

LOST AND FOUND

A LOST GRUNG, AN ANGRY FOREST, AND A FRONTIER TOWN



LOST AND FOUND



Lost and Found is a Dungeons and Dragons 5th Edition adventure built with new GMs and players in mind. While it is recommended that you prospective GMs out there read the adventure in full before running, the encounters are laid out in such a way that the most important information for running the adventure can be gleaned by skimming the bullet points. As such, this adventure is also perfect for those GMs who might have the same game-prep procrastination bug that plagues me. At the very least, this adventure should offer four hours of gameplay and time for you to procrastinate, I mean, prep, your next game. Happy GMing!

RUNNING THIS ADVENTURE

This adventure for Dungeons and Dragons 5th Edition is suitable for four to six players using 1st level characters. The adventure requires little to no prep or background to run, and can easily slot into any campaign setting. At the conclusion of the adventure, the player characters should attain 2nd level. You can use this adventure to kickstart an entire campaign, and there are a few ideas at the end of the adventure as to how you might continue it, or you can simply use this as a standalone one shot adventure.

At the average table, this adventure should take roughly 1-2 four hour play sessions to complete, but may take longer or shorter depending on the size and style of your table. Regardless of length, the encounters in this adventure are meant to hit on all three main pillars of D&D, giving new players a guided introduction through each major element of the game.

ADVENTURE SUMMARY

The lumber village of Greenflower sits against the expanse of the Lilygrove Wood, an untamed frontier teeming with beautiful sights and horrific dangers. On the morning after a thunderous storm sweeps through the village, disrupting livestock and even sending a tree crashing through a farmhouse, a young green grung wanders into town asking for help. Speaking in broken common, the grung introduces himself as Arlo, a young forager who was separated from his family during the storm and needs help making his way safely home.

As the party escorts him through the wilderness, they see the aftermath of the destruction that last night's storm wrecked on the forest. They are given the options to help a baby red pseudodragon separated from his mother, to help a Bling Dog fend off ravenous woodland beasts, and to either destroy or make diplomatic relations with the Dryad that is responsible for the recent storm.

As Arlo leads the party through the woods, they encounter hostile creatures which are discovered to be the minions of Mother Lyria, a dryad who resents the lumbering activities of Greenflower for destroying her home. At the climax of the adventure, the party meets with Lyria herself. The encounter may turn into a dangerous boss battle, or become the start of diplomatic relations between Greenflower and Lilygrove Wood.

The adventure concludes with the party returning Arlo to his family, and being gifted a sizable reward. While the adventure ends here, depending on the parties choices, they are a variety of paths the epilogue could take, including spawning whole new adventures for the party.

READING BOXED TEXT

Instead of reading boxed text verbatim, instead use it as a flavor guide for the adventure. Between encounters, or whenever you deem appropriate, use the descriptions given as inspiration for one or two specific details. Your players will fill in the rest of the forest with their vivid imaginations given a few specific details.

LILYGROVE WOOD

Lilygrove Wood encompasses a densely forested area dotted with small glades and bodies of water, broken up by streams and thin corridors of grassland and marshes. Altogether, the dense forest makes a haven for fearsome wolves, bears, mountain lions, and their fantastical counterparts, dire wolves, owlbears, and manticores. But wandering the trails, travelers can still spy hopping dens of bunnies, white-tailed deer, and even red or gray foxes. The forest is a full and robust ecosystem, with the game trails being the safest parts of the wood.

Lilies are common along the trails, according to the forest's namesake. Silvery elms and drooping willows make up large swathes of this deciduous forest. Along the edges, once great growths of pine trees have been largely cut down for timber. The western edges of the forest are now a maze of dead branches and stumps, the wildlife that once lived there either relocated or extinguished. But in the heart of the wilderness travelers can hear sweet birdsong intermixed with the rushing creeks that feed into the central marsh land. There, the buzzing of mosquitos takes over and the smell of sulfur permeates the air as tall spires of steam can be seen drifting over the tallest trees.

STARTING THE ADVENTURE

Greenflower is the typical farming village, with an emphasis on their lumber economy for purposes of trade and expanding the population. The village is run by a small council of humans and halflings. The party may be in town for any reason you deem fit for your setting. However, one option is to tell the party that Greenflower is known for having a hostile relationship with the forest it gathers its resources from. Farmers and merchants often hire adventurers to defend caravans or track down raiders.

The adventure begins on the morning of a massive storm, one that shook the Huckleberry Inn to its foundation and woke any denizens. A loud crash early in the morning signaled the felling of a tree, which fortunately left no casualties, even as it destroyed the roof of a farmhouse. Surveying the damage in the morning light, the party can see dead tree branches littering the ground, the roads turned into a sludge of mud and rock. Against the edge of the forest, a solitary green figure begins to approach.

- The village folk are immediately anxious about the presence of Arlo, given their hostility with the forest denizens.
- **Caulkin**, an elderly man who serves on the village council, will ask the party to take care of Arlo, and is willing to pay them a sum of **10 gp**. His explanation is that while he doesn't want any trouble, the townsfolk are on edge after the storm and things could get ugly if the grung sticks around.
- Arlo himself will promise that his family has some savings, including an ancient sword they'd found in the woods, which he would be more than happy to pay for safe escort back to his den.
- Once the party agrees to the task, Arlo will want to set out at once. He will lead the party to a nearby trail at the edge of the wood. This would be a good time to describe some of the clearcutting done by Greenflower lumberjacks.

A. A FALLEN DRAGON

On the trail ahead, a baby red pseudodragon struggles to climb the trunk of a silvery elm tree. Far above, a large nest of dead grass, ivy, and clay is built within the crook of two broad branches. The pseudodragon's stunted wings flap ineffectively against the breeze that rustles the branches of the tree. It seems to be visibly distressed and you can see deep scores in the trunk where its claws have dug into the wood.

- The baby red pseudodragon is a **Pseudodragon (MM 254)** but with no fly speed and with its attacks modified to do 1 damage.
- The pseudodragon has fallen out of his nest while his mother is away collecting food. He is visibly distressed and sending strong telepathic signals of fear and hunger to creatures around him.
- Any character with proficiency in **Nature** know that this pseudodragon is too young to be self-sufficient, and must still be cared for by its mother. Any character with proficiency in **Survival** knows that a creature this young is prime prey for woodland predators on the forest floor, especially without his wings being fully developed.
- The red pseudo dragon is fearful and won't readily be touched or approached. A character must make a **DC 12 Wisdom (Animal Handling) Check** in order to calm the dragon. Grant advantage if the character offers the dragon food or comes up with another clever plan to help calm the creature. If a character tries to touch the dragon without picking it up, the creature will respond by biting the character.
- The nest is 30 ft above the forest floor. Climbing the tree requires a successful **DC 15 Strength (Athletics) Check**. Grant advantage if the party utilizes, rope, a grappling hook, or have similar tools to aid them.
- If the party helps the pseudodragon to a safe place, they earn **50 XP**.

B. THE FOREST AWAKENS

The path winds into thicker forest, darkening the area as the treetops obscure the sunlight such that only thin strips reach the woodland floor. As the trail suddenly takes a sharp curve, the path is blocked by a small humanoid dripping with fungus and mold. The creature holds a small sling and begins whirling it with a rotting hand. The creature shouts in a scratchy croak, "Mother Lyria has decreed that your invasions end here!"

- **1x Vegepygmy (VGtM 196)** stands on the road 30 ft away. **2x Twig Blights (MM 32)** hide on either side of the road, coming to aid the Vegepygmy when the party passes them.
- The players should roll for initiative after the Vegepygmy shouts.
- Upon defeating the creatures, the party earns **50 XP**.
- The Vegepygmy holds a small purse of **87 cp** and **47 sp**. He also wears a **Ring of Water Walking** and **Lyria's Note**.

LYRIA'S NOTE

My children,

Patrol the trails this day. No one from the town must interrupt my ritual. If last night's storm wasn't enough to stop their mad destruction, tonight will surely bring an end to their violence.

Keep the forest safe. They will all pay for the suffering they have caused us. Do not stop to talk. They only speak lies.

C. QUICKSAND!

The forest turns into swampland as the sun reaches its zenith. The lands ahead resemble a wasteland of steaming pools and warm marshes. The buzzing of insects is ever present as the trek continues onward.

- The marshes are scattered with pools of quicksand. Arlo has never had to deal with them as his webbed feet allow him to walk over the hazard.
- Anyone wearing the **Ring of Water Walking** can walk over the quicksand with ease.
- The pools of quicksand are **10 ft by 10 ft** and will sink any character besides Arlo within **1d4 + 1** rounds. Once a character is sunk, they begin suffocating and take **1d6 bludgeoning damage** per round. It takes a **DC 15 Strength (Athletics) Check** to successfully pull a character out of the sands. Grant advantage if multiple people work together or if the party comes up with tools or a plan you deem helpful.
- There are three pools of quicksand on the party's trail, of progressive difficulty with which to spot. A character may spot the first with **DC 10 Passive Perception**, the second with **DC 12** and the third with **DC 15**. If they go off trail, the pools become harder to spot, at **DC 18**.
- If the party fails to see a pool of quicksand, the character at the front of the party becomes stuck and begins sinking.
- Don't roll for initiative when a character becomes stuck. Instead, ask every character what they are doing, and resolve each action simultaneously. Each time every character takes an action, count off a round.
- The party earns **50 XP** if they make it past the quicksand safely.

D. HAZARDOUS TERRAIN

At the edge of the swamp, a steaming pool of heated mud lies along the trail, a small bush fire is smoldering near her, the area around it scorched black. As the party passes, two mephits rise out of a den at the edge of the pool, snarling at the party.

- As soon as the party sees the mephits, have the party roll for initiative.
- The mephits consist of **1x Mud Mephit** and **1x Smoke Mephit**.
- The smoldering fire represents hazardous terrain that will burn any characters within 5 ft for 1d6 fire damage.
- If the party investigates the small den the mephits emerged from, they will find a dead dwarves adventurer, carrying a **hand axe, 5 days of rations, 127 cp, 51 sp, and 3 gp**. Also within the den are a **Potion of Climbing**, a **Potion of Healing**, and a **polished moonstone worth 50 gp**.
- Defeating the mephits grants the party **50 XP**.

E. A CORNERED MUTT

The swamp fades back to solid ground and open plains. Fields of tall green grass show little signs of the storm the night before, save for a stray branch blown windward from the surrounding forests. Up ahead, at the edge of the glade, a wounded dog fends off a murder of crows and a pair of wolves which are steadily advancing on the poor creature. The dog is barking and fending them off admirably, but seems to be on the edge of exhaustion.

- If the party chooses to help the **1x Blink Dog**, have them roll initiative against the **1x Swarm of Ravens** and the **2x Wolves**.
- The Blink Dog will help the party in combat but is missing ten hit points and is currently unable to use its teleport ability.
- The ravens and wolves are scrawny, starved, and scared from the night before, only looking for an easy meal and will individually flee if any of them reach half of their total hit points.
- If the party heals the Blink Dog, it will regain its teleporting ability and can even be persuaded to travel with the party if any of the characters speak Sylvan. In addition, the Blink Dog will show the party to a nearby buried adventurer's cache in gratitude. The half buried pack contains a **Potion of Superior Healing**, a Jar of Saffron worth **15 gp, 332 cp, 494 sp, and 9 gp**.
- Anyone with a proficiency in **Nature** know that the Blink Dog is a very intelligent and general good aligned creature.
- If the party rescues the Blink Dog from the wolves and ravens, the party earns **50 XP**.

F. LYRIA, MOTHER OF THE FOREST

Arlo assures that his den lies just in the next patch of forest, as he leads the journey off trail completely and into the densest thicket of woods yet. Travel is slow going before the woods open up to a small glade, where a humanoid surrounded by whirling ribbons of spring leaves kneels by the pool, preparing some ritual. She stands, looking up but not smiling. "Stay back. What will it take to keep your kind away from the natural order of things?"

- Lyria is a Dryad with **2x Twig Blights** hiding nearby.
- She will not attack immediately, only if the party angers her or tries to approach her. Only have the party roll for initiative if she angers or the party attacks.
- Lyria wants to preserve the natural order of the forest and resents the clear cutting by the town of Greenflower, which cut down her home. She magically summoned the previous night's storm in an attempt to drive the denizens of the town away.

- Lyria believes that the town's activity near and by the forest is destructive, and through her bitterness has become willing to resort to equally destructive measures. She is currently in the process of planning an even more destructive storm for that night, that will hopefully destroy the village.
- If the party attempts to negotiate with Lyria, she will listen, but her patience is thin and she will not tolerate insolence.
- Lyria's concerns are twofold. First, she believes that her methods of inducing destructive storms have been successful in protecting the forest. Second, she believes that she is too far gone into her destructive tendencies for anyone (namely the leaders of Greenflower) to want to negotiate with her. The party will need to address both of these concerns in order to stop widespread destruction in Greenflower and get safely home.
- A character makes an argument against either of these points they can make a **DC 15 Charisma (Persuasion) Check** to convince Lyria otherwise. If they use specific examples from their adventure so far to back up their argument, such as the displacement of the baby pseudodragon, grant the characters advantage on the check. Lyria will need both concerns addressed before she backs down.
- If the party fail on three Charisma checks, Lyria grows frustrated with the party and attacks.
- If the party either destroys Lyria or persuades her to stand down. They gain **75 XP**.
- Lyria has the following treasure on her person: **A carved necklace of polished darkwood beads (worth 25 gp)**, and a pouch containing **76 cp, 33 sp, and 22 gp**.

G. REUNION

Arlo sprints forwards as he leads the party out of the glade. He cries out in unintelligible squeaks mixed with broken common, calling out for his parents. He stops in front of a darkened cave entrance, concealed by two overhanging willow trees. His posture slumps as he calls out one more time into the hollow. A beat, and then a voice cries back. Three green grung leap out of the recesses of the cave, jumping up and down, laughing and crying, hugging Arlo.

- Arlo will introduce the party one by one when he gets a chance to breathe. Then he will introduce his family.
- His family consists of: his father, a chubby grung with squinty eyes and a jokey demeanor, his mother, a tall grung with big eyes who constantly wrings her hands with nerves, and his sister, a small grung who can barely walk and whose vocabulary consists of words like "wow," "stop," and "squirrel."
- The family will insist on paying the party a sum of 25 sp for their troubles, as well as their ancient Longsword of Warning, and will invite the party to stay for a meal of warm stew.
- Arlo will eventually say his goodbyes, thanking the party, and asking them to come to him again if they ever need a guide in the forest.
- The party earns **25 XP** for returning Arlo safely to his family.

CONCLUDING THE ADVENTURE

The reunion of Arlo with his family is a perfectly fine place to end the adventure. However, if you wish to extend the adventure, or if the players particularly enjoyed their interaction with Lyria, you might detail their reception back at Greenflower. A whole new adventure might spawn out of the negotiations between

Greenflower's lumber economy and Lyria's championing of the forest ecology!

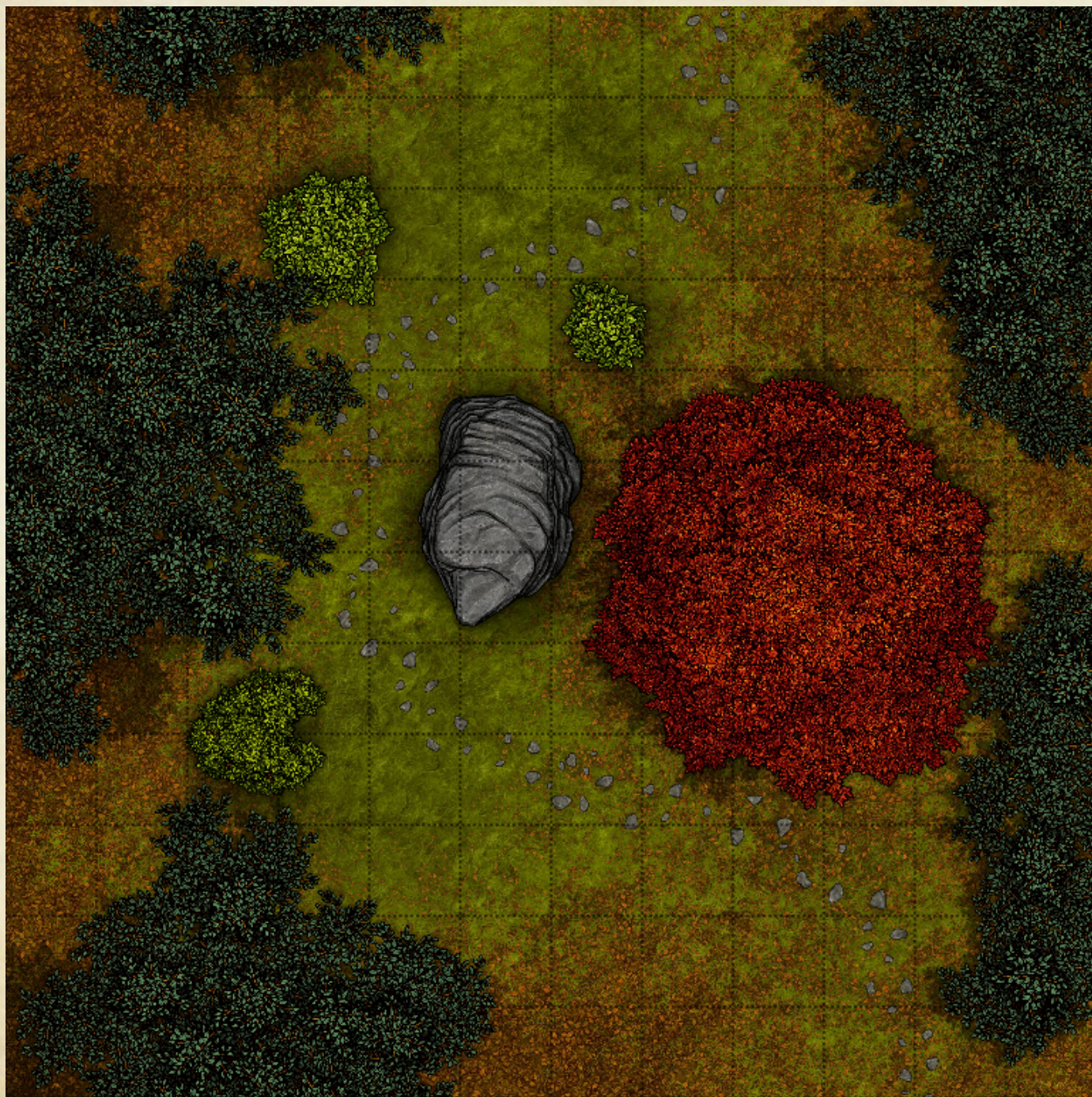
Regardless of where exactly you end the adventure or if you continue the story in some fashion, make sure to give the party plenty of reward and rest to end this chapter. Perhaps roleplaying Arlo's family dinner would be a good denouement for the adventure. Or, if your players are more treasure oriented, selling their goods back in town and totaling up their earned gold might be a more appropriate and satisfying ending.

Lastly, the end of the adventure is a good time to award XP to the party if you haven't done so already. If the adventure went well, they will be now be level 2. However, you may make the party return to Greenflower before they level up, at your discretion.

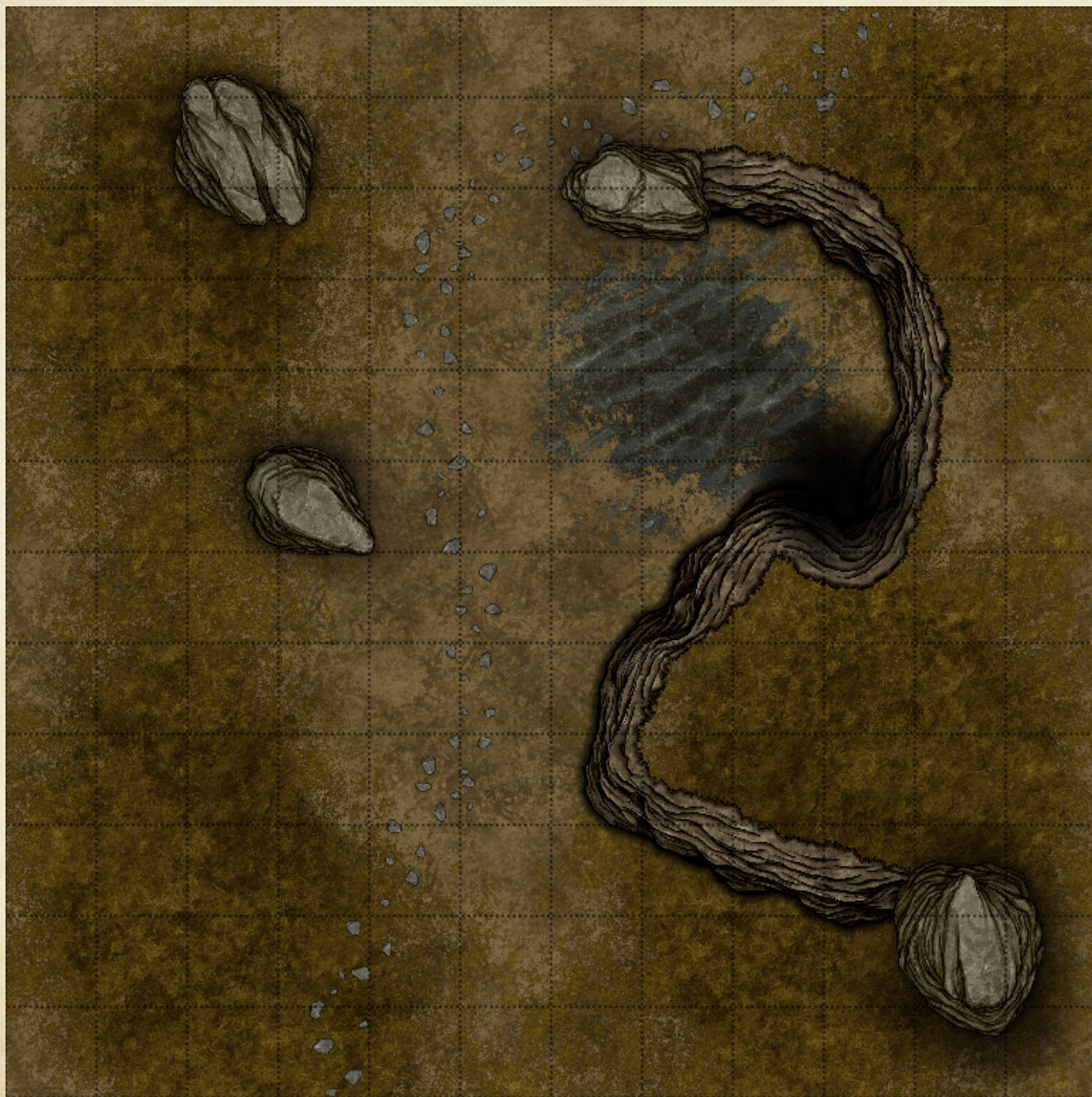
Thanks for running the adventure! Remember the most important thing is that you and your players had fun.



ENCOUNTER B



ENCOUNTER D



ENCOUNTER F

