

The Stones of Deepgrove

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Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 7 characters.

Despite their best efforts the last few adventures of the party were for naught. They had failed or had met a disappointing reward on the last few jobs. Their end goals were seeming to be drifting onwards to the realm of impossible as the means to attain their goals drifted further away.

However, that is before they heard of the Guildmaster of Varendeeep. The rumours around the taverns and mercenary groups is that he had a near impossible task. One that many had attempted and failed over the years. However the prize was a ring of wishing. With such an artefact anyone's dreams or goals were attainable.

Varendeeep

Entering Varendeeep



The party had made it to Varendeeep. A impressive walled city that was well guarded and fortified heavily for attacks and raids. This was crucial as the many years it had scraped out an existence at the frontier of civilisation were trying. In fact its progress is rumoured to be the causation of a single man, Olsen Atraven.

The party had come here as they had heard word of the Guild of Varendeeep offering items of power in exchange for jobs. However the promise of wealth and power always came at a price and many were not up to the tasks that were asked of them for the items that they desired.

But despite the jobs being difficult some of the artefacts that were promised in exchange of these jobs made even the most cowardly and timid of adventurers consider the offer. It was one such offer that drew the party to Varendeeep this time. Like most guilds they had a guild hall and Varendeeep's guild hall was large and splendid. To enquire about such a quest that the guild had to offer one had only to ask at the guilds counter and they would be looked after.

NPC's:

- Assorted

Encounter: Social / Exploration

Creature: N/A

Map - N/A

The party are free to explore Varendeeep but the next scene of the adventure comes when they seek out the Guildmaster of Varendeeep.

The Guildmaster

NPC's:

- Olsen Altraven

Encounter: Social with Olsen

Creature: Olsen

Map - N/A

"We are here to enquire about the job that rewards the ring of wishes." the party member spoke confidently. A slight hush descended across the guild hall as the receptionist looked through a book before handing them a written letter. "Take this to Dern. He should be at the guild feasting hall for his third drink by now." she said, a hint of either pity or annoyance in her voice.

After being shown the way to the feasting hall they were directed to a man sitting at a table with a few well armoured mercenaries. As they approached the two mercenaries left, ordering a round of drinks for the table as they left.

"I take it ye are here for my ring?" Dern said, his head covered in a hood. "Not just anyone can do it.

Tell me about yourselves. What have you accomplished heh?"

A short while later. "Hmm. Maybe you are what I have waited for. I need a strong set of limbs to get something for me. Flowers from the Stone Garden deep within Deepgrove Forest. It won't be easy and those who have gone before never return. But it's the price I have put on the ring so if you want it. I'm guessing you best meet with the Guildmaster of Varendeep to finalise the contract." he said as he stood slowly and removed his hood revealing a very different face.

The guildmaster of Varendeep
"I am Guildmaster Olsen Atraven. Apologies for deceiving you, I need to be sure that those who request this job are up to it. I think you have what it takes," he paused for a moment, "well as much as any of those who came before you. Now, If you are willing and successful in this endeavour you will have my wing of wishes. It has two wishes left, both of which I can attest personally that they remain intact and ready for those who wish to use them." he paused to drink. "Now are you the adventurers who I have waited for all these years?"

The Forest

Deepgrove Forest



The job was quite simple when the city of Drell reached out to the party. If they can return the flowers that grow in the stone garden deep within

Deepgrove Forest they will be rewarded. Now the reward was quite the pretty thing.

But as the party cursed their luck for agreeing to this endeavour they remembered the prize. A wing of wishes with two wishes remaining. The sheer potential of this reward was enough to send many adventurers into the woods and the remains of some had already been found. However the woods were deep and despite having a map, a transcribed one from an original, they had managed to get turned around a few times now.

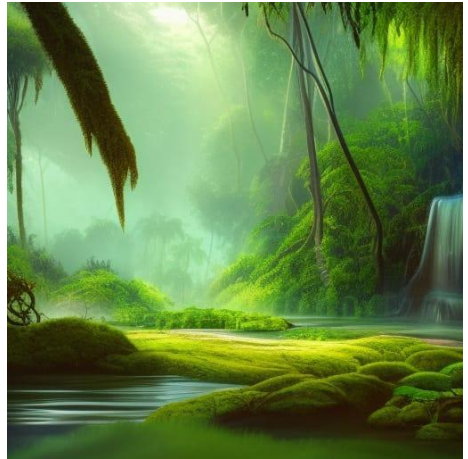
NPC's:

-N/A

Encounter: Ambush by the waters edge

Creature: 7x Lizardfolk, 2x Lizardfolk Brute

Map - N/A



The low waterfall created a rich, aerated water that was refreshing and pure. As the party filled their canteens and quenched their thirst they noticed the currents in this part of the river must be flowing from the waterfall stronger.

A few large swaths of lakeweed and debris were floating across the lake and some were even heading towards them.

However after a moment the party noticed the ones moving towards them were moving faster and more direct. As they stumbled back from the riverbank, scaled humanoid shapes rushed forward from the

lake, spears, crude clubs and shields fashioned from animal parts.

The Lizardfolk were a vicious and ferocious people and the party appeared to be on their menu.

The lizardfolk are fearsome warriors. Attacking from a range with Javelins before engaging in melee, these creatures fight for both survival and food. The Brute will wade into the front lines and use its bulk and strength to try and break the defences of the party. While the other Lizardfolk would harass and act like flankers for their larger cousin.

Rest and Respite



The party sat for a short rest, having encountered the creatures native to this forest earlier in the day they were exhausted. As they sat down at what looked like a perfect spot to set up camp an uneasy feeling began to set in.

A chill, a momentary drop in temperature or increase in wind caused the fire to splutter. Reaching for some nearby wood, a lucky break that the perfect logs for a fire would be in this sheltered area the adventurer's hand came back with something else. A long thin shaft of perfectly smooth stone. About five inches in diameter which looked like a smooth stone branch. However as they looked towards the smooth stone club-like figure another creature watched them back from the brush. One that looked onwards at what it saw in the firelight with hunger.

NPC's:

- N/A

Encounter: Cockatrice Attack!

Creature: # of creature 1

Map - 322SuTStODE

Nothing terrifying here - two cockatrices attack the party as they are beginning their rest.

This is to act like a red herring or allude to the perils of this forest if they are good at puzzles.

The Stone Garden



As the party pushed through a curtain of vines they stumbled into a hidden path ringed by stone

The party gazed upon only what could be described as the stone garden. Pillars of stone wove and tangled together like branches reaching for the sky. Smooth boulders littered the floor of the area and peaking between them at the base of a massive stone tree were the object of the party's search.

Still rattled from their encounter of the creatures from the other night by the camp they strode forward. Dozens of stone stalked flowers lay before them. Instead of leaves they had emerald and topaz gems in place of the organic structure. Golden thorns littered the stems and the flowers were sapphires, rubies and diamonds. These surely would be the flowers the guild master spoke of. But as they stepped towards the flowers the party stumbled on a smooth round object. Looking down

the face of a man frozen in terror greeted them. Realisations sunk in and all around they saw fragments of statues. In fact to be more honest they were petrified people.

NPC's:

- N/A

Encounter: Stone Garden Guardians!

Creature: 1 Basilisk, 1 Alpha Basilisk

Map - 322ThLaOTStFlGu

Crawling forward its many limbs moved its long body effortlessly over the uneven and rough ground. The scent of living creatures drew it closer to its target as it moved around the stone pillars and the remnants of previous meals. As it gazed upon its first target the saliva started to run down its maw as it began to build speed. Sprinting at the human it got ready to grapple with its claws and force the unwilling creature to meet its gaze.

The last thing they would hear would be cracking of their fellow humans flesh as the stone crumbled in the jaws of the keeper of the garden.

Attacking quicker the smaller basilisk maybe will be over zealous, or as the lore of the basilisk goes the older they get the more sluggish they become. Relying on ambushing their prey rather than running them down. However there is a very real risk of death with this encounter so the party best beware.

Upon Returning Olsen grabs the flowers and hands over a small pouch containing a ring with three stones. A pale, cracked ruby, A cracked ruby and A whole, perfect vibrant ruby.

He explains that he used the ring once to ensure that his daughter would outlast him - but the ring was cursed the wish was granted in the worst possible way - turning his daughter to stone. Only the Stone flowers could return her to normal.

He warns that he suspects one of the two remaining wishes would have a negative side effect but the one appears to be good.

Lore & NPCs

Olsen Atraven



No one has quite brought fame to Varendeep as Olsen Atraven. Olsen moved into the city of Varendeep and created a large mercenary guild that quickly amassed wealth, power and influence. With Olsen there is always a next step or a next stage of his plans and he is willing to reward people handsomely if they can further his agenda.

The party meet Varendeep as they are approached with an offer of a job by Olsen in disguise as a messenger. He likes to test adventurers to see if they would make a good addition to his guild, or, can be of use to him.

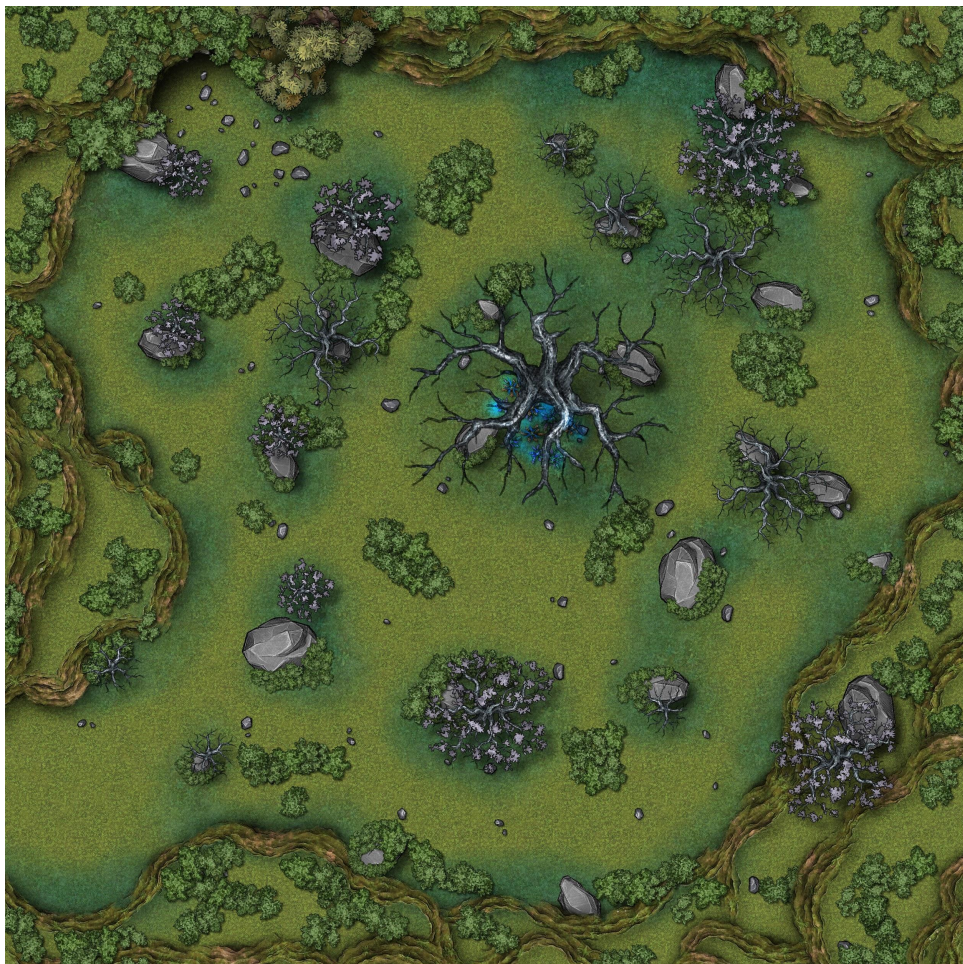
But despite his odd ways Olsen is a master strategist and has aided in the defence of Varendeep. Given its position it suffers many attacks and raids from the more bestial of races of the land. But Olsen and his guild have defended the city well. With his keen mind at the helm they rarely suffered a loss or casualty and the city grew.

Maps

322SuTStODe - [Inkarnate](#)



322ThLaOTStFIgu - **Inkarnate**



Large masses of bushes obstruct vision in this week's map. Stone boulders litter the area that provide cover for both the party and the creature(s) that stalk them. A few trees made of stone grow in this recession. At the base of the largest one stone flours that catch the light and reflect it against the stone trunk.

A cave is in the corner of the area. Chunks of skin-smooth stone litter the garden – evidence that a creature that petrifies prowls these parts of the forest.

The walls are tall here but those with the ability to climb up and out may find themselves at an advantage. Unless they want to hide. The walls are made of rocks and loose soil so the climb is prone to shifting earth.

Monsters

Adventure Encounters

These stat blocks relate directly to the progression of the adventure (and will likely be encountered in order of them laid out below).

Lizardfolk

LIZARDFOLK

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5
Senses passive Perception 13
Languages Draconic
Challenge 1/2 (100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Heavy Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spiked Shield. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Lizardfolk Brute

LIZARDFOLK BRUTE

Large humanoid (lizardfolk), neutral

Armor Class 16 (natural armor, shield)
Hit Points 60 (8d10 + 16)
Speed 35 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	15 (+2)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3, Stealth +3, Survival +5
Senses passive Perception 13
Languages Draconic
Challenge 2 (450 XP)

Hold Breath. The lizardfolk brute can hold its breath for 15 minutes.

Brutish Strike. A melee weapon deals 1d6 extra damage when the lizardfolk brute hits with it (included in the attack). Furthermore one extra die of its damage when it hits with a critical hit.

ACTIONS

Multiattack. The lizardfolk brute makes two melee attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) + 3 (1d6) piercing damage.

Heavy Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) + 3 (1d6) bludgeoning damage. If the target for this attack is a creature they must make a DC 13 strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. This attack also deals + 3 (1d6) additional piercing damage when used in melee.

Spiked Shield. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) + 3 (1d6) piercing damage.

Cockatrice

COCKATRICE

Small monstrosity, unaligned

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Basilisk

BASILISK

Medium monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

Petrifying Gaze. If a creature starts its turn within 30 ft. of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 ft. of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

Alpha Basilisk

ALPHA BASILISK

Huge monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 142 (15d12 + 45)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	17 (+3)	2 (-4)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 7 (2,900 XP)

Petrifying Gaze. If a creature starts its turn within 30 ft. of the Alpha Basilisk and the two of them can see each other, the Alpha Basilisk can force the creature to make a DC 15 Constitution saving throw if the Alpha Basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the Alpha Basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the Alpha Basilisk in the meantime, it must immediately make the save.

If the Alpha Basilisk sees its reflection within 30 ft. of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 10 (3d6) poison damage.