

WHAT THE FUDGE HAPPENED IN DERAVA VALE...?!

Oh, boy!

- The **Dryad Matriarch, Verbena**, sold her soul to some dark entity to save the forest, which also caused its corruption in the process. Oops.
- The **Zlato Union** arrived to conquer the forest, claim its magical pond, and generally spread destruction.
- The guardian of the Svetlo Pond, **Buk the Ancient Treant**, has gone missing. Very bad news.
- There's a magical amulet guarded by the **Faerie Dragons**. Entertaining those little pranksters could help save the Vale.

WHY DO WE BOTHER?

- A Plea from the Yasna Council: A council of forest individuals asks the PCs to help weed out the problem. Ah, the burden of being amazing adventurers...
- A Merchant's Warning: A nice elven guy warns the PCs NOT to go there. So obviously, the PCs want to check it out RIGHT NOW.
- Invitation to the Kvetny Festival: the PCs get an invitation to a festival for dancing and games. Upon arrival, they discover even stranger things than an elven-dwarf couple.
- Assistance for a Merchant Caravan: Weirdly well-armed merchants in a random caravan want to pay the PCs a lot for escorting them to the Vale. Who can resist such easy money?

WHO ELSE IS SNOOPING AROUND?

- **Gvizzd**: a helpful kenku ranger. He knows stuff and can assist in reaching places if one can stand his blabbering.
- **Zaryana Mesic**: one of the best warriors out there. She is kind and helpful to everyone minus Verbena. Better not to lock them in the same room.
- **Radko**: a local satyr bard celebrity. Knows all the local gossip, great as a festival buddy. But please, do not fall for his sweet talk.
- **Matriarch Verbena**: swore her soul to a random voice believing they could save the forest together. Now the forest is collapsing. But you know what they say - if a thousand corrupted vines don't solve your problem, just get more corrupted vines.
- **Blizbor Cherny**: the dwarf that leads the Zlato Union (the bad guys). Deep in his heart, he only wants to break free of his - metaphorical - chains and abandon the evil gang. Probably.

HOW DO WE KNOW THINGS?

- Festival Gossip: Drinking with Radko made him spill a lot of tea.
- Patrol Encounter: went for a walk, and met Gvizzd, who shared his worries.
- Zlato Union Discovery: met some very friendly not-merchants who told their plans of taking over the forest.
- Secret Meeting: went for a walk, and saw Verbena talking to herself about making the forest great again. Weird.
- Council Insight: The council of the forest guys tell us what they know because they need help. Boring but effective.



HEART OF THE FOREST

INTRODUCTION

A Cheat-Sheet DnD adventure by:
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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!

Dereva Vale was a peaceful place until an invisible force started to corrupt it. If the dying forest was not enough, a band of very much visible evil-doers plans to attack the source of magic. In a falling land, the residents try to live normal lives and organize the Kvetny Festival, which attracts suspicious attendees.

But amid the chaos, there is always an opportunity...

FUN FACTS:

- The forest comes against everyone! Each night, the trees move. Like, really. It's bloody hard to find one's way around.
- The Yasna Council is debating how to address the increasing popularity of their forest. Respect the guests or rip them apart? That's the question.
- There is a hippogriff nesting ground in the area. The Zlato Union wants their eggs. The Hippogriffs also want their eggs. This is not going to end well.

THE ULTIMATE SHOWDOWN!

The day has come. Time for the final battle in the light of the Svetlo Pond.

- **Kill Verbena**: No dryad = no corruption. A temporary solution, since the evil spirit is now floating around, but the PCs can pat themselves on the backs and say "We tried our best!"
- **Side with the Zlato Union**: They have gold, and the PCs want gold. The math is mathing. They take the money and leave, listening to the screams of despair.
- **Help Verbena**: The forest belongs to the forest people. Let the PCs kill the outsiders and make her (and the evil spirit) the ultimate ruler!
- **Save the Vale**: If the PCs bother to get the Amulet from Faerie Dragons, they can cleanse Verbena, and then with her help, save the Vale. Pros: the PCs are the heroes! Cons: no more corrupted vines.

A GUIDE TO GUARDING: *(show only to fellow Faerie Dragons!)*

Beloved Faerie Dragons! To find individuals worthy enough of the amulet, they must successfully meet the following criteria:

1. For starters, they need to fetch an invisible item such as a whisper or a wind.
2. Then, guess which Faerie Dragon tells the truth and which one lies. We easily forget who is who, so there's no way THEY will know.
3. Order them to RUN THROUGH A DOOR QUICKLY! Plot twist: make an illusion so they hit a wall, haha.
4. Ask a riddle. A hard one. If they guess, change the answer! (prepare some universal words in advance).
5. If they are still trying, just give them the box. But they need to solve the puzzle backward! Like, it only works if they do it behind their backs! They will NEVER see it coming (because it's behind their backs).