

# THE TEA (OR MEAD, IN THIS CASE)

Grendel, the terror of Heorot, was just trying to nap in his swampy lair while humans threw ragers every night. After one too many “epic” karaoke battles, he decided enough was enough and started slaughtering partygoers. Enter Beowulf, who claimed to slay Grendel and his mom, Mor, securing his spot as Hero of the Century.

Plot twist: Beowulf lied. Dude couldn’t even lift the “monster-slaying” sword, so he lost to Grendel’s Mom, aka Mor. They struck a deal – no more ragers, just staged monster attacks to keep the creatures of the Forbidden Forest fed. Everything was smooth... until Beowulf forgot his side of the deal.

Now Mor’s done with the whole “nice mom” act and is unleashing the full fury of the forest. Beowulf? Desperately recruiting anyone with a heartbeat to help him survive the next battle.

However, there’s this one drow warlock lurking around, and she might have another solution... if you’re into playing detective and don’t mind a little magic along the way.



# SWAMPY PATHS & SHADY CHOICES

This isn’t your typical fetch quest. Depending on how you play it, the story unfolds in wildly different ways:

**Route 1: The Bold and Beowulf** – Help the so-called hero save face and keep Heorot standing. Craft weapons, lure the dragon out of its lair, and throw hands with Mor’s forest army. Warning: Beowulf’s ego might be more dangerous than the dragon.

**Route 2A: Mother Knows Best** – Burn Heorot to the ground and restore balance to the Forbidden Forest. This involves gathering ritual items, performing some morally questionable magic, and watching humanity panic as the marsh takes over.

**Route 2B: Claw and Order** – Reveal that Beowulf’s victories are faker than staged influencer apologies. This involves stealing evidence from the dragon’s lair, convincing Wiglaf to switch sides, and dropping truth bombs in front of the king. But beware: heroes don’t take kindly to being canceled.

# WHY YOU’RE IN THIS MESS

So how did you end up stuck between an egotistical hero and a swamp mom? Let’s explore:

- The group chat is buzzing: King Hrothgar’s castle is shaking, and some marsh monster is out here speedrunning murders. He’s hosting a contest for brave souls (or reckless ones) to yeet the beast in exchange for fame and fortune.
- A bard’s spicy tale of Beowulf’s heroics wraps up with a twist: “He’s faker than reality TV.” The truth pays well, and sometimes the gossip is worth more than a random treasure chest... Ready to investigate?
- You bump into some warriors who look like they’ve rage-quit life after a bad boss fight. They warn you Grendel’s Mom is back and Beowulf’s suddenly hiring. If the local hero needs backup, you know this job is going to be extra.

# STARRING:

- **Beowulf:** The hero, the myth, the guy with a hero complex. Great at speeches, bad at keeping promises. Definitely hiding some skeletons (or monsters) in his closet.
- **Grendel’s Mom (Mor):** Swamp queen and grieving mother with a PhD in revenge. She’s sick of humanity ruining her forest. Would really like Beowulf to choke on his mead.
- **Wiglaf:** Beowulf’s loyal knight with “long-suffering sidekick” vibes. A good guy who is this close to losing faith in his boss.
- **Arith:** A drow warlock who knows Beowulf’s deepest, darkest secrets. Shady, clever, and probably running a side hustle in blackmail.
- **Brun:** A grumpy orc smith who makes legendary weapons – and even better insults. Hates humans, loves crafting swords sharp enough to cut through dragon scales.

# BEOWULF’S DECEIT

A Cheat-Sheet DnD adventure by:  
Jakub Bańka, Maksym Mikołajczyk, Julia Nowak, Filip Polách & Janka Sobota.  
Want the whole module?  
Click here to download the entire pdf, including extended descriptions of the adventure plot points, NPCs, monsters, places and so much more!

# INTRODUCTION

Welcome to Heorot, the greatest medieval rave hub, where mead flows freely, warriors flex, and karaoke gets *really* out of hand. Back in the day, the party killer was Grendel, a monster who just wanted some peace and quiet. Beowulf showed up, slayed the guy, and cashed in on the fame.

Now? Things are so not lit. Heorot’s mead hall is still standing, but the whole “party hard, die harder” thing is a brutal reality once again. Get ready for some seriously tough decisions, a potential dragon throwdown, a quest for ritual items in a cursed forest, fighting Grendel’s Mom who’s got a seriously heavy slipper, and maybe even going 1v1 with a guy who can probably kill you with one punch.

# ENDINGS: THE GOOD, THE BAD, AND THE SWAMPY

Depending on your choices, you could end up with one of these outcomes:

- **The Hero’s Victory:** Beowulf slays the monster, the mead flows again, and everyone ignores the massive environmental damage.
- **Mor’s Marsh Empire:** Heorot is destroyed, the forest thrives, and humanity learns to fear the swamp queen. Probably not great for tourism.
- **Dragon Meltdown:** You wake the dragon. The dragon wakes the entire *kingdom*. On the bright side, no one’s fighting over the chalice anymore.
- **Truth Hurts:** Beowulf’s lies are out in the open, Heorot’s a hot mess, but hey, you did a solid job exposing the truth (and managed to teach Mor how to *kind of* look pretty).

# SLEEP-DEPRIVED FOREST FAM

The Forbidden Forest is a cozy nightmare of mist, dad joke whispers, random thunder, freezing cold, lava lakes, and mud piles. Expect to encounter:

- **Dragon on a Pile of Gold** – Sleeping like a baby. Try to swipe his chalice, but is waking a cranky dragon really worth it?
- **Wurm of the Barrow** – A massive, slithering creature deep underground. So ancient, it might want you to help solve its midlife crisis.
- **Shambling Mound** – A walking, mud-soaked heap of nature gone rogue. It’s got a temper if you get too close.
- **Arith’s Baby Treant** – A tiny, hug-happy tree-person trying way too hard to seem scary.
- **Enchanted Puzzles** – Who needs normal when you’ve got mind-bending puzzles that’ll make you question your ability to follow basic instructions?

