)	RESULT	COMMENT
1-2	SHORTCUT	FOR THE DAY'S TRAVEL, YOU'VE GAINED AN ADDITIONAL 10 OR 20 MILES (DM FLIP A COIN, HEADS IS 10 MILES, TAILS IS 20)
3-4	SCOUTING	AN UNUSUALLY GOOD VIEW IS PROVIDED AS THE PARTY CRESTED A RIDGE. THEY CAN SCOUT OUT THE MILES OF PATH BEFORE THEM. THE PARTY SHOULD BE GIVEN THE OPPORTUNITY TO AVOID OR AMBUSH ANY RANDOM ENCOUNTER FOR THE NEXT 8 HOURS.
5-6	REMAINS	1d4 CORPSES LAY ON THE GROUND. THE DM CAN DECIDE HOW THEY WERE KILLED. THESE BODIES HAVE NOT BEEN LOOTED AND AMONG MUNDANE ITEMS CONTAIN AN ITEM FROM MAGIC ITEM TABLE C PAGE 145 OF THE DUNGEON MASTERS GUIDE.

Common Creature Encounters

Name	Type	Book	Turlangs Forest	Tall Trees	Deepwood	Dalaethor	Siluvanede	The Lost Peaks	Star Mounts	Sharren	Realm of the Hunt	The Sisters	The Old Trees	Sel'Arakor	Centaur Runs	Winterbole Forest	Direwood	# Encountered
Aarakocra	Humanoid	MM 12					1	1-6	1-10			1-3						1d8+1
Animated Object, Large	construct	Per Spell	1	1	1		2							1-2			1-2	1
Animated Object, Medium	construct	Per Spell	2	2	2		3						3-4			3-4	1	
Animated Object, Small	construct	Per Spell	3	3	3		4					5-6			4-6	1		
Ankheg	Monstrosity	MM 21	4-5	4-6	4-5	1	5-7			1-2	1-3		1-4	7-9	1-3	1-4	7-8	1
Armed Skeleton	Undead	AMaWC															9-12	1d6
Awakened Shrub	Plant	MM 317	6-7	7-9	6-7	2	8-9			3-4		4-5	5-6	10-11	4-5	5-6	13-14	1d4
Awakened Tree	Plant	MM 317	8-9	10-11	8-9		10-11			5-6		6-7	7-8	12-13	6-7	7-8	15-16	1d4
Axe Beak	Beast	MM 317	10-12	12-16	10-13		12-14	7-16		7-8	4-6		9-12	14-15	8-9	9-12		1d8+2
Badger	animal	MM 318	13-16	17-20	14-17		15-18	17-28		9-14	7-11		13-16	16-19	10-12	13-16		1
Bandit	Humanoid	MM 343	17	21		3	19-20										17-20	2d6+2
Bear, Black	animal	MM 318	18-22	22-27	18-22		21-25											1d4
Bear, Brown	animal	MM 319								15-22	12-19	8-15	17-21	20-27	13-20	21-25		1d4
Berserker	Humanoid	MM 344					26				20-23		22-23		21-22	26-27		1d4
Blink Dog	Fey	MM 318	23	28-29	23-25		27			23-24			24-25	28-29	23-24	28-29		1d6
Blood Hawk	magical beast	MM 319	24-25	30-31	26-27		28-31	29-42	11-30	25-28	24-25	16-20	26-27	30-31	25	30-31		1
Boar	animal	MM 319	26-29	32-36	28-31		32-35				26-31							1
Bugbear	Humanoid	MM 33			32-33		36	43-45		29-30	32-35	21-22	28-29	32-33	26-27	32-33		1d12
Bullywug	Humanoid	MM 35	30	37	34		37			31-32		23-30	30	34-35				1d6+4
Carcass Eater	animal	Libris Mortis** 91	31-32	38-39	35-36		38-39				36-38	31-33	31-32	36-37	28-29	34-35		1d4-2
Centaur	humanoid	MM 38								33-34	39-42				30-35	36-37		1d8+2
Crawling Claw	Undead	MM 44															17-20	1
Dire Wolf	animal	MM 321	33-35	40-42	37-38		40-41			35-36	43-49		33-34	38-40	36-37	38-39		2d4
Elves, Drow	Humanoid	MM 128					42	46-48	31-35			34-35						1d10
Flying Snake	Beast	MM 322	36	43	39	4	43	49-51	36-40			36-37	35-36	41-42				1
Ghost	Undead	MM 148															21-28	1d6
Ghoul	Undead	MM 148															29-36	1d8
Giant Ant	Beast	ToB 23	37-38	44-45	40-41		44-46	52-57					37-40	43-44	38-39	40-41		1d20
Giant Badger	Beast	MM 323	39-40	46	42		47			37-38	50-53		41-42	45-46	40-41	42-43		1
Giant Boar	Beast	MM 323	41-42	47-48	43		48-49			39-40	54-58		43-44	47-48	42-43			1
Giant Centipede	Beast	MM 323	43	49	44	5	50	58-60	41-45	41-42	59-60		45	49-50	44-45			1
Giant Eagle	Beast	MM 324	44	50	45		51-52	61-66	46-57	43-44	61	38-39	46-47	51-52		44-45		1
Giant Frog	Beast	MM 325	45	51	46		53			45-46	62	40-46		53-54	46-47	46-47		1
Giant Rat	Beast	MM 327	46-47	52	47-48	6	54			47-48	63-64		48-49	55-57	48-49	48-50		1d8
Giant Spider	Beast	MM 328	48-50	53-54	49		55-56	67-71	58-64	49-50	65		50-51	58-59	50-51	51-52		1
Giant Toad	Beast	MM 329	51	55	50		57-58			51-52	66	47-51						1
Giant Vulture	Beast	MM 329						72-74	65-69							53-54		1
Giant Wasp	Beast	MM 329	52	56	51		59			53-54	67-68		52-53	60-61	52-55	55-58		1d8
Giant Wolf Spider	Beast	MM 330	53	57	52	7	60	75-77	70-74	55-56	69-70		54-55	62-63	56-57			1
Gnolls	Humanoid	**								57-58			56-57		58-60	59-60		See table
Goblin	Humanoid	MM 166	54-55	58	53-54	8-11	61-63	78-80	75-79	59-60	71-73	52-55	58-59	64-66	61-62	61-62	37-38	1d20+4
Hobgoblin	Humanoid	MM 186	56	59			64				74-75		60-61		63-64	63-64		1d8
Human Bandits	Humanoid	**		57				12-13	65-66				62-63		65-68			See table
Human Barbarians	Humanoid	**									76-77		64-65		65-66			See table
Kenku	Humanoid	MM 194	58					81-83	80-84			56-57						1d6
Myconid Adult	Plant	MM 232	59	60	55-56		67			61-62								1d8+1
Myconid Sprout	Plant	MM 230	60	61	57-58		68			63-64								1d6+6
Needle Blight	Plant	MM 32	61-62	62	59-60	14	69			65-66		58-59	66-67	67-68	69-70	67-68	39-40	1d6
Needlefolk	plant	MM 2** 158	63-65	63-65	61-62		70-71			67-68		60-62	68-69	69-70	71-72	69-70	41-42	1d6+2
Orcs - Many Arrows	Humanoid	**	66-67	66-68	63	15	72-73											See table
Orcs - Redclaw/Blue Feather	Humanoid	**										63-64	70-71		73-74	71-74		See table
Shadow	Undead	MM 269															43-48	1d6
Shrieker	Plant	MM 138	68	69	64-65	16	74			69-70	78	65-66	72-73	71-72	75-76	75-76	49-50	1
Skeleton	Undead	MM 272															51-63	1d12-2
Specter	Undead	MM 279															64-67	2d4-2
Spirit	Undead	AMaWC															68-69	1d6
Stirge	Beast	MM 284	69-71	70-72	66-67	17-24	75-77	84-89	85-90	71-72		67-69	74-75	73-74	77-78	77-78	70-71	2d4+4
Swarm of Bats	Beast	MM 337	72-75	73-76	68-71	25-34	78-79	90-93	91-95	73	79-80	70-71	76-77	75-76	79	79	72-73	1
Swarm of Insects	Beast	MM 338	76-79	77-80	72-75	35-50	80-81			74-75	81-82	72-75	78-79	77-78	80	80		1
Swarm of Rats	Beast	MM 339	80-84	81-85	76-80	51-68	82-83			76-77	83-84		80-81	79-80	81	81	74-75	1
Swarm of Ravens	Beast	MM 339	85-88	86-89	81-84	69-78	84-85	94-97	96-00	78		76-77						1
Tribal Warrior	Humanoid	MM 350				85-87	79-86	86-87			79-80		78-79	82-83		82-83	82-83	3d6
Twig Blight	plant	MM 32	89		88-89	87	88			81-82		80-81	84-85	81-82	84-85	84-85	76-77	2d4
Vine Blight	Plant	MM 32	90	90	90-91	88	89			83-84		82-84	86-87	83-85	86-87	86-87	78-79	2d4
Violet Fungus	Plant	MM 138	91	91	92		90	98-00		85-86	85	85-87	88-89	86-87	88-89	88-89	80-81	1
Wight	Undead	MM 300															82-87	1d4
Wolf	animal	MM 341	92-96	92-97	93-97	89-92	91-95			87-92	86-92	88-93	90-93	88-92	90-93	90-93		2d4+2
Worg	Monstrosity	MM 341	97-99	98-99	98-99	93-00	96-99			93-98	93-99	94-98	94-98	93-98	94-98	94-98	88-89	1d6+2
Yellow Musk Zombie Orc	plant	FF** 191	00	00	00		00			99-00	00	00	00	99-00	99-00	99-00	90-91	1d4
Zombie	Undead	MM 316															92-00	2d6+4

Uncommon Creature Encounters																			
Name	Type	Book	Turlangs Forest	Tall Trees	Deepwood	Dalaethor	Siluvaneede	The Lost Peaks	Star Mounts	Sharven	Realm of the Hunt	The Sisters	The Old Trees	Selû'Aarakor	Centaur Runs	Winterhole Forest	Direwood	# Encountered	
Adult Faerie Dragon	Dragon	MM 133	1	1	1		1		1-2	1								1d4-2	
Ala	Fey	ToB 13		2-3					3-4			1	1-2					1	
Alseid	Monstrosity	ToB 15	2	2	4		2			2		2-3	3	1-2	1-2	1-2	1d4+2		
Alseid Grovekeeper	Monstrosity	ToB 15	3	3	5		3			3		4-5	4	3-4	3-4	3-4	1d4		
Amphiptere	Beast	ToB 16	4-5	4	6	1-5	4	1-4	1-4	4-6	1-2	6-7	5				1d6+2		
Animated Object, Huge	construct	Per Spell	6	5	7		5					6				5-6	1		
Aridni	Fey	ToB 26	7	6	8-9		6		5-6	7	8	7					1d6		
Asanbosam	Aberration	ToB 27	8	7-8	10				8	3-4	9	8	5-6	5-6	7-8	1d4-2			
Bagiennik	Aberration	ToB 31	9-10	9	11		7			9	4-6	10	9		7-8		1d4-1		
Banshee	Undead	MM 23														9-12	1		
Bearfolk	Humanoid	ToB 33	11	10	12		8-10		7-8	10	11	10-11					1d4		
Bearhound	magical beast	MM 3** 16		11			11-14		9-10	11-15	12-13	12-14	7-8	9-10			1d4		
Behir	Monstrosity	MM 25	12-13	12	13-14		15-16		11	16-20	14	15-16	9-10	11-13	13-14	1			
Bereginyas	Fey	ToB 36	14-15	13-14	15-16		17		12-13			17				15-16	1d4-1		
Black Dragon Wyrmling	Dragon	MM 88		17		18-19	5-10		21-22	7-10	15	18					1d4		
Briarvex	plant	MM 4** 26		15	18		20		14-16	23	16	19	11-12	14-15			1		
Bulette	Monstrosity	MM 34	16-17	16	19		21-22		17-18	24	17	20	13-14	16-17			1		
Child of the Briar	Plant	ToB 56	18	17	20	6-8	23		19	25	11-12	18	21	15-16	18-19		2d4+2		
Cockatrice	Monstrosity	MM 42						11-14	5-10		13-14	19	22				1		
Death Dog	Monstrosity	MM 321			21		24			26-27		20-22	23-24	17-18	20-21		1d4		
Dire Elk	animal	MM 2** 75	19	18	22-23	9-13	25-27		20-21	28-29	23						1d4-1		
Displacer Beast	Monstrosity	MM 81		19	24-25		28			30-32							1		
Domovoi	Fey	ToB 122	20	20	26-27		29		22-23		24	25-26					1		
Dragonleaf Tree	Plant	ToB 147	21	21	28		30-31		24-25	33	15-16	25	27	19-20	22-23		1		
Druuids	Humanoid	MM 346	22-23	22-23	29	14-20	32-33	15-18	11-12	26-27	17-18	26-27	28-31				1d4-2		
Dryad	fey	MM 121	24-25	24	30-31		34		28-29		19-20	28	32				1d4-2		
Duskthorn Dryad	Fey	ToB 160	26-27	25	32-33		35		30-31		21-22	29	33				1		
Dwarven BloodAxe Mercenaries	Humanoid	**		26	21-23								21-22				See table		
Elinomae	Fey	ToB 168		34-35		36		32-33	34-35	23-24	30	34					1d4-1		
Elven, Gold - Rangers	Humanoid	**	28	27-28	36			34-35	36	25-26							See table		
Elves, Moon	Humanoid	**	29	29				36-37	37								See table		
Elves, Wild	Humanoid	**			37-38		37	19-22	38-39	38	27-28	31-32					See table		
Elves, Wood	Humanoid	**	30-31	30-31			38-40		40-41	39		35-37					See table		
Elvish Veteran Archer	Humanoid	ToB 422						42-43				38				17-18	1d8		
Emerald Enclave Agends (Defenders)	Humanoid	**	32	32			41-42		44-45		29-30	33	39-40	23-24	24-25		See table		
Emerald Enclave Agents (Protectors)	Humanoid	**	33-35	33			43		46-47		31-32	34	41-42	25-26	26-27	19-20	See table		
Ettercap	aberration	MM 131	36	34	39		44		40		35-36	43	27-28	28-29			1		
Ettin	Giant	MM 132			40-41		45	23-26	13-16	41	37	44					1		
Far Darrig	Fey	ToB 179	37	35	42-44		46		48-49		33-34	38	45				1d4		
Feyward Tree	Construct	ToB 200	38	36	45		47		50-51	42	35-36	39	46	29-30	30-31	21-22	1		
Forest Hunter Shadow Fey Elves	Humanoid	ToB 173		37			48			43	37-38						1d6		
Forest Marauder	Giant	ToB 205	39	38	46		49			44		40-41	47				1		
Galeb Duhr	Elemental	MM 139					50	27-30	17-20		39-40	42	48		32-33		1d4+2		
Gas Spore	Plant	MM 138			47		51		52-53	45	41-42	43	49	31-32	34-36	23-24	1		
Ghost	Undead	MM 147														25-28	1		
Giant Ant Queen	Beast	ToB 23	40	39	48						44	50	33-34	37-38			1		
Giant Bat	Beast	MM 323		40			52	31-40	21-30	54	46	43-44	45	51	35-36	39-40	29-30		
Giant Elk	Beast	MM 325	41-42	41	49	24-28	53-54	41-44		55-56	47-49		46				1d4-1		
Giant Owl	Beast	MM 327	43	42	50		55		57	50		47	52-53	37-38	41-42		1		
Giant, Forest	giant	MM 2** 110	44	43	51			58-61		48-49	54-55						1d4		
Gibberling	humanoid	Monsters of Faerun** 52															2d4+6		
Gnoll Witherling	Undead	VG 155														31-32	1		
Gnomes	Humanoid	**		44													See table		
Gorgon	Monstrosity	MM 171			29-32				51-52			56	39-40				1		
Green Dragon Wyrmling	Dragon	MM 95	45	45	52		56			53	45-50	50	57-58				1d4		
Green Warder	plant	Monsters of Faerun** 57	46	46	53		57		62-63		51-52	59-60					1		
Guardian Shadow Fey Elves	Humanoid	ToB 174		47						54							1d4		
Half-Elf Bandits	Humanoid	**					58					41-44	43-44				See table		
Halflings	Humanoid	**	47-48	48							53-56		45-46	45-47			See table		
Half-ogre	Giant	MM 238	49	49			59			51-52		47-48	48-49			1d4-2			
Harpy	Monstrosity	MM 181		50			45-50	31-42		53-54							1d4		
Hill Giant	Giant	MM 155		51	33-37	60				55	55-56		49-50	50-51			1d4		
Human - Imaskari	Humanoid	**						43-46		57-58							See table		
Human Tree Ghost Barbarians	Humanoid	**	50														See table		
Imperial Ghoul	Undead	ToB 220													33-34	1			
J'ba Fofi	Beast	ToB 362	51	52			61			56-57	59-60	57	61	51-52	52-53		1		
Mi-Go	Plant	ToB 287	52	53-54	54		62		64	61-62	58	62	53-54	54-55	35-36		1		
Minotaur	Monstrosity	MM 223			55	38-42	63			58-59		59	55-56				1		
Minotaur Skeleton	Undead	MM 273														37-38	1		
Moss Lurker	Humanoid	ToB 298	53-54	55-56	56		64		65-66	60	63-64	60	63				1		

Uncommon Creature Encounters (continued)

Name	Type	Book	Turlangs Forest	Tall Trees	Deepwood	Dalaethor	Siluvanede	The Lost Peaks	Star Mounts	Sharren	Realm of the Hunt	The Sisters	The Old Trees	Selu'Arakor	Centaur Runs	Winterhole Forest	Direwood	# Encountered
Murderhobos	Humanoid	**	55	57	57	43-49	65	51-54	47-50	67-68	61-62	65-66	61	64-65	57-60	55-59	39-40	See table
Ogre	Giant	MM 237		58			66				63	67-68	62		61-62	60-61		1d4-2
Ogre Zombie	Undead	MM 316															41-42	1
Otyugh	Aberration	MM 248			58		67				64-65	69-70	63	66				1
Owl Harpy	Monstrosity	ToB 246				59	68-69	55-59	51-56		71-72							1d4-1
Owlbear	magical beast	MM 249	56	59-60	60		70-72			66-69		64		63-64	62-63			1d4
Pegasus	magical beast	MM 250				50-53					70		65		65			1
Peryton	Monstrosity	MM 251	57	61	61-62	54-59		60-65	57-62		71		66		66-67			1d6-1
Phase Spider	Monstrosity	MM 334	58	62	63		66-70	63-66				67	67	68-69	64-65	43-44	1	
Pixie	Fey	MM 253	59	63	64-65		73			69-70		68-69	68-69					1d6
Pseudodragon	dragon	MM 254	60	64	66	60-64	74						70-71					1d4
Putrid Haunt	Undead	ToB 315															45-46	1
Qwyllion	Fey	ToB 316					75			71-72		70		70-71				1
Rangers	Humanoid	**	61-62	65-66	67		76	71-74	67-70		72-73	73-74	71-73	72-73	72-73	66-69	47-48	See table
Ravenfolk Scout	Humanoid	ToB 322					75-78	71-74			75-76							1d4-2
Ravenfolk Warrior	Humanoid	ToB 322					79-82	75-78			77-78							1d6
Red Dragon Wyrmling	Dragon	MM 98	63						79-82		79-80							1d4-1
Red Sundew	plant	MM 2** 179	64	67	68		77			73-74	74		74	74	74-75	70-72	49-50	1
Redcap	Fey	ToB 325	65	68	69-70						75		75		76-77	73-74		1
Remorhaz	Monstrosity	MM 258	66	69-70	71		78-79			75-76	76-77		76	75	78-80	75-76	51-52	1
Revenant	Undead	MM 259															53-54	1
Satyr	fey	MM 267	67-68	71	72	65-69						77-78	76	81-84	77-78			1d6
Selang	Fey	ToB 341	69	72	73-75					77-78		79	77-78		79-80			1d6
Shadow Beast	Fey	ToB 345	70		76-77						78		80	79			55-56	1
Shadow Fey Elves	Humanoid	ToB 171		73														1d6
ShadowWeir Half-Elves	Humanoid	**		74														See table
Shambling Mound	Plant	MM 270	71-72	75	78-79		80-82			79-82	79	81-84	81	80	85-86	81-82	57-58	1d4-2
Shellycoat	Fey	ToB 346	73	76	80-81						85-86	82	81			59-60	1d4	
Spriggan	fey	FF** 162	74-76	77-78	82-84		83-84			83-84			83	82-83				1d6
Sprite	Fey	MM 283	77-78	79	85-86	70-74						84	84					1d6
Tanarukk	Demon, Orc	VG 186		79	80-82													1d4
Tendril Puppet	Plant	ToB 403	80-81	83-84			85			85-86	80	87-88	85	85	87-88	83-85	61-62	1d4
Thorn	fey	MM 3** 172	82-83	85-87	87		86			87-88		89-90	86	86				1d4+3
Troll	Giant	MM 291		88	88-89	75-79	87				81	91-94		87-89	89-90	86-87		1d4
Troll, Forest	giant	MM 3** 179	84	89-90	90-92		88-89				82		87-89	90-91	91-92	88-89		1d6
Unicorn	magical beast	MM 294				80-82						90		93-94				1
Vampire Spawn	Undead	MM 298															63-72	1d4-1
Vila	Fey	ToB 400	85	91	93-94							91	92	95	90-91			1d4
Warbound Impaler (Lesser Battlebriar)	plant	MM 3** 15	86	92							83		93					1
Weeping Treant	Plant	ToB 388	87	93	95		90			89-90	84	95-96	92	94	96	92-93		1
Werebear (Lycanthrope)	humanoid	MM 208		88							85		93	95-96				1d4-1
Wereboar (Lycanthrope)	humanoid	MM 209		89-90							86-87		94					1d4-1
Wererat (Lycanthrope)	humanoid	MM 209		91							88-89						73-74	1d4-1
Werewolf (Lycanthrope)	humanoid	MM 211		92							90-92		95		97	94-95	75-76	1d4-1
Will-o-wisp	Undead	MM 301															77-86	1
Wolf Spirit Swarm	Undead	ToB 377					91-94			93-94		96		96	87-88			1
Wood Woad	plant	MM 3** 196	93-94	94	96-97					91		97	97-98					1d6
Wraith	Undead	MM 302															89-98	1d4
Wyvern	Dragon	MM 303	95	95-96		83-90	95-96	83-92	83-92	92-93	95-96	97-98	98	99	98-99	97-98		1d4-1
Xorn	Elemental	MM 304	96	97			97	93-96	93-100	94								1
Yellow Musk Creeper	plant	FF** 190	97	98	98		98			95-96	97	99-00	99	00	00	99-00	99-00	1
Young Faerie Dragon	Dragon	MM 133	98	99	99	91-95	99	97-98		97-98								1d4
Young Remorhaz	Monstrosity	MM 258	99-00	00	00	96-00	00	99-00		99-00	98-00	00						1

Rare Creature Encounters

Name	Type	Book	Turiangs Forest	Tall Trees	Deepwood	Dalaethor	Siluvanede	The Lost Peaks	Star Mounts	Sharriv	Realm of the Hunt	The Sisters	The Old Trees	Sel'Arakor	Centaur Runs	Winterbole Forest	Direwood	# Encountered	
Adult Black Dragon	Dragon	MM 88			1-2		1-2	1-8	1-8	1-5	1-5	1-8						1	
Adult Gold Dragon	Dragon	MM 114																1	
Adult Green Dragon	Dragon	MM 94	1-3	1-3			3-4	9-16	9-16	6-10	6-10	9-15	1-5					1	
Adult Red Dragon	Dragon	MM 98	4-6				5-6	17-24	17-36			16-22						1	
Ancient Black Dragon	Dragon	MM 87			3-4		7-8			11-15								1	
Ancient Gold Dragon	Dragon	MM 113	7-11				9-10											1	
Ancient Green Dragon	Dragon	MM 93	12	4-6			11-12			16-20								1	
Ancient Red Dragon	Dragon	MM 97	13-16					25-32	37-46									1	
Autumn Woodling Druid	Humanoid	MM 3** 197	17-18	7-8	5-8					21-26		6-12						1	
Balor	Demon	MM 55		9														1	
Bandit Lord	Humanoid	ToB 418	19-20	10-14		1-18	13-20						1-15					1	
Battlebriar	Plant	MM 3** 14	21-24	15-17						11-20		1-6						1	
Bone Collective	Undead	ToB 39														1-10		1	
Bone Swarm	Undead	ToB 41														11-18		1	
Bugbear Chief	Humanoid	MM 33			9-12	19-36	21-26	33-40		27-32	21-30	23-29	13-20	7-12	16-30	1-12		1	
Corpse Mound	Undead	ToB 69															19-26	1	
Cyclops	Giant	MM 45		13-16		27-32				31-38		21-27	13-19					1d4-2	
Death Butterfly Swarm	Beast	ToB 71	25-28	18-21	17-20			41-48	47-51				20-25					1d4-1	
Death Butterfly Swarm, Greater	Beast	ToB 71	29-32	21-25	21-24			49-56	52-56				26-31					1	
Death Knight	Undead	MM 47															27-34	1	
Demilich	Undead	MM 48															35-42	1	
Earth Elemental	Elemental	MM 124	33-36	26-29	25-28	37-46	33-37	57-76	57-72	33-38	30-36	28-33	32-38	31-40	13-24			1	
Emerald Order Cult Leader	Humanoid	ToB 421	37-40	30-33	29-32	47-54				39-43	37-43	39-44	41-48	25-32				1	
Enchantress Shadow Fey Elves	Humanoid	ToB 172		34-37														1	
Fey Lord of the Hunt	Fey	ToB 188					38-42			39-48		45-49						1	
Fey Lord, Bear King	Fey	ToB 186										50-54						1	
Fey Queen of Witches	Fey	ToB 194																1	
Fey'ri	Humanoid	**	41-44	38-45	33-40	55-62	43-47				44-50						See table		
Giant, Stone	Giant	MM 156						77-84	73-84									1d6	
Green Hag	Fey	MM 177			41-43						51-62	34-40	55-59						1
Green Slaad	Aberration	MM 277			44-45						63-74							1d4	
Ironmaw	plant	FF** 104	45-48	46-49	46-49	63-72	48-53			44-48	49-55	75-81	41-47	60-65	49-54	33-40	43-50	1	
Knights of the Unicorn	Humanoid	**	49-52	50-53		73-82								55-66	41-50			See table	
Lich	Undead	MM 202								49							51-58	1	
Mavka	Fey	ToB 286			50-54		54-59			50-54		48-54	66-71		51-58	59-66		1	
Mistmaster Hunting party	Humanoid	**	53-56	54-57														1	
Naina (in humanoid form)	Fey	ToB 302			55-58		60-64			55-59								1	
Oaken Defender	plant	MM 4** 106	57-64	58-61	59-62					60-64		55-61	72-77					1	
Purple Worm	Monstrosity	MM 255	65-68	62-65	53-66	83-88	65-69			65-70	56-62	62-69	78-84	67-76	59-70	67-76		1	
Ravenfolk Doom Croaker	Humanoid	ToB 322						85-92	85-92			82-88						1	
Savager	Beast	ToB 338	69-72	66-69	67-71		70-75			63-69		70-76	85-90	77-84	71-80	77-84		1	
Shadow Demon	Fiend	MM 64	70-73	72-75	89-94											85-92		1d6	
Shoosuva	Demon	VG 137	74-77	76-79														1	
Son of Fenris	Monstrosity	ToB 355	73-76	78-81	80-83					70-77								1	
The Wild Hunt	Fey	**					76-80			78-89								1	
Treant	plant	MM 289	77-86	82-89	84-87		81-86			71-75								1	
Vampire	Undead	MM 297													93-00		1		
Vine Lord	Plant	ToB 402	87-90	90-93	88-92	95-100	87-92			76-80		77-82	91-95	85-92	81-90			1	
Vine Troll Skeleton	Plant	ToB 351	91-94	94-97	93-96		93-97			81-85		83-88	96-00	93-00	91-00			1d4	
Young Black Dragon	Dragon	MM 88			97-00		98-00	93-00		86-90	90-94	89-94	89-94					1	
Young Gold Dragon	Dragon	MM 115	95-98							91-95								1	
Young Green Dragon	Dragon	MM 94		98-00						96-00	95-00	95-00	95-00					1	
Young Red Dragon	Dragon	MM 98	99-00					93-00										1	

BEASTS AND GROUPS OF HIGH FOREST

The creatures listed below are conversion of monsters from previous editions or tables to identify groups of monster's characters may encounter in High Forest.

BATTLEBRIAR – these are six-legged

lionlike creatures with bodies of writhing vines and thorns. Long thorns protrude from all parts of the creature's body making it difficult to approach or move around without invoking serious injury. These plants were engineered long ago to serve as living siege engines for the Elven empires. Battlebriars contain a rudimentary intelligence but no capacity for speech. When fighting, a Battlebriar stands on its hind legs attacking wildly with its huge forelimbs. While they don't speak, Battlebriars do understand simple words and phrases in Sylvan.



BATTLEBRIAR (LESSER)

Large Plant, Neutral

Armor Class 19

Hit Points 126 (12d8 + 72)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	22 (+6)	5 (-3)	10 (0)	7 (-2)

Condition Immunities

Senses Blindsight 60ft., passive Perception 10

Damage Resistances Electricity, Fire

Languages None

Challenge 6 (1200 XP)

Thornfield Long razor sharp thorns protude from the Battlebriars body. Any opponent moving through the Battlebriars location must make an Acrobatics DC12 or recieve an attack of opporunity from the Battlebriar.

Thorn Volley: Once per combat, the Battlebriar can launch a deadly volley of thorns. The volley has a range of 60ft and causes 5d6 to all within a 10ft radius of impact (Dex DC15 for half damage).

Actions

Multiattack: The Battlebriar can make two claw attacks per round.

Claw: Melee Weapon Attack. +7 to hit, reach 15 ft., One target. Hit 10 (1d8 + 6) slashing damage.

BATTLEBRIAR

Huge Plant, Neutral

Armor Class 16

Hit Points 312 (25d8 + 200)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	22 (+6)	5 (-3)	10 (0)	7 (-2)

Condition Immunities

Senses Blindsight 60ft., passive Perception 10

Damage Resistances Electricity, Fire

Languages None

Challenge 12 (8400 XP)

Grapple If the Battlebriar makes a successfull attack, it deals normal damage and the opponent is grappled (escape DC15).

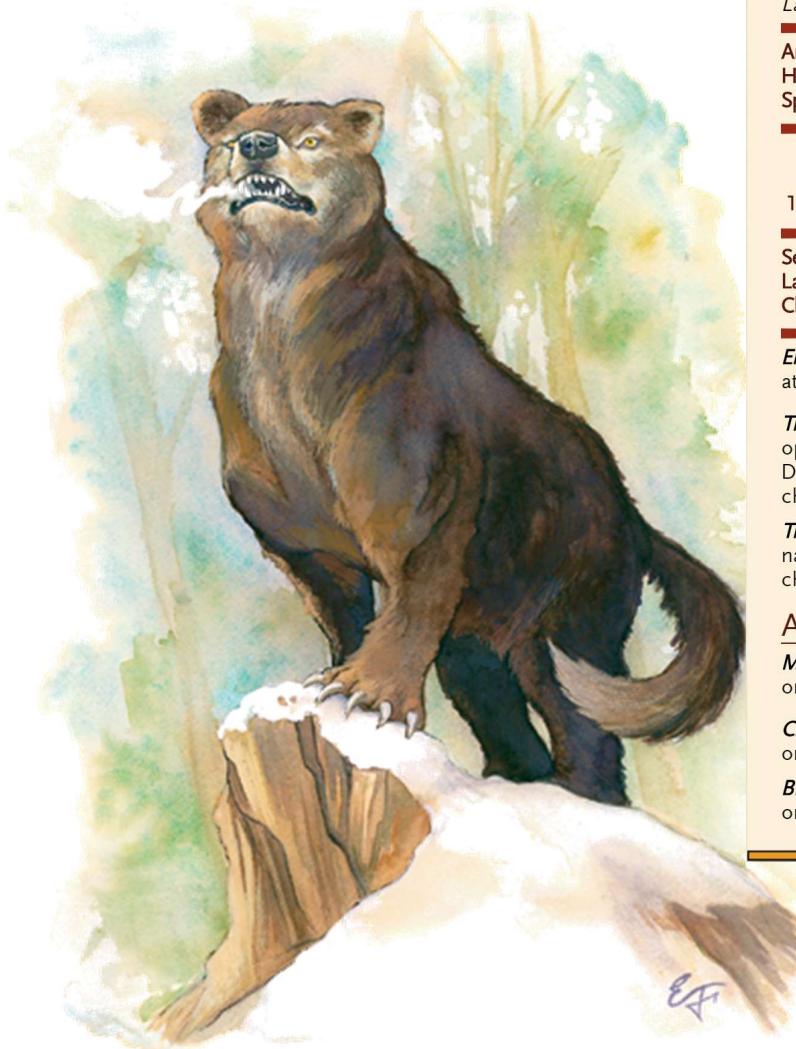
Thornfield Long razor sharp thorns protude from the Battlebriars body. Any opponent moving through the Battlebriars location must make an Acrobatics DC12 or recieve an attack of opporunity from the Battlebriar.

Thorn Volley: Once per combat, the Battlebriar can launch a deadly volley of thorns. The volley has a range of 60ft and causes 8d6 to all within a 10ft radius of impact (Dex DC15 for half damage).

Actions

Multiattack: The Battlebriar can make four claw attacks per round.

Claw: Melee Weapon Attack. +7 to hit, reach 15 ft., One target. Hit 17 (2d6 + 11) slashing damage.



BEARHOUND

Large Beast, Neutral Good

Armor Class 18

Hit Points 105 (10d10 + 50)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+3)	21 (+5)	16 (+3)	14 (+2)	12 (+1)

Senses Darkvision 60ft., passive Perception 10

Languages Common, Sylvan

Challenge 7 (2900 XP)

Enchanted Natural Weapons: The Bearhounds attacks are considered magical weapons.

Trip: As a bonus action, the Bearhound can trip an opponent. Targets of this attack must succeed on a DC 16 Strength or Dexterity saving throw (targets choice) or be knocked prone

Trackless Step: The Bearhounds leaves no trail in natural surroundings and cannot be tracked. It may choose to leave a trail if desired.

Actions

Multiattack: The Bearhound can make one claw and one bite attack per round

Claw: Melee Weapon Attack +13 to hit, reach 10 ft., one target. Hit 8 (1d6 + 5) slashing damage.

Bite: Melee Weapon Attack +18 to hit, reach 5 ft., one target. Hit 13 (1d8 + 9) piercing damage.

BEARHOUND – A typical

Bearhound stands 6 ½ feet tall at the shoulder when on all fours and weighs as much as 2000 pounds. They are intelligent and masterful hunters. While normally encountered alone, Bearhounds have been known to ally with good aligned Elves for short periods of time.

BRIARVEX – These creatures appear as large humanoid shaped plants, roughly the size of an ogre.

Glistening with sap, wicked spikes protrude from its body and a pair of writhing tentacular vines extend from its hips. Briarvex are aggressive plant creatures and are able to control plants, thereby entangling their foes. These creatures are referred as “vine ogres” by the Elves in the regions they hunt.

BRIARVEX – These creatures appear as large humanoid shaped plants, roughly the size of an ogre. Glistening with sap, wicked spikes protrude from its body and a pair of writhing tentacular vines extend from its hips. Briarvex are aggressive plant creatures and are able to control plants, thereby entangling their foes. These creatures are referred as “vine ogres” by the Elves in the regions they hunt.

BRIARVEX

Large Plant, Neutral Evil

Armor Class 19

Hit Points 68 (8d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (0)	19 (+4)	11 (0)	12 (+1)	11 (0)

Condition Immunities Poison, paralysis, polymorph and all mind affecting spells.

Senses Blindsight 30ft., passive Perception 10

Damage Resistances Slashing

Damage Vulnerabilities Fire

Languages Common, Sylvan

Challenge 3 (700 XP)

Woodland Stride A Briarvex can ignore any undergrowth (thorns, briars, etc) when moving. Magically manipulated thorns and briars do not affect it either.

Entangle As a bonus action at will, the Briarvex can cast Entangle. This affects a 60ft radius area around the Briarvex and lasts for 1 round.

Actions

Thorn Burrow: Each time a Briarvex's spiked fist successfully hits an opponent for damage, thorns break off and bore into the opponent. As a bonus action, the Briarvex can cause the thorns to burrow in and cause 3d6 piercing damage. The opponent must be within 100ft of the Briarvex and be within line of sight. The thorns can be removed with a standard action.

Multiattack: The Briarvex can make 2 spike attacks per round.

Spike: +6 to hit, reach 5 ft., one target. Hit 13 (2d6 + 7) piercing damage.



CARCASS EATER – these animals look like a cross between a large rat and a wolf. Their fur and bone protrusions are always encrusted with gore and filth. Carcass eaters are usually scavengers much like Hyenas but if food is scarce they can become very aggressive. An average adult is 3 to 4 feet long and weighs 65 to 75 pounds.



CARCASS EATER

Small Animal, Neutral

Armor Class 15

Hit Points 7 (1d8 + 3)

Speed 30ft., burrow 10ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	17 (+3)	2 (-4)	12 (+1)	6 (-2)

Condition Immunities

Senses passive Perception 10

Languages None

Challenge 1/4 (50 XP)

Blood Frenzy A Carcass Eater that deals damage in combat gains advantage on all attacks for the remainder of the combat.

Actions

Bite: Melee Weapon +4 to hit, reach 5 ft., one target. Hit 2 (1d4) piercing damage

Claw: +4 to hit, reach 5 ft., one target. Hit 1 (1d4/2) piercing damage

DIRE ELK – these beasts are enormous. A bull's antlers

can span 12 feet and he can weigh as much as 5500 pounds. A herd will be made up of 20% males (bulls) and only the bulls have antlers and thus can use the Gore attack.

DIRE ELK

Large Beast, Neutral

Armor Class 15

Hit Points 114 (12d8 + 60)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (0)	20 (+5)	2 (-4)	11 (0)	7 (-2)

Senses passive Perception 10

Languages None

Challenge 7 (2900 XP)

Actions

Trample: As a standard action, a Dire Elk can trample opponents at least one size smaller than it. This attack deals 2d8 + 10 points of bludgeoning damage. The target of the trample can either take an opportunity attack or make an Acrobatics DC 15 roll for half damage.

Hoves: Melee Weapon Attack. +9 to hit, reach 5ft., One target. Hit 7 (2d4 + 3) slashing damage.

Antler Gore: Melee Weapon Attack. +14 to hit, reach 10ft., One target. Hit 18 (2d8 + 10) piercing damage.



DWARVEN BLOODAXE – The BloodAxe Mercenaries are Human and Dwarven mercenaries based out of Sundabar. These mercenaries hire themselves out to caravans and nobles travelling through High Forest and are only pulled from Good aligned Humans and Dwarves. They are generally not interested in parleying with any other travelers. They will react cautiously to any group met on the trail and be prepared to respond aggressively to any hostile action.

DWARVEN BLOODAXE ENCOUNTERS		
Roll	1d12 Encounter Individuals	Notes
01- 06	Scouts 1d4+2 Scouts	The scouts will try to find out what the Players group is doing in the area and if they pose any threat to local caravans.
07- 08	Small Caravan 2d6+4 Guards plus 1 Veteran plus 50% chance of Priest	The caravan will consist of 1d6/2 wagons and be carrying 6d6x100 GP worth of goods.
09- 10	Large Caravan 2d6+8 Guards, 1d8 Veterans, 1d6/2 Priests and 1d4/2 Mages	The caravan will consist of 2d6 wagons carrying 2d4x1000 GP worth of goods
11- 12	Mercenary Party 3d4 Guards, 2d4 Veterans, 1d4-2 Priests and 1d4-3 Mages	

Guards, Veterans, Priests and Mages are from the Monster Manual Appendix B. The groups will consists of 1d100% Human with the remainder being Dwarven raced.

GOLD ELF RANGERS – The vast majority of Gold Elves have retreated to the isle of Evermeet. What used to be a thriving society of Gold Elves in High Forest is now reduced to a rare group of Elven rangers prowling the forest and hunting any evil humanoids that venture within. These Elves are ruthless and tend to ambush and retreat rather than engage in a standup combat.

GOLD ELF RANGERS						
<i>Humanoid, Neutral Good</i>						
Armor Class 14						
STR	DEX	CON	INT	WIS	CHA	
11 (0)	17 (+3)	15 (+2)	11 (0)	11 (0)	9 (-1)	
Condition Immunities Charm, Sleep						
Senses Darkvision 60ft., passive Perception 10						
Languages Common, Elvish, Sylvan						
Challenge 1/2 (100 XP)						
Fey Ancestry: Advantage on saving throws against being charmed, magic cannot cause sleep.						
Hunters Mark: As an bonus action, the Ranger can cast Hunters Mark.						
Actions						
Longbow: Ranged Weapon Attack: +7 to hit, Range 150/600 ft. Hit 7 (1d8 + 3).						
Scimitar: Melee Weapon Attack: +5 to hit, reach 5 ft. Hit 6 (1d6 + 3).						

MOON ELVES

These Elves have lived within the realm of High Forest as long as anyone can remember. They were part of the original empires that inhabited this forested region and strongly believe that this is their land. Moon Elf groups encountered in High Forest are generally patrolling territory they consider under their protection. Unless the party is obviously aggressive, Moon Elf patrols will parley with travelling groups to try to ascertain their alignment and intent.

MOON ELF ENCOUNTERS

Roll 1d12 Encounter	Individuals	Notes
01- Scouts 06	1d4+2 Scouts	The Scouts will try to find out what the Players group is doing in the area and if they pose any threat.
07- Small 10 Warparty	2d6+4 Scouts plus 1 Veteran plus 50% chance of Priest	All Scouts will be equipped with Longbows and Shortwords.
11 Large Warparty	2d6+8 Guards, 1d8 Veterans, 1d4 Priests and 1d6 Mages	
12 Nomadic Family Group	1d4 Guards, 1d4 Veterans, 1d4-2 Priests and 1d4-3 Mages	Additionally, there will be 2d4 children

Scouts, Veterans, Priests and Mages are from the Monster Manual Appendix B.

WILD ELVES

These Elves are highly wary of intrusion into their territory. Wild Elves will act very aggressively to any party that does not have a Wild Elf with them. They are extremely xenophobic and although they can fluently speak common and Elvish, will speak only Elvish when parleying. Wild Elves use trained Owlbears as guardians and protectors, rarely travelling the forest without one or more of them.

WILD ELF ENCOUNTERS

Roll 1d12 Encounter	Individuals	Notes
01- Scouts 08	1d4 Scouts	The Scouts will generally not engage the PCs but will track them and call in appropriate reinforcements if the party shows aggression towards the Elves.
09- Small 11 Warparty	2d4+2 Guards plus 1 Veteran plus 50% chance of 1d4 trained Owlbears	All guards will be equipped with shortbows and Shortwords.
12 Large Warparty	2d6+8 Guards, 1d8 Veterans, 1d4-2 Priests and 1d6-2 Mages plus 2d4 trained Owlbears	

Scouts, Veterans, Priests and Mages are from the Monster Manual Appendix B.

WOOD ELVES – The Wood Elves are the primary law bringers of High Forest. They believe in strength and ensure all who travel their realm are made aware they are under the protection and authority of the Wood Elf nobles. Wood Elves of High Forest live in permanent ground dwellings. They build beautifully structured villages and parties approaching a village or travelling close to one are likely to encounter a sizable patrol of Wood Elves ensuring the party does bring ill will to the area.

WOOD ELF ENCOUNTERS		
Roll 1d12	Encounter	Individuals
01-06	Patrol	2d4+2 Guards
07-10	Mounted Patrol	2d4 Knights plus 1 Veteran mounted on Giant Elk
11-12	Large Patrol	2d6+4 Guards, 1d8 Veterans, 1d4 Priests

Knights, Veterans, and Priests are from the Monster Manual Appendix B.

EMERALD ENCLAVE - The Emerald Enclave in High Forest is split. One side (Defenders) believes that Humans will destroy the forest and should be actively discouraged from travelling within it. The other side (Protectors) believes Humans can exist in the forest without unbalancing the environment.

Emerald Enclave Agents (Defenders)

These agents believe that humanity has no place in High Forest. They will harass and intimidate travelers. Common tactics are sending bear or wolf packs against travelers, tossing bee hives (Insect swarms) into camps at night to disrupt rest and mimicking high CR beast sounds in the woods to frighten groups.



Emerald Enclave Agents (Protectors)

These agents are dedicated to helping others survive in the wilderness. They will not tolerate groups that cause undue harm to the forest but otherwise will warn groups of any dangerous beasts in the area and offer Goodberries and fruit to friendly parties.

EMERALD ENCLAVE ENCOUNTERS		
Roll 1d12	Encounter Individuals	Notes
01-04	Druid 1 Druid plus 50% Bear or Wolf companion	
05-09	Ranger 1d6 Rangers	use Gold Elf Ranger stats without Fey Ancestry advantages.
10-12	Barbarian 1d4 Barbarians	use Berserker stats

Druids and Berserkers are from Monster Manual Appendix B.



Fey'ri (Warrior)

Medium Fiend, Chaotic Evil

Armor Class 15

Hit Points 60 (6d10 + 30)

Speed 30ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	10 (0)	13 (+1)	10 (0)

Condition Immunities Poisoned, Sleep

Senses Darkvision 120ft., passive Perception 11

Languages Common, Abyssal, Elven

Challenge 6 (2300 XP)

Innate Spellcasting: Once per day can cast Charm Person, Darkness, Dimension Door, Suggestion.

Shapechange: As an action, the Fey'ri can shift between their standard form (Elf-ish, bronze scaled skin, fiery red eyes, huge batwings and long pointed tail) to any humanoid form of approximately their size and weight.

Action Surge: Once per combat, the Fey'ri may take an additional action on top of their regular action.

Actions

Multiattack: The Fey'ri can make two longsword attacks.

Longsword: Melee Weapon Attack: +5 to hit, reach 5 ft. Hit 6 (1d6 + 3).

Fey'ri – The Fey'ri are the last remnants of the Gold Elf

House Dlardrageth. Long ago they made pacts with Balors to increase their power and are now a hybrid Elf/Demon creature. They have waged wars against the Elves of High Forest and lost. The remaining Fey'ri lurk and scheme in the forest planning ways to return House Dlardrageth to its former glory.

Fey'ri (Scorcerer)

Medium Fiend, Chaotic Evil

Armor Class 15

Hit Points 58 (7d8 + 30)

Speed 30ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	17 (+3)	13 (+1)	10 (0)

Condition Immunities Poisoned, Sleep

Senses Darkvision 120ft., passive Perception 11

Languages Common, Abyssal, Elven

Challenge 6 (2300 XP)

Innate Spellcasting: Once per day can cast Charm Person, Darkness, Dimension Door, Suggestion.

Shapechange: As an action, the Fey'ri can shift between their standard form (Elf-ish, bronze scaled skin, fiery red eyes, huge batwings and long pointed tail) to any humanoid form of approximately their size and weight.

Spellcasting: The Fey'ri casts as a 7th level spellcaster. They normally keep the following wizard spells prepared.

4th level (1 slot): ice storm

3rd level (3 slots): counterspell, fireball, slow

2nd level (3 slots): hold person, invisibility, web

1st level (4 slots): magic missile, shield, sleep, thunderwave

Actions

Staff: Melee Weapon Attack: +3 to hit, reach 5 ft. one target Hit 3 (1d6) bludgeoning damage.

Fey'ri Encounters

Roll 1d12 Encounter Individuals

Roll 1d12	Encounter	Individuals	Notes
01-04	Warrior	One Fey'ri Warrior	
05-08	Sorcerer	One Fey'ri Sorcerer	
09-10	Hunters	One Sorcerer plus 1d4 Tannaruk and 2d10 Orcs	Will capture Elves rather than kill
11-12	Raiders	One Warrior plus 2d4 Tannaruk	

Fey'ri will rarely put themselves at risk, they will retreat at the first sign of defeat leaving their minions to protect their escape.

FOREST GIANT – An adult Forest Giant stands 18 feet tall and weighs nearly 3000 pounds. Their bodies are tall and slender somewhat resembling a muscular Wood Elf. Their skin is earth colored and their hair is either shades from green or black. Forest Giants are often found cohabitating areas with Fey creatures and are known to cooperate or ally themselves with them.

FOREST GIANT					
<i>Huge Humanoid, Neutral</i>					
Armor Class 14					
Hit Points 136 (13d8 +78)					
Speed 40ft.					
STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	22 (+6)	14 (+2)	16 (+3)	20 (+5)
Condition Immunities					
Senses Darkvision 60ft., passive Perception 10					
Damage Resistances Bludgeoning					
Damage Vulnerabilities Fire					
Languages None					
Challenge 9 (5000 XP)					
Forest Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in wooded terrain.					
Poison These giants coat their arrows in poison (Con DC12). A failed save results in an additional 2d8 + 4 damage					
Actions					
Multiattack: The giant makes two greatclub attacks.					
Greatclub: Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit 19 (3d8 + 6) bludgeoning damage					
Greatbow: +5 to hit, reach 5 ft., one target. Hit 4 (1d4 + 2) slashing damage					



FOREST TROLL – Smaller and smarter than other trolls, the Forest troll is approximately the size of a large human and weighs approximately 250 pounds. Forest Trolls skin are covered in warty pustules and reek of a horrible musk. These trolls will normally try to ambush their prey by first attacking from the trees with their javelins then rushing forward to finish off the weakened foes.



GIBBERLING – these creatures rampage at night through the forest in shrieking mobs, consuming any creature that fails to get out of their way. Some use sharpened pieces of bone as daggers while others use small weapons scavenged off their victims.



FOREST TROLL

Medium Giant, Chaotic Evil

Armor Class 18

Hit Points 47 (5d8 + 25)

Speed 30ft., climb 20ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (0)	20 (+5)	2 (-4)	11 (0)	7 (-2)

Senses Darkvision 90ft., passive Perception 10

Languages Giant

Challenge 4 (2900 XP)

Poison: Forest Trolls coat their javelins and claws with poison. Anyone receiving damage from these weapons must make a Constitution DC17 roll or lose 1d6 Constitution points. This loss remains until the character takes a long rest.

Regeneration: The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack: The Forest Troll can make two claw attacks and one bite attack per round or one javelin attack.

Claw: Melee Weapon Attack. +6 to hit, reach 5ft., One target. Hit 5 (1d4 + 3 plus poison) slashing damage.

Bite: Melee Weapon Attack. +1 to hit, reach 5ft., One target. Hit 3 (1d4 + 1) piercing damage.

Javelin: Ranged Weapon Attack. +6 to hit, range 120ft., One target. Hit 6 (1d6 + 3 plus poison) piercing damage.

GIBBERLING

Small Humanoid, Chaotic Neutral

Armor Class 12

Hit Points 7 (1d8 + 3)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	10 (0)	5 (-3)	7 (-2)	2 (-4)

Condition Immunities Sensitive to light - Gibberlings act as affected by slow spell in daylight. Immune to all mind-influencing effects such as charms and illusions.

Senses passive Perception 10

Damage Vulnerabilities Fire. Must make Wis DC10 check when attacked with fire or flee for 1d3 rounds.

Languages None

Challenge 1/4 (50 XP)

Gibbering The Gibberlings muttering and shrieking unnerve creatures with fewer than 2 HD requiring them to make a Wis DC10 or be affected as per the fear spell. Creatures with more than 2 HD do not have to make the Wis DC but all concentration checks are made with disadvantage.

Pack Tactics Gibberlings have advantage on an attack roll if at least one other Gibberling is attacking the same creature that round.

Actions

Bite: Melee Weapon +2 to hit, reach 5 ft., one target. Hit 3 (1d6/2) piercing damage

Dagger: +1 to hit, reach 5 ft., one target. Hit 2 (1d4) piercing damage

GNOULLS – these chaotic creatures are forever on the move and on the hunt.

They are all mad with the hunger of Yeenoghu and are driven to find new prey to kill and consume. While Gnolls can occasionally can focus to serve as shock troops for powerful warlords, they are unreliable as they will break orders to chase prey. Encountered Gnolls will always be searching for prey.



GNOLL ENCOUNTERS

Roll
1d12 Encounter Individuals

01-02	Raiders	2d4 Gnolls
03-04	Small Warband	1d12 Gnolls plus 20% chance of 1 Flind, 10% chance 1d4 Gnoll Flesh Gnawers
05-06	Small Warband	1d12 Gnolls plus 20% 1d4 Gnoll Flesh Gnawers, 20% chance of 1 Gnoll Fang of Yeenoghu, 20% chance of 1 Gnoll Pack Lord
07-08	Large Warband	3d4 Gnolls and 1 Gnoll Pack Lord plus 40% 1d4 Gnoll Hunters, 20% 1d4 Gnoll Flesh Gnawers, 20% chance of 1 Gnoll Fang of Yeenoghu
09-10	Hunters	2d4 Gnoll Hunters
11-12	Yeenoghu Feasters	2d4 Gnolls, 1 Gnoll Fang of Yeenoghu and 1 Hyena per Gnoll

GНОМES - The Gnomes of High Forest are not naturally antagonistic to most travelers. A specific exception is to Half Orcs and Tieflings. High Forest Gnomes have a long-standing hatred for these races and will hinder and prank them if the opportunity presents itself. In almost all cases the Gnomes will not engage directly but will use illusions, traps and clerical magic to harass these travelers. Other races may be engaged for trade. The Gnomes usually offer sweet wine or berry pies in exchange for metal items they can use (ie daggers, pots/pans).

GНОМЕ ENCOUNTERS

Roll
1d12 Encounter Individuals Notes

01-03	Illusionist	1 Mage	Spells: 4th Hallucinatory Terrain, 3rd Major Image, Hypnotic pattern, Fear, 2nd Phantasmal Force, Invisibility
04-09	Patrol	1 Mage plus 1d8 Spies	
10-12	Druid	1 Druid	

Druid, Mage and Spy are from Monster Manual Appendix B.

GREEN WARDER – When the Elves retreated from High Forest, they left legions of Green Warders behind to guard the sacred groves and places of power. Originally the Warders remained near their assigned locations but as the years went by, more and more of them began wandering. Green Warders look like 7 foot tall elves made of bushes and leaves. They have limited personalities and do not communicate other than ordering intruders to leave the area. Creatures who succumb to the Warders Confusion or Sleep spell will not be attacked as it's against the Warders ancient orders to harm helpless foes.



GREEN WARDER

Medium Plant, Chaotic Good

Armor Class 16
Hit Points 29 (4d8 +11)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	14 (+2)	7 (-2)	16 (+3)	11 (0)

Condition Immunities
Senses Blindsight 30ft, passive Perception 10
Damage Resistances Bludgeoning
Damage Vulnerabilities Fire
Languages None
Challenge 1/4 (50 XP)

Innate Spellcasting Every 3 rounds, the Warder can use the following spells. Confusion, Sleep

Alarm Twice per day as an action, the Warder may setup an Alarm area similar to the Alarm spell. The alarm is audible and sounds like a long mournful bird call.

Actions

Claw: +5 to hit, reach 5 ft., one target. Hit 4 (1d4 +2) slashing damage

HALF-ELF BANDITS - These bandits are primarily interested in abducting Elves. They are rather sophisticated and will rarely attack a group that obviously outpowers them. For groups that either contain no Elves or would be too much of a threat to rob, the bandits will offer to escort and provide safe passage for a day. The cost of escort depends on how rich the party appears but ranges between 2gp and 100gp.

HALF-ELF BANDITS ENCOUNTERS

Roll	1d12 Encounter Individuals	Notes
01- 06	Scouts 2 Spies	The spies will not normally engage a group. They will trail until the group either travels out of their area (10 miles) or makes camp. Once camp is made, they will go collect a raiding party and ambush while the party sleeps.
07- 10	Small Raiders 1 Mage plus 1d8 Spies	
11- 12	Large Raiders 1 Druid, 1d4/2 Mages plus 1d8+2 Spies	

Druid, Mage and Spy are from Monster Manual Appendix B.

HALFLINGS - Halflings will not alert travelers to their presence unless they feel their area is threatened.

Instead, they will have a couple Halfling scouts trail the party for a few miles to ensure the travelers leave the area. If the party is obviously not a threat and appears to need help, the Halflings may offer assistance.

HALFLING ENCOUNTERS

Roll 1d12 Encounter	Individuals	Notes
01-06 Scouts	2 Spies	
07-10 Harrassing group	1d8 Spies plus 75% Priest	
11-12 Attack Group	2d8 Spies plus 1d4-1 Priest and 1d4-1 Mages	.Attack groups only will engage if the party is a clear threat to the local Halfling community or light Fey

Halflings get to rerolls 1s on attacks and saving throws.

HUMAN IMASKARI - The Deep Imaskari do not stray far from the cave entrances back to the

Underdark. They only venture forth to collect slaves and any encounter with them is likely to be a group of Imaskari slavers.

HUMAN IMASKARI ENCOUNTERS

Roll 1d12 Encounter	Individuals	Notes
01-03 Small Group	1d4/2 Mages plus 1d6 Guards	
04-06 Medium Group	1d4 Mages plus 1d8 Guards and 1d4 Veterans	
07-09 Large Group	1d4+2 Mages, 1d4+1 Veterans and 3d6 Guards	
10-12 Returning Group	1d4 Mages, 1d4 Veterans and 2d6 Guards	The group will be escorting 3d10 humanoid slaves (Human, Elf, Orc or Goblin)

Mages, Guards and Veterans are from the Monster Manual Appendix B.

HUMAN BANDITS – Most the human bandits in High Forest are merely opportunists and will flee at the first sign of real opposition. If considerably outnumbering their foes, the bandits will often engage in conversation and try to talk the party into surrendering rather than risking a fight.

HUMAN BANDIT ENCOUNTERS

Roll 1d12	Encounter	Individuals	Notes
01-06	Scouts	1d4 Bandits	If the bandits disengage, there is a 50% chance they will return with a Slaver group
07-10	Slaver Group	2d6 Thugs plus 1 Bandit Captain	They will capture rather than kill.
11-12	Travelling camp	4d8 Bandits plus 1d4 Bandit Captains	Includes wagons

Bandits and Thugs are from the Monster Manual Appendix B

HUMAN BARBARIANS – There are many barbarian tribes in High Forest. They all generally view any traveler in their area as a threat or challenge and will attack without further provocation. Barbarian characters may be able to parley with them to avoid combat but would need to provide a reason the local barbarians deem worth for passing through their homeland. Even with a valid reason, it's likely the local tribe will require a trial by combat to allow the group to continue.

HUMAN BARBARIAN ENCOUNTERS

Roll 1d12	Encounter	Individuals
01-05	Single	1 Berserker
06-10	Party	2d4 Barbarians plus 1d4-2 Berserkers
11-12	War Pack	2d4+4 Barbarians plus 1d6 Berserkers

Barbarians and Berserkers are from the Monster Manual Appendix B

HUMAN TREE GHOST BARBARIANS - The Tree Ghost tribe are allies of Turlang but do not abide any other humanoids in their territory regardless of race or alignment. They will attack all travelers on sight.

HUMAN TREE GHOST BARBARIAN ENCOUNTERS		
Roll	1d12 Encounter Individuals	Notes
01-05	Hunters 1d6 Berserkers	
06-10	Raiders 1d6+6 Berserkers	
11	War Party 2d6+4 Berserkers plus 50% 1d4 Priests	
12	Migration 2d6+10 Berserkers plus 1d6 Priests	The group will have larders with household items and be travelling with 3d6 children

Priests and Berserkers are from Monster Manual Appendix B and will be split gender (approximately 60% men)

IRONMAW

Huge Plant, Neutral Evil

Armor Class 18
Hit Points 120 (12d8 + 72)
Speed 10ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	23 (+6)	4 (-3)	13 (+1)	14 (+2)

Condition Immunities Electricity, Poison, paralysis, polymorph and all mind affecting spells.
Senses passive Perception 9
Damage Resistances Acid, Cold
Languages None
Challenge 12 (8400 XP)

Illness An Ironmaw's strike saps an opponents health. Anyone hit by a tendril must succeed in a Con DC15 roll or lose 1d6 Necrotic points of Constitution. This is restored by a long rest.

Wounding A wound resulting from an Ironmaws tentril attack bleeds for an additional 3 points of damage per round. Bleeding can be stopped by any healing magic applied.

Grapple When the Ironmaw makes a successful tentril strike, the target is grappled (DC15 escape). Each round thereafter, the target is dragged 10ft closer to the Ironmaw.

Engulf As an action, the Ironmaw can attempt to engulf a large or smaller creature that enters its space. The Opponent can make an opportunity attack but if it does, it is not entitled a saving throw. Targets otherwise get an Acrobatics DC15 roll to avoid being engulfed. Engulfed creatures take 2d6 + 10 bludgeoning damage per round and cannot breath.

Actions

Multiattack: The Ironmaw can make four tendril attacks per round.

Tendril: Melee Weapon Attack. +6 to hit, reach 60 ft., One target. Hit 16 (2d6 + 10) slashing damage.

IRONMAW - An Ironmaw stands nearly 30 feet tall and

closely resembles an Oak tree although its leaves are splattered by tiny splotches of fresh or dried blood. Its long tendrils are kept wrapped in its upper branches when not in use. An Ironmaws territory is eerily quiet as any wildlife that ventures in reach of the tree is snatched and destroyed.



KNIGHTS OF THE UNICORN - The Knights are from the Order of the Unicorn. They are followers if the Archfey Lurue the Unicorn Queen and are continually on a quest to find her in the forest. While they generally do not meddle in the affairs for forest dwellers, they are Chaotic Good and will take action against anyone causing harm to the forest or Fey of light.

The Knights travel in mounted groups consisting of one Knight and 2d4 Veterans (see Monster Manual Appendix B for details)

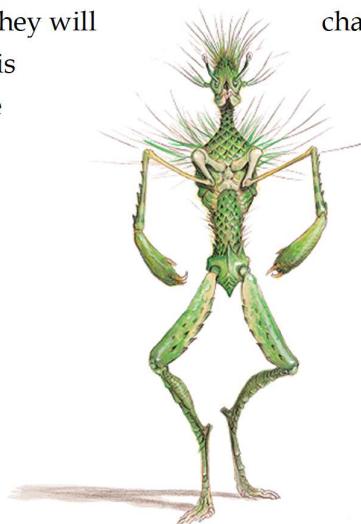
MISTMASTER HUNTING PARTY - The Mistmaster has sent his servants out to search for any sign or word of Fey'ri. They will stop any travelers and try to get any information from them they can. If the travelers have any Elves or Half Orcs of evil alignment, the Hunting party will attack them.

A normal hunting party consists of 1d8 Cultists and 1d4-2 Cult Fanatics (see Monster Manual Appendix B for details)

MURDERHOBOS - Adventuring is a common occupation in the Realms, there are many groups wandering High Forest that are seeking the excitement and prospect of power gained through combat. Murderhobo groups will usually attack without provocation and fight to the death. GM's are encouraged to create these encounters based on their player's game style and power level, if the players are themselves Murderhobos then use this as an opportunity to mirror back to them how they are acting.

NEEDLEFOLK – These plants movements are slow and stately except when faced with danger, then they are nearly as agile as a human. Needlefolk are green hairless bipedal creatures who bodies are covered in short, stiff bristles. Their arms end in vicious-looking claws. Their color changes with the seasons, in spring and summer they are green while in autumn they change to red and yellow. Needlefolk become dormant in the winter.

Needlefolk hate elves. They will charge to attack as soon as one is detected and fight to the death.



NEEDLEFOLK

Medium Plant, Neutral

Armor Class 14

Hit Points 14 (9d8 + 9)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	13 (+1)	6 (-2)	15 (+2)	5 (-3)

Condition Immunities Poison, paralysis, polymorph and all mind affecting spells.

Senses Darkvision 60ft., passive Perception 9

Damage Vulnerabilities Fire, Cold

Languages Sylvan

Challenge 1/4 (50 XP)

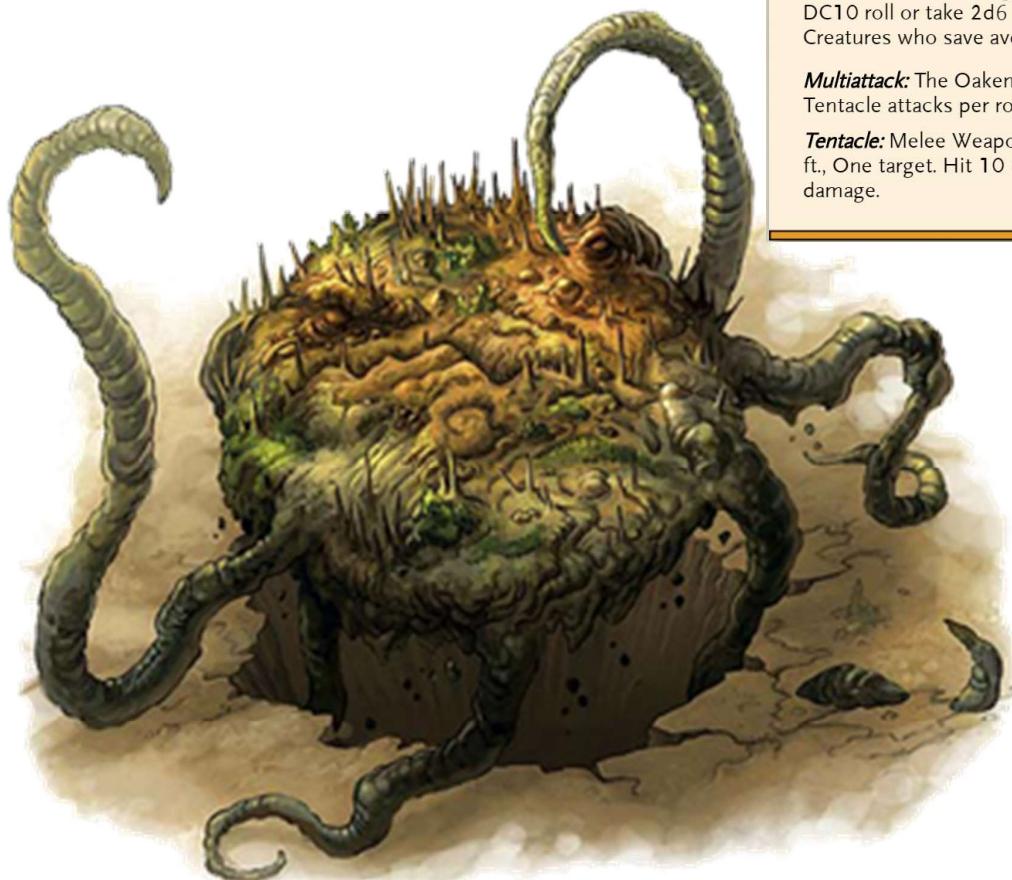
Sense Elf Needlefolk can sense Elves within a 1500 ft radius. 1/2 Elves are not detected.

Actions

Claws: Melee Weapon +3 to hit, reach 5 ft., one target. Hit 3 (1d4 + 1) slashing damage

Needles: Ranged Weapon +2 to hit, reach 200 ft., one target. Hit 7 (1d12 + 1) piercing damage

OAKEN DEFENDER – these are the protectors of the sacred groves dryads inhabit. They are rare creatures usually only appearing when a Dryad's oak is attacked. When roused, an Oaken Defender only remains as long as it necessary to destroy the Dryad's foes. Defenders appear as enormous masses of vegetation. If encountered, they will always be in the accompany of a Dryad and a Sacred Oak.



OAKEN DEFENDER

Huge Plant, Neutral Good

Armor Class 19

Hit Points 207 (18d8)

Speed 20ft., burrow 10ft.

STR	DEX	CON	INT	WIS	CHA
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25 (+7)	10 (0)	20 (+5)	8 (-1)	13 (+1)	13 (+1)
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Condition Immunities Poison, paralysis, polymorph and all mind affecting spells.

Senses Blindsight 60ft., passive Perception 10

Damage Resistances Electricity, Fire

Languages Understands Sylvan, cannot speak

Challenge 12 (8400 XP)

Empathetic Link The Oaken Defender has an empathetic link to the Dryads in its grove. It can sense their feelings. This link extends up to 900ft.

Find Oaken Defender: Oaken Defenders inherently know where all other Oaken Defenders are on that same plane.

Actions

Whirlwind Attack: When the Oaken Defender faces four or more foes in range of its tentacles, it can flail all of its limbs attacking all creatures within 10ft. Creatures in range must make an Acrobatics DC10 roll or take $2d6 + 23$ bludgeoning damage. Creatures who save avoid all Whirlwind damage.

Multiattack: The Oaken Defender can make 2 Tentacle attacks per round.

Tentacle: Melee Weapon Attack. +9 to hit, reach 10 ft., One target. Hit 10 ($1d8 + 6$) bludgeoning damage.

ORCS – MANY ARROW TRIBE

The Orcs of this tribe come from the Mountains to the North of High Forest. In the warmer months, these Orcs are only intent on raiding and terrorizing any groups they encounter. During the colder winter season, many of their tribe will migrate to the forest to shelter from the cold and gain access to more plentiful food.



MANY ARROW ORC ENCOUNTERS

Roll

1d12 Encounter Individuals

			Notes
01-02	Scouting Party	2d4 Orcs	No Armor (AC11) and carry shortswords rather than greataxes
03-04	Deserters	2d4 Orcs	Standard Orcs, each missing 1d8 hp due to starvation/wounds
05-08	Raiders	2d6 Orcs	Standard Orcs
09-10	Small Warparty	3d4 Orcs plus 50% chance of 1 Orog	
11	Large Warparty	3d8 Orcs plus 50% Orc War Chief, 50% Eye of Gruumsh, 25% Orc Blade of Ilneval	
12	Slavers	2d8 Orcs plus 1d4-1 Orog, 10% Tanarukk	Will capture any Elf rather than kill it

All groups except Deserters have a 15% chance of having 1d4 Worgs with them as well.



ORCS – RED CLAW / BLUE FEATHER TRIBES

These tribes come North from the High Moor to raid and cause mayhem. A ritual of the tribes is for an Orc to gain status in the tribe, they must face a powerful foe one on one. Many Orcs from these tribes will travel to High Forest in search of adequate foes.

REDCLAW/BLUEFEATHER ORC ENCOUNTERS

Roll

1d12 Encounter Individuals

			Notes
01-02	Scouting Party	2d4 Orcs	Carry shortswords rather than greataxes
03-04	Deserters	1d4 Orcs	Standard Orcs, each missing 1d8 hp due to starvation/wounds
05-08	Ritual Seekers	3d4 Orcs	One Orc will come forward and demand combat from strongest looking player
09-10	Raiders	2d10 Orcs	Standard Orcs
11-12	Small Warparty	4d4+2 Orcs plus 50% chance of 1 Orog	

RANGERS – it's no surprise to find a large number of Rangers wandering High Forest. With their superior capabilities in the environment, most Rangers will not provide their foes a toe to toe fight, rather they will hit and run leading their foes through difficult terrain and into traps or ambushes from local predators.

RANGER, LOCAL

Medium Humanoid, Neutral

Armor Class 15

Hit Points 22 (3d10 + 17)

Speed 40ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	16 (+3)	14 (+2)	11 (0)	15 (+2)	11 (0)

Senses Passive Perception 12

Languages Common, Elven

Challenge 2 (450 XP)

Hunters Mark: 3x per day: As an bonus action, the Ranger can cast Hunters Mark.

Natural Explorer: Difficult terrain does affect them. If alone, can move stealthily at normal speed.

Actions

Longsword: Melee Weapon Attack: +2 to hit, reach 5 ft. Hit 8 (1d8+3) slashing.

Longbow: Ranged Weapon Attack: +7 to hit, Range 150 ft. Hit 8 (1d8 + 7) piercing.

RANGER, REGIONAL

Medium Humanoid, Neutral

Armor Class 15

Hit Points 68 (8d10 + 18)

Speed 40ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	16 (+3)	14 (+2)	11 (0)	15 (+2)	11 (0)

Senses Passive Perception 12

Languages Common, Elven

Challenge 5 (1800 XP)

Hunters Mark: 3x per day: As an bonus action, the Ranger can cast Hunters Mark.

Caster: 1x per day can cast Silence, Cordon of arrows and Spike Growth

Natural Explorer: Difficult terrain does affect them. If alone, can move stealthily at normal speed.

Actions

Multiattack: The Ranger can make two attacks.

Longsword: Melee Weapon Attack: +3 to hit, reach 5 ft. Hit 8 (1d8+3) slashing.

Longbow: Ranged Weapon Attack: +8 to hit, Range 150 ft. Hit 10 (1d8 + 5) piercing.

RANGER, HERO

Medium Humanoid, Neutral

Armor Class 15

Hit Points 100 (12d10 + 40)

Speed 40ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	20 (+5)	14 (+2)	11 (0)	17 (+3)	11 (0)

Senses Passive Perception 12

Languages Common, Elven

Challenge 6 (2300 XP)

Hunters Mark: 3x per day: As an bonus action, the Ranger can cast Hunters Mark.

Caster: 1x per day can cast Silence, Cordon of arrows, Spike Growth, Conjure Barrage, and Nondetection

Natural Explorer: Difficult terrain does affect them. If alone, can move stealthily at normal speed.

Actions

Multiattack: The Ranger can make two attacks.

Longsword: Melee Weapon Attack: +4 to hit, reach 5 ft. Hit 8 (1d8+3) slashing.

Longbow: Ranged Weapon Attack: +11 to hit, Range 150 ft. Hit 12 (1d8 + 7) piercing.

RANGER ENCOUNTERS

Roll 1d12	Encounter	Individuals
01-06	Local Rangers	1d6+1 Local Rangers
07-10	Regional Rangers	1d4 Regional Rangers
11-12	Hero Ranger	1 Hero Ranger

70% of the time the Rangers will be human, otherwise will be Elven or Half-Elven

RED SUNDEW – The plants measure 20 feet high and 10 feet across. They look like a mass of tangled, ropy rags in red green and rust colors. Red Sundews are migratory predators and can be found anywhere the forest away from wet areas.



RED SUNDEW

Huge Plant, Neutral

Armor Class 11
Hit Points 142 (15d8 + 75)
Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	21 (+5)	2 (-4)	13 (+1)	8 (-1)

Condition Immunities Immune to fire, acid, poison, sleep, paralysis, stun and polymorph
Senses Blindsight 60ft., passive Perception 10
Languages None
Challenge 7 (2900 XP)

Grapple If the Sundew successfully strikes an opponent, it deals normal damage and the opponent is grappled (escape DC 15)

Sticky Acid The Sundew is coated in thick acid goo. Any creature touching it or engaging it in melee will be smeared with the goo and take 1d6 points of damage per round until removed. The acid remains for 1d4+1 rounds and can be washed off in 1 round with vinegar or alcohol.

Actions

Multiattack: The Sundew makes 4 tentacle attacks per round.

Tentacle: +10 to hit, reach 10 ft., one target. Hit 15 (2d6 + 9) bludgeoning damage

SHADOWEIR HALF-ELVES - The Shadoweirs are a religious knighthood of Half-Elf Rangers and Druids following the deity Mielikki. They work against any intrusion by civilization into the forest and will turn back any party not allied with the gods of the forest.

SHADOWEIR HALF-ELF ENCOUNTERS		
Roll 1d12	Encounter	Individuals
01-03	Local Rangers	1d6+1 Local Rangers
04-06	Regional Rangers	1d4 Regional Rangers
07	Hero Ranger	1 Hero Ranger
08-11	Druid	1 Druid
12	Shadoweir Group	1 Druid plus 1d6 Local Rangers and 50% 1d4 Regional Rangers

Druid from the Monster Manual Appendix B. Rangers from "Ranger Encounters" in this document.

SPRIGGAN - These nomadic gnomekin are evil and wander in packs looking to rob and pillage any unlucky enough to encounter them. Spriggans resemble ugly gnomes with greasy, reddish-brown hair and dull yellow skin. They are disgustingly unclean and exude a nauseating smell of rancid flesh.

SPRIGGAN					
<i>Small Fey, Chaotic Any</i>					
<hr/>					
Armor Class 19					
Hit Points 22(5d6 +5)					
Speed 20 ft.					
<hr/>					
STR	DEX	CON	INT	WIS	CHA
10 (0)	20 (+5)	12 (+1)	11 (0)	9 (-1)	11 (0)
<hr/>					
Condition Immunities None					
Senses Dark Vision, passive Perception 9					
Languages Gnome, Common					
Challenge 1 (200 XP)					
<hr/>					
Enlarge Spriggan can size change size at will changing from small to large size. Their weapons and equipment change with them as well. While the Spriggan is enlarged, it doubles its damage dice on Strength based weapon attacks.					
Innate Spellcasting At will: produce flame, scare, shatter					
Actions					
Shortsword: +6 to hit, reach 5 ft., one target. Hit 4 (1d6) piercing damage or 6 (2d6) when Enlarged.					



THE WILD HUNT

- When the hunt is in an area, characters will hear the baying of hounds and the Hunt Masters horn for miles. If this noise is actively pursued or investigated by a character, they and everyone in their party must make a Wis DC15 check or be charmed to join the hunt. When any being becomes part of the hunt they may take one of two roles: they will join the hunters or they will become the hunted. The entire party uses the same roll. If any character in the group is of evil alignment, add 4 to the roll. Roll 1d10: 1-7 the group joins the hunt. 8-10 the group becomes the hunted.

Joining the hunt: The GM should determine what is being hunted. Roll on the random encounter table for the region (reroll any non-ambulatory result) or select a beast of your choice. Then determine the distance. The prey will be caught up with in 1d4 hours. The Hunt travels at a movement rate of 40 and within 1d4 rounds will sweep past the party joining the hunt close enough for them to join. Creatures joining the hunt but unable to travel at that speed are magically granted the additional movement rate to keep up but must make a CON DC20 check each hour during the hunt or suffer a level of Exhaustion.

Becoming the hunted: If the hunted stays on the same plane, there is no chance of losing the hunting party. They Wild Hunt will continue pursuing until a sunrise occurs and if they have not fought the prey, will fade away. The Hunt moves at a rate of 40 and if necessary can fly or move through water at that rate. When a character is first designated as prey, the GM should determine how far away the hunt is from them. Roll 1d20x10 and add 160 to result (returns value between 170 and 360), this is how many feet the Hunt is away from the party. The Hunt will take a direct route at top speed and can be heard racing through brush and howling.



THORN – These warriors of the fey consider themselves the sentinels of Cormanthor. They are often found guarding sacred sites or watching over evil sites in the forest for any sign of activity. Most encounters with Thorn involve either an ambush with the sleep arrows or if the party is non-threatening, a haughty greeting and warning to behave in the forest.



WOODLING DRUID – An amalgam of woman and plant. Their skin resembles bar and leaves grow amid their hair. Woodlings are often accompanied by animal companions and are staunch guardians of the forest.



THORN

Small Fey, Neutral Good

Armor Class 19

Hit Points 33 (6d6 + 12)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+5)	10 (0)	10 (0)	13 (+1)

Condition Immunities

Senses Darkvision 30ft., passive Perception 10

Damage Resistances Iron weapons

Languages Common, Sylvan

Challenge 12 (8400 XP)

Sneak Attack (1/turn): Thorns deal an extra 2d6 points of damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the Thorn that isn't incapacitated and the Thorn doesn't have disadvantage on the attack roll.

Sleep Arrows: Opponents damaged by Thorn arrows must make Constitution DC10 roll or be put to sleep (per Sleep spell).

Actions

Longsword: Melee Weapon Attack. +8 to hit, reach 5 ft., One target. Hit 6 (1d6 + 3) slashing damage.

Longbow: Ranged Weapon Attack. +6 to hit, range 300ft., One target. Hit 3 (1d6) slashing damage.

WOODLING, DRUID

Medium Plant, Neutral

Armor Class 14

Hit Points 54 (9d8 + 9)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	10 (0)	19 (+4)	8 (-1)

Condition Immunities Poison, paralysis, polymorph and all mind affecting spells.

Senses Darkvision 60ft., Alert (Feat), passive Perception 14

Damage Vulnerabilities Fire.

Damage Resistances Melee Slashing

Languages Common, Sylvan

Challenge 3 (700 XP)

Innate Spellcasting The Woodling Druid can use the following spells. 3/day Speak with Plants, 1/day Entangle, Heat Metal, Spike Growth, Dispel Magic, Ice Storm, Polymorph

Wildshape Woodling Druids can wildshape as an 8th level Druid character class.

Actions

Scimitar: Melee Weapon +9 to hit, reach 5 ft., one target. Hit 4 (1d6 + 2) slashing damage

WOOD WOAD – Brutish and territorial, these plants are kin to Treants. Woads are about 6 foot tall and weigh 300 pounds. Their bodies resemble stout, twisted men composed of bark-covered wood.

WOOD WOAD

Medium Plant, Neutral

Armor Class 17

Hit Points 60 (8d8 + 24)

Speed 30ft. climb 20ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	7 (-2)	12 (+1)	8 (-1)

Condition Immunities Poison, paralysis, polymorph and all mind affecting spells.

Senses Blindsight 30ft., passive Perception 10

Damage Resistances Piercing

Damage Vulnerabilities Fire

Languages Sylvan

Challenge 3 (700 XP)

Treewalk A Wood Woad can enter a living tree and exit another living tree within 60' as per the Dryad ability.

Warp Wood As an action, the Wood Woad can cause up to a large wooden object to bend and warp. This causes wooden ranged weapons to become useless and all attacks with wooden melee weapons to be made at disadvantage.

Actions

Club: +9 to hit, reach 5 ft., one target. Hit 6 (1d6 + 3) slashing damage plus poison.





YELLOW MUSK CREEPER - An immense climbing plant with long, grasping green tendrils and beautiful yellow and purple orchidlike flowers emitting a heady scent. The musk draws victims close to the plant where sharp vines probe its skull extracting the brain. Drained victims become Yellow Musk Zombies. The Creeper grows in heavily shaded areas of the forest and will shrink from direct sunlight.

YELLOW MUSK ZOMBIE

Medium Plant, Neutral

Armor Class 15

Hit Points 4 (1d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	11 (0)	2 (-4)	8 (-1)	8 (-1)

Condition Immunities Immune to poison, sleep, paralysis, stun and polymorph.

Senses Blindsight 30ft., passive Perception 10

Damage Resistances Bludgeoning

Damage Vulnerabilities Fire

Languages None

Challenge 1/4 (50 XP)

Creeper Loyalty The zombie can only range up to 100 feet from the Yellow Creeper that created it for the first two months of its creation. After 2 months, it wanders freely for 1d4 days before dying.

Deadened Mind Zombies recall nothing of their previous life. They cannot call on any of the abilities, skills or feats previously known nor can they activate any of the magic items they were attuned to.

Actions

Heavy Flail: +3 to hit, reach 5 ft., one target. Hit 8 (1d10 + 3) bludgeoning damage

YELLOW MUSK CREEPER

Huge Plant, Neutral

Armor Class 17

Hit Points 54 (6d8 + 30)

Speed 5ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	21 (+5)	1 (-5)	10 (0)	9 (-1)

Condition Immunities Immune to poison, sleep, paralysis, stun and polymorph.

Senses Blindsight 30ft., passive Perception 10

Damage Resistances Bludgeoning

Damage Vulnerabilities Fire

Languages None

Challenge 11 (6974 XP)

Regeneration. The Creeper regains 5hp at the start of its turn if it has at least 1hp. Damage caused by fire or acid is not recovered.

Actions

Consume Intelligence *Consume Intelligence:* As a bonus action, the Creeper can send tendrils out into the head of any unresisting creature. The tendrils consume the victim's brain, dealing 1d4 points of intelligence each round. If the victim's Intelligence drops to 0 or below, they must make a DC18 Con check. Those who fail die. Those who succeed become Yellow Musk Zombies.

Musk Puff Creepers attack by puffing a spray of dust at targets. Once per round they can target one creature within 30ft. Creatures struck by the puff must make a DC18 Con save or be charmed to move closer to the Creeper. While under the charm, the creature can take no other actions than to move towards the Creeper. Affected creatures will not resist the Creeper's attempt to Consume Intelligence.

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End note: Wow, this took a crap ton more time to put together than I ever imagined. It was a fun project and as I'm getting ready to put it up for public consumption I really wonder if anyone will find it useful. I hope so and I hope you all are having a great time tormenting your players(and vice-versa).

This document absolutely would not have been possible without the website <http://forgottenrealms.wikia.com> The amount of information and help offered by that community is staggering.

I'd like to make this document better and hope to release future updates as well as supplemental documents. If you have feedback or suggestions please send them my way.

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Mike