

# A FEAST FOR THE FOREST

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A D&D 5th edition adventure  
by Elric Milton

# A FEAST FOR THE FOREST

A SETTING NEUTRAL 3 - 6 HOUR ADVENTURE FOR CHARACTERS LEVEL 1 TO 3

BY

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# INTRO

Before you begin

## USING THE MODULE

This adventure is designed to be an intermediate challenge for a party of 1st to 3rd level characters, however feel free to adjust the stats or quantity of the creatures in each encounter based on the competency of your players.

Much of the content in this module is in bullet points instead of extensive descriptions. Use these as guidelines for your game, but don't limit yourself to those points and **Feel free to embellish!** This adventure has a strong focus on plants so be sure to be as descriptive as you comfortably can when the players enter a forest or encounter a plant creature.

## BACKGROUND

- Over the past year the quiet village of Newtwater has experienced a variety of disturbances in the natural order in the forests nearby.
- In the village, locals have noticed an increase in missing livestock and unusually injured wildlife in Sagewood, a light forest nearby. Locals have also noticed diseases and a significant decrease in their crop harvests.
- A druidess named Skala has taken up residence in the nearby dark forest of Arcroot and is stirring up ancient tree spirits and cultivating blight. She acts out of fear and jealousy directed at the village. Her fear is amplified to anger and wrathfulness by a curse laid upon her.
- Skala's influence has reached Newtwater and is about to terrorise the village. This is in anticipation and fear of the village one day growing to be a sprawling industrial city, much like the one which stood in this region long ago.

## SYNOPSIS

- The party approaches the tiny village of Newtwater, just as the village has suffered wolves attacking their livestock. The party can either fight or pursue the wolves before entering the village.
- The party is greeted fondly by the village and is introduced to Altap the woodsman and Goddaft the village elder. They can find rest at The Greedy Goat Inn or at Goddafts home.
- The next morning the party finds the village in turmoil. A dome of plants has encapsulated the village. The PCs are sent to seek aid and investigate the evil within Arcwood.

- On their way to Arcwood they meet Ilgren the hermit, an herbalist living on the border of Arcroot and Sagewood, She has vital information on the mysterious events unfolding and their origin.
- Inside the forest of Arcwood, the players find and hopefully destroy the Awakened tree and defeat Skala the corrupt druidess.

## ADVENTURE HOOKS

### GET THE PARTY TO THE ADVENTURE:

- In a tavern/along a road/in a market, rumors are heard of an unusually low food supply coming from the nearby village of Newtwater.
- Passers by might mention "If you're planning to travel to Newtwater for the annual harvest festival... don't. I heard this year their crops are riddled with sorcerous diseases."

### USE ANY TIME HOOKS:

- While the party sleeps or rests, tiny plants rapidly grow into their sleeping bodies. The plant secretes a mild anesthetic making it difficult for them to notice. Another player on watch might notice this plant with a DC 13 perception check, otherwise the player being attacked will take 1 piercing damage, make a DC 10 constitution saving throw and on a successful save, wake up, on a fail, repeat the process as the plant pierces and slowly entangles their body. Once noticed, these plants can be destroyed without combat rolls. After 3 rounds of failed saves, the player is paralyzed.
- Altap returns from Sagewood with a dead, green-skinned and plant infested baby goat. He describes it as being found "grafted" by vines to a tree near the border of Arcroot.
- A local man bursts through the doors of The Greedy Goat Inn and in a panic yells "the trees! The trees are eating my house!" and is then pierced through the chest by a tree root and yanked unceremoniously back through the doors and out of sight.





## KEY LOCATIONS

### SAGEWOOD

The light woods nearest to the village of Newtwater. Birds, crickets and frogs can be heard chattering away, and many trees bear yellow and orange leaves in this season.

### NEWTWATER

A small humble village of approximately 50 people. Newtwater is home to mostly farmers, and a variety of trades. It is also widely known for its yearly harvest festival, which is due very soon.

### HERMIT'S GLADE

There is a tranquil grassy clearing on the border of Arcroot and Sagewood, where the hermit Ilgren has made her home. Many useful herbs and plants can be found growing near her cabin, and common woodland birds and critters can be seen and heard closer to the area.

### ARCROOT

This old, overgrown forest is known for long twisted tree roots that arc out of the ground as though the earth itself rejects them. Local villagers used to forage for berries and valuable mushrooms here but as of late, anything that grows here has become blighted and toxic.

### THE VALLEY REGION

The surrounding region is set in a large valley. Today, it is mostly lush green land, but in another age there was a fantastic industrial trade city, which long ago fell to ruin after a great war. Now all that's left is rubble, barely recognizable as man made structures and long forgotten and hidden by overgrowth in the passage of time.



# PART 1

## Sagewood

### CHAPTER ONE

This adventure begins with the players traveling together on their way to the small village of Newtwater, via Sagewood forest, where they encounter a pack of wolves, and proceed to enter the village.

#### OPENING SCENE: WOLF HUNT

Treat this first read aloud as your intro for the players.

##### READ ALOUD

You are traversing the beautiful light forest of Sagewood together. The woodland around you is scattered with a mix of evergreen trees as well as deciduous elms and silver birches topped with yellow and orange leaves. Birds can be heard singing their Autumn song, frogs can be heard croaking at the edge of the nearby pond they call home.

You can see the chimney smoke of Newtwater as you near the village. Just as you approach the treeline, you hear rustling in the bushes ahead of you, 4 wolves dash out and pass near your position!

##### PLAYER OPTIONS

Do the players choose to fight the wolves, track them to their den, or leave them be? If they fight, use the stat block provided at the end of the document, and the wolves will continue to flee when the first wolf falls in combat. If they track the wolves to their den they will find 2 more injured wolves, and a den that has been overgrown with tree roots that look diseased and are dripping black sap. In and around the den are a few scattered bones of old prey.

##### WHEN YOU'RE DONE WITH THE WOLVES

A tall man simply dressed and carrying a hunting bow approaches, and greets you all: "Damn wolves! They've taken another of our goats!"

The tall man is **Altap Braidsmith**. He explains that the wolves have been getting bolder and more frequent in their raids even though the villagers manage to give them a beating each time they come back. It's highly unusual behavior. Altap invites the players to join him later in the village at The Greedy Goat Inn for a drink, his shout.

##### ALTAP BRAIDSMITH

Altap is the closest thing Newtwater has to a folk hero. He is a good hunter and a practical man. He knows Sagewood like the back of his hand, and has braved the fringes of Arcroot. He loves his village and all the people in it and would lay down his life to keep it safe.

##### NEWTWATER

When the party arrives in Newtwater moments later, the locals can be seen chattering about the wolf attack, consoling the goat herder over his stolen animal. **Goddaft Tal-eer** the village elder approaches the newcomers. He greets them and welcomes them to stay a few days for their autumn harvest festival, though he mentions their harvest wont be as impressive as usual due to plant diseases this year.

Evening is approaching and the players should find somewhere to rest for the night. They can choose to stay at either The Greedy Goat Inn or with Goddaft at his very comfortable home.

##### GODDAFT TAL-EER

Goddaft is a middle aged elf who's had one of his ears chopped short in battle many years ago. When people meet him they assume he is a young human (with one funky looking ear). He is humble, and looks after his grandchild Lastus.

##### DEVELOPMENT

Overnight a few things happen:

- Regardless of where the players choose to stay, either Goddaft or Altap will give some examples of the strange occurrences such as missing livestock and woodland creatures being killed in unnatural ways.
- A few houses in the village have become overgrown with vines and fast growing trees.
- Goddaft's grandson Lastus has become infected during his sleep by parasitic vines.
- The players may have been targeted by plant growths while they sleep (DM's discretion).

# PART 2

## Newtwater

### THE NEXT MORNING

#### SCENE: UNDER ATTACK!

- When the players wake, they find the village in chaos. A number of horrific changes have happened overnight.
- A dome of dense interwoven thorns and branches has appeared, completely surrounding the village. A few villagers can be seen attempting to hack away at it with little success.
- One house has been completely overgrown by a spidery looking plant, multiple legs coming down each outside wall of the building. The plant appears to be constricting and slowly crushing the house. The owner is outside hacking away at the roots with an axe while onlookers seem too shocked and confused to react.
- Goddaft can be seen running towards his house with 2 villagers in tow. Lastus, Goddaft's grandson has been infested by a plant creature and his body is green tinted and covered in thorny protrusions which appear to have grown under his skin.

#### WHEN YOU AWAKE

You find the village in turmoil as a range of disasters seem to struck unexpectedly.

- A house nearby The Greedy Goat Inn is being crushed by a plant creature with spidery legs squeezing the walls inwards. you can see a middle aged man hacking away at it with an axe.
- Goddaft is running through the center of the village towards his home looking worried, followed closely by a man and a woman.
- The last thing you notice, and amidst all the chaos you almost miss it... there is a new dome wall around the village that wasn't there the night before. It looks like it's made out of overgrown shrubs and vines.

#### PLAYER OPTIONS

- If the party does anything other than help the man who's house is being crushed, his house will be destroyed along with most of his belongings. If they players help the man first, use the Stranglethorn stats at the end of this document.

- If the party follows Goddaft they will find his grandson Lastus unconscious and entangled in a thorny vines which are growing out of and into his skin at various points on his body. The man and woman who were following Goddaft are the village healers, they have no idea what this is or how to help the boy. Any attempt to help the boy will cause him visible pain. It's almost as though the plant draws life from him. Feel free to be brutally descriptive with this. Goddaft begs the party to quickly seek the help of Ilgren the hermit who lives on the border of Arcroot and Sagewood. She is the only one who might be able to help Lastus!
- If the party investigates the dome they will discover that if part of the wall is chopped down, it re-grows. The man who was previously attempting to cut through the vines tells them "its no use. There's no way through these cursed plants". Players will take 1 piercing damage each time they attack the wall with a melee attack as thorns tear at their arms.

#### THE VILLAGE GATHERS

Regardless of which path the players choose. after a while, the village will congregate near them and discuss what course of action should be taken next.

One man in the crowd shouts out, "We have to burn the plant wall!" Another person yells in response "Don't be ridiculous Richard! it's too close to the houses."

Soon after that, various villagers mention there are other injured people in the town and they need help quickly. Goddaft arrives with a worried look on his face and suggests that they work together to cut a path through the dome to send the party through to find help.

#### OTHER OUTCOMES

If the party decides to try and help the villagers themselves, they may successfully assist the villagers in a few situations. Before too long, however, it should become clear to them that the situation is worsening still, despite their efforts. Their best chance of helping the village is to try to go through the plant wall and seek out Ilgren the hermit.



# ESCAPE FROM NEWTWATER

Inevitably, the party will come to the conclusion that they must escape through the plant dome in order to continue. Goddaft tells the players that if they do not take Lastus to Ilgren he will likely die before they return.

The party will have to convince the village to help them by gathering enough people to chop through (and take damage in the process) the dome and continuously maintain a pathway for the party to get to the other side (also whilst taking damage from the plant dome). This should be presented as a difficult task, yet their only way forward.

## DIFFICULT DECISIONS

While the party and village struggle to cut through the dense plant dome, one of the villagers will mention that they only way they are getting through this dome is if the village's best lumberjack **Lletia Bronzebeard** were here. After brief discussion the party is directed to her house on the edge of the village.

### LLETIAS' HOUSE

Is not far from the plant wall. When you arrive you can see a stout, muscular woman hacking away with ease at what looks like the splintered remains of a tree creature attached to the side of her house.

As you approach she glances back at you with a stoic look on her face.

### LLETIA BRONZEBEARD

Lletia lives a solitary life. She doesn't care much for the village, she only lives here because her father (long since passed away) used to live here and it's all she knows.

She will only agree to aid the players in getting through the dome if they can offer her something in return. She's not really concerned about the village, but she is annoyed by the plants damaging her home. She will assist the players if they can offer one of the following:

- Agree to destroy the growing evil inside Arcroot forest before any other task once you breach the dome.
- Give her a valuable item (any one item over 150gp value).
- Successful flattery check (Persuasion DC 16) as she is tough on the outside but is unexpectedly susceptible to flattery.

## BREACHING THE DOME

Once the players have recruited the help of Lletia they can begin to carve a path in the dome. As they clear a few segments of dome, previously cut segments will re-grow behind them. Only the party and 2 other NPCs will be able to make it through. If the party attempts to bring more than 2 NPCs through with them, the excess NPCs will be swallowed up (and might be killed) by the closing plant dome as the rest of the group make it through to the other side.

The expectation is that the players will bring through Lletia and either Lastus or Altap, however they may attempt to bring anyone they wish with them.

### PLANT DOME

This dome is living, and magical in nature, but a creature stat block didn't really work for this situation, so use these guidelines as something similar.

- The dome is 30 ft. thick, but the players don't know this until they reach the other side.
- Every 5 ft. segment of dome wall has AC 10 and 8 hitpoints, and is **immune** to piercing and psychic damage and **vulnerable** to fire and slashing damage. It has no actions or attacks.
- Each time a player successfully hits the dome with a melee attack, they will take 1 piercing damage.
- Segments of the dome close (re-grow) behind them when the space becomes unoccupied for 1 round. (you can adjust this mechanism if you need to).

The plant dome as well as most of the other dangers in the village can be successfully combated when Ilgren arrives, however these attacks will continue until Skala is dealt with. Try to make it clear to the players that A) Skala is the root cause. and B) Ilgren is the only one who can hold back Skalas forces and heal the villagers.

# PART 3

## Arcroot

### THE HERMIT

If the players travel to **Hermit's Glade** to see Ilgren, the closer they get, they will pass by more strange and unnatural occurrences. You can roll from this table to determine what they come across... or just do all of them!

**d8** **Oddity**

- 1 A small bird skewered by thin tree branches and dehydrated.
- 2 A "snakeskin" carefully sheathed around a tree root. Closer inspection reveals the root most likely grew through a whole snake, end to end.
- 3 A pig "grafted" by its side to a tree, it has green skin with viny veins visible under the skin.
- 4 A huge sequoia tree oozing with black sap.
- 5 A bloodied, three legged black cat in a distant tree, which disappears when they get closer.
- 6 Crumbled remnants of a small, ancient stone building covered in moss.
- 7 A tree in someones peripherals walks 5 feet and then stops.
- 8 A motionless human hand reaching out of a tree trunk

### HERMIT'S GLADE

As the players approach Ilgren's cabin, be sure to express the beauty of the glade around it.

#### A CLEARING

As the forest ahead of you gives way to a shimmering sunny glade of tall grass and mossy stones, you see a dazzling variety of flowers and bumblebees and a modest sized stone and wood cabin in the center of the clearing.

The evil of the surrounding forests seem to abruptly cease at the edges of the glade and the air smells immediately fresh.

You can see woodland critters frolicking on the edges of the clearing and a woman in her later years harvesting a pumpkin from a wild looking patch beside the cabin.

### ILGREN WILDSHINE

The old woman is Ilgren. She lives a self sufficient life in her beautiful glade, tending to the flora and fauna of the land, visiting Newtwater only for special occasions such as the harvest festival.

- Ilgren lives in solitude because she prefers the company of plants and animals over people. She loves people too but they tend to annoy her if they stick around too long.
- She has been tracking the presence of evil in Arcroot forest, she is well aware of the corrupt druidess.
- She spends a great deal of her energy, holding back the dark forces attempting to cross into her glade with the use of magic and her extensive knowledge of plants and animals.

#### ILGREN'S AID

While she has many talents and skills, her priority is to head back to the village ASAP to help them ward off the plant attacks. Here are some services she can offer (depending on how badly the party needs it) just before she departs:

- Bless swords and arrows to deal +1 damage against evil aligned creatures OR grant all party members +1 AC (but not both) for 3 hours.
- Give them 10 - 20 Goodberries
- Give the location of Skala and describe what they will be up against.

#### ILGREN ADVISES

"Skala resides near the roots of a towering red and black Sequoia tree at the heart of Arcroot. Getting there will be difficult, the trees have been twisted by her will and even the forest floor writhes and rises up in defiance of any who enter. She has many spies in the dark forest and they *will* protect her."

Ilgren reaches out and places her hand over the boy's heart, and then requests that you place him gently on a soft patch of grass in front of her house. She tells you that the boy will be okay in time.

She then tells you to make haste into Arcroot, and should you live, she will see you back in Newtwater.



# THE DARK FOREST

## THE FRINGES OF ARCROOT

The next few read aloud blocks are for your convenience, but feel free to embellish or alter them to suit your group. You can also use the **Oddity table** (from the previous page) to represent strange and creepy things that would happen in Arcroot

### APPROACHING ARCROOT

You see mist rolling out from the fringes of the forest, like milk over the rim of an overflowing bowl, and the stench of mildew fills the air. Do you dare enter?

It takes an hour to get near the forest center as the ground is covered with bulging tree roots, rocks and mud holes. As the party approaches they will be ambushed by **10 Twig Blights** previously indistinguishable from rotting shrubs.

### NOT CHALLENGING ENOUGH?

If your group is a higher level or you want more of a challenge for them, consider adding a few more Twig Blights, or 1 to 2 **Needle Blights**.

### AT THE HEART

Of the forest, you feel the air become damp and thick, the ground around you is muddy and littered with foul smelling fungi.

Ahead of you stands an enormously tall Sequoia tree with unhealthy looking patches of black across its trunk. Its roots arc high above the ground creating rotting wooden archways. Among the branches you can see a 3 legged gray wildcat watching you.

If the players approach the tree immediately, Skala will leap down from a hidden position (nearby the tree) and the tree will animate and become an **Awakened Tree**. Skala will yell her destructive intentions for the village, ideally before the players engage her. If they engage before she can finish, she will simply continue talking while she fights. Otherwise read aloud the following as they cautiously approach:

### A MENACING VOICE

Sounds from above, echoing and resounding in all directions.

"You *Dare* to enter my domain? You will make a fine feast for the forest. And when i'm done with you, that foul abomination of a village will crumble to dust. Just as the *mighty* Talmara did long ago! Your presence is a *stain* on this land. You will be absorbed."

And as the voice fades, the great tree before you begins to move.

## THE FIGHT

### STRATEGY

These basic strategies are intended to be guidelines only.

### AWAKENED TREE

The Awakened Sequoia will stay near to Skala but not right next to her as it has reach of 10 ft. It will attack whoever is attacking Skala, or else whoever is nearest to her. It's goals are protect Skala and kill everything else.

If the Awakened Sequoia critically hits or reduces a creature to 0 hitpoints, as a bonus action, have it slam (no damage) the creature to the ground and drink its blood (thematically not mechanically) for dramatic effect.

### SKALA

Skala's goal is to kill the players. She will stand near enough to the Awakened Tree that if a creature attacks her, the Awakened Tree can attack that creature. At the first chance she gets, she will use **Fog Cloud** on the largest cluster of PCs to disorient them. Then Skala will use **Thorn Whip** to draw players to her (hopefully close enough for the Awakened Tree to also attack it), and use **Primal Savagery** in melee combat.

She can also use **Thunderwave** or **Earth Tremor** if she or the Awakened tree are in danger of becoming surrounded.

### NOT CHALLENGING ENOUGH?

This is the final encounter of the module. If the encounter looks like it's going to be over too quickly, you can give Skala more spell slots, or the Cure Wounds spell.

Additionally, you could adjust the Awakened Tree's **Slam** attack to heal 1 - 5 hitpoints when it hits, and describe it as "feeding off the life force" of the PC it attacks.

Introducing Vine Blights here could also add a higher thematically correct challenge to this encounter.

## POST COMBAT

Both Skala and the Awakened Tree are tied to this place, and unless Skala destroys the town, she will not leave the area, and as such will fight to the death.

### REWARDS

- Skala wears a **non metal Chain Shirt** made out of incredibly tough woven plant fiber and leather.
- She also wears a **magical diadem** carved out of a deep red coloured wood, which holds an emerald. It will have to be peeled off her forehead as it appears to have grown tiny roots into her scalp.

### ITEM DESCRIPTIONS AT THE END OF THE DOCUMENT.

# CONCLUSION

## ARCROOT

- The forest begins to heal, but will take many years to recover from this blight.
- The 3 legged wildcat companion of Skala will follow the PCs from a short distance, and hopes to befriend (become a companion of) one of the players.

## NEWTWATER

- When the players return to the village they will find Ilgren has destroyed a huge chunk of plant wall, and the rest of it still stands, but is receding.
- If Lastus was brought to Ilgren, then Goddaft and Lastus will both run to greet and thank the players with hugs.
- Altap will characteristically rustle the shortest PCs hair joyfully and also thank them.
- After congratulations, Goddaft will present the PCs with 300 gp (more or less, at the DMs discretion) which every villager chipped in for, and invite them to join in the Harvest Festival which will begin tomorrow. The villagers will throw a huge feast in their honour. If the PCs decline the offer of money, they may be titled Folk Heroes or given a heroic name for their group, and can find free lodging anywhere in the region.

## ILGREN

- Ilgren will also thank the players for helping rid the world of Skala's evil and describes how she can sense the healing has already begun, and animals will start to return to the forest.
- Just as the PCs are about to leave the village, she will rush to them and present them with some special provisions that she specially made for their next adventure, and maybe some healing potions, super good rations, special clothing of some kind. It's up to you DM.



# CREATURE STATS

## SKALA

Medium elf, lawful evil

**Armor Class** 15

**Hit Points** 32

**Speed** 30 ft

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	13(+1)	12(+1)	16(+3)	11(+0)

**Skills** Medicine +5, Nature +4, Perception +5

**Senses** Passive perception 15

**Languages** Druidic, Primordial, Common

**Challenge** 2 (450 XP)

**Spellcasting.** Skala is a 2nd-level spellcaster. Her spellcasting ability is wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *druidcraft*, *thorn whip*, *primal savagery*

1st level (4 slots): *entangle*, *earth tremor*, *thunderwave*, *fog cloud*

### Actions

**Spell attacks.** *Primal savagery*: +5 to hit, range 5 ft, one target. *Hit* 5 (1d10) Acid.

*Thorn whip*: +5 to hit, range 30 ft, one target. *Hit* 3 (1d6) piercing and pulls the target 10 ft towards Skala.

## STRANGLETHORN

Large plant, neutral evil

**Armor Class** 12

**Hit Points** 25

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (0)	8 (-1)	8 (-1)	10 (0)	9 (-1)

**Saving Throws** Str +2

**Damage Vulnerabilities** fire

**Languages** none

**Challenge** 1 (200 XP)

### Actions

**Entangle** *Melee attack*: +2 to hit, reach 10 ft. one target. *Hit*: 1d6 +1 bludgeoning. On a hit the target must make a dexterity saving throw (DC 11) or become grappled. The grappled creature can attempt to break free of the grapple at the beginning of each of its turns with a strength check (DC 11). The grappled creature takes an additional 1d6 bludgeoning damage at the end of each of its turns. The stranglethorn can't attack any other creature while it is grappling a creature.

**Disarm (Reaction).** *Melee Attack*: +2 to hit, reach 10 ft. 1d4 bludgeoning. If a creature makes a melee attack on a stranglethorn and misses, the stranglethorn can attempt to disarm the creature. To do so, the stranglethorn makes an attack against the creature. If the attack hits, the creature is disarmed and the weapon is thrown up to 10 feet in any direction.

## MORE CREATURE STATS

- **AWAKENED TREE (BASIC RULES, PG. 117)**
- **TWIG BLIGHT (MONSTER MANUAL PG. 32)**
- **NEEDLE BLIGHT (MONSTER MANUAL PG. 32)**

These creatures can also be found at [D&D Beyond](#)

# ITEMS

## DIADEM OF CULTIVATION

*Wondrous item, rare (requires attunement)*

This diadem is elegantly carved from redwood and set with a small emerald at the front. While wearing this diadem you gain the following benefits

- You can cast the *druidcraft* cantrip at will
- Once per day you can cast *speak with plants*

**Curse.** This diadem is cursed, a fact that is **not** revealed even when an *identify* spell is cast. If the wearer stays attuned to it for 1 week, it will grow tiny roots into their scalp which they will only notice if they attempt to remove it. After 2 weeks of attunement the diadem makes them hyper-protective of plants to the point of questioning their allies if they cause minor harm to any kind of fauna. After 3 weeks of attunement the bearer is prone to turning against allies in aid of any plant creature they come across. The attuned player must make a wisdom saving throw DC 18 or consider themselves aligned with all plant creatures encountered and angered towards any who attack them, until all plant creatures in a 60 ft. radius are defeated.

A *remove curse* spell will permanently disable the curse, and may even reveal a clue as to where the curse originated.

## PLANT FIBRE CHAIN MAIL

*Armor (chain shirt)*

This non magical chain mail shirt is masterfully crafted from woven extra strong plant fibers and hardened leather. Druids who normally can't wear chain shirts as its usually metal can quite comfortably wear this chain shirt. The fibers in this special armor will stretch and adjust to fit small, medium or large creatures.



# CREDITS

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## EXTRA CREDITS

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## ABOUT THE AUTHOR

Elric Milton is an Australian game designer, author and RPG writer living in Sydney.

Elric has spent a great deal of his life traveling the world and exploring historic landmarks, natural phenomena and cultural extremities. He uses these as inspiration for writing and other creative projects.

When he's not writing or designing, Elric spends his spare time delving into books and games with high narative value.

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