

The Sleeping Sickness of Bear Claw Village

By,
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Dear Dungeon Master,

Please read the following:

Recommended Party Level: Level 3-5

Encourage the players to take notes of information they may find important. It may help them later on in the adventure.

DM Tip: The sentences in italics are meant to be read aloud to the players. The rest of the information can be used how you see fit to run the adventure.

Convey the information here in your own creative way. It is encouraged that you add or take away from the story in whatever way you wish. The information presented here are just guidelines.

DM Tip: Read ahead and get a good sense of the adventure before relaying information to the players.

DM Tip: Scale up or down the difficulty (AC, HP, or amount of creatures) as needed.

If you like the adventure, I would love to hear from you! All my adventures are free but please consider donating at dndadventuresforkids.com/donations so I can make future adventures even more amazing!

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Bear Claw village is tucked away in a small meadow between the Quiet Grove and the Neverending Mountains. This village has only been around for a couple of years and was constructed by the Bear Claw Tribe which is comprised of around 20 wood elves. Your party has passed this village and traded with these people many times while exploring the surrounding area. You know wood elves to be a calm and kind people that spend most of their time crafting, hunting predators with their bows, or befriending animals. Some of the more memorable features of this small village include the expertly made oak houses and the massive friendly brown bear named Blueberry. At first you wondered why anyone would name a giant bear Blueberry, until you've come to know that the bear almost always has stained dark blue paws from constantly scrounging local blueberry bushes. When Blueberry isn't scrounging for food, she is often seen napping under a bright purple plum tree in the center of the village with at least one or two woodelf children using her soft fur as a pillow while reading or napping along with her.

You've come to know the people in this village well. There's Scalan and Astra who are usually seen chasing their young son Adron or teaching him to use a bow. There's also Else who is the village cook. You can smell her famous seasoned roast chicken and potatoes even before you enter the village. Thaarno, the village elder and avid potion maker, spends most of his time in his lab on the northern side of the village. The occasional sound of a small muffled explosion can be heard from his shop followed by the excited screams and cheers of children that like to peep through the windows of his apothecary as he works on new concoctions. Then there's Finri who always greets you with a smile and a "fair day to you" as you enter the village. Anyone lucky enough to come across her workshop, Finri's Forge, will find some of the finest elven crafted weapons and tools on the continent of Alorae. Her forge is located just past the small stone bridge that leads into town. You know Finri is finishing something new when you hear the banging of metal and the hissing of steam as she cools the metal of her latest creation in the stream's cold water.

Chapter 1 - Visiting Bear Claw Village

One day, as you cross the fine stone bridge past Finri's Forge and enter the village, it seems unusually still and quiet. You don't hear young Adron laughing or see him being chased by his parents, you don't smell Else's seasoned roast chicken and potatoes, you don't hear the banging of metal from Finri's Forge, and you don't hear small explosions from Tharno's lab. You don't hear or see much of any activity at all today. You do hear the loud and familiar snoring of Blueberry the bear sleeping under the plum tree but you have a feeling creeps over you that something is not right here. Panic sets in and you rush to check in on Finri at her forge. As you open the heavy wooden door to her workshop, you see a clump of long brown hair on the shop's counter. Finri is slumped over and still on her shop counter. Fearing the worst, you quickly approach and examine her. Your nerves start to calm as you realize that Finri is sleeping as she lets out a loud snore. A plate of half-eaten chicken and blueberries sit besides her.

Talking to Finri, the blacksmith

There is nothing physically wrong with Finri. She is just sleeping. A couple seconds after realizing she is asleep, she twitches and knocks over a mug of water that splashes on her face and wakes her up. If Finri wakes, she will wake up for about a minute and will fall back asleep. They can try to wake her up and talk to her three times before she stays asleep. After she wakes up the first time, Finri will say the following:

Finri: *"There is something weird going on. I've been so tired all of a sudden. I've been sleeping the whole day away for the past three days! I can't get anything done and my workshop is a mess with no time to clean it before I fall asleep again! I can't get anything done. I can only stay away for an hour each day before going to sleep again. This is happening to the whole town. Please, you have to help us!"*

They will have about a minute to get answers from Finri before she starts to fall asleep again.

DC 20 Persuasion: If a player tries to extract information on why she keeps falling asleep, and succeeds this check, Finri will think real hard for a moment and tell you that it may have something to do with the food and to talk to Else for more information. The last thing she remembers eating is roast chicken with blueberries.

DC 20 Perception or Nature: The player notices that some of the blueberries seem slightly off color.

If the party tries to eat one of the off-color blueberries they will have to make a **DC 10 Constitution** saving throw or start to feel tired. A couple hours later, the player(s) who eat an off-color berry must succeed on 3 out of 3 **DC 10 Constitution** saving throws or fall asleep. Since the party is a group of heroes,

their constitution is higher than the average wood elf so they don't suffer the full sleeping effect like the village does. If the player **fails one of the three constitution saving throws** the player will fall asleep for 10 minutes. If the player **fails two of the three constitution saving throws** then the player will fall asleep for 1 hour. If the player **fails all three constitution saving throws** then the player will fall asleep for 4 hours. Splashing water on a sleeping player will wake the player up for **one hour**.

The party won't discover this information until later, but everyone in the village is afflicted with a blight, a plant disease, called **Shuteye** that is contracted by eating blueberries from an affected blueberry bush found north. This causes the villagers to sleep for 23 hours of the day. The villagers don't know why this is happening to them. This blight started because a bounty hunter dropped a powerful sleeping potion at the base of a blueberry bush that has spilled and seeped into the plant's roots and has affected the blueberries. There are a couple different signs to discover that the blueberries are causing this sickness. If the person they want to talk to is asleep, they can briefly wake the person by splashing water on them but will only have three chances to talk to them and for only a one minute duration.

Clues to Discover

- The blueberries are slightly off-color (**DC 20 Perception or Nature Check**)
- Else, the cook, notices something off about the blueberries. She knows blueberries grow north of the village. There is a sign on the north side of the village that points the way.
- Tharno, the local apothecary owner, knows that the sleeping disease had to be caused by eating something.
- Most everyone in the village is asleep. Occasionally they will see a villager stumbling around tired before they fall asleep again.
- If there is someone in the party that can communicate with animals, they may talk to Blueberry who will tell them that eating the blueberries have made her especially sleepy. Blueberry can also lead them to the blueberry bushes. The stats for blueberry are below. Blueberry can easily climb the wall needed to get to the blueberry bushes.

Talking to Else, the cook

You know Else is probably going to be at Else's Eatery, the name of her small restaurant in the village. You've eaten there many times when passing through the village. The restaurant is small but finely-constructed. It's made of layers of gray smooth stone constructed around a strange type of oak tree that blends into the front wall until it reaches the tree's red leaf crown that extends out creating a natural dome roof of branches and leaves. You can usually tell that the restaurant is open because of a thin but visible trail of smoke that escapes from the chimney of her wood fire brick oven, as if the delicious smell wasn't enough

indication. As you approach the entrance of her kitchen and walk past the two circle wooden tables and scattered chairs out front, you don't smell anything cooking or see any smoke.

The inside of Else's Eatery is a giant kitchen. Else brings food out to patrons sitting at the front tables. If the players decide to enter the building, read the following:

As you walk inside you see piles of dirty dishes in the sink and find Else fast asleep, tucked inside in a green bedroll on the floor next to her famous wood fire brick oven. The oven seems extinguished though the smell of burnt wood coals fills your nose as you enter her the eatery. As you look closer at Else, you notice a small pool of saliva has collected on Else tan silk pillow.

The only way to wake Else is to splash water on her face. Someone in the party can make a **DC 10 Investigation** check to find a couple buckets of water in one of the cabinets in the kitchen. If the party can't figure out how to wake up Else, they can perform a **DC 10 Insight** check to remember that water splashing on Finri woke her up.

If the party wakes up Else, she will tell the party that she started using blueberries in her new chicken recipe. She tells you that the blueberries can be found in a small clearing in the Quiet Grove, about an hour's walk north from the village. She tells you that if you plan on visiting these blueberry bushes to be careful and try to avoid a **hippogriff** nest near the bushes. She recommends using stealth. She tells you that if there is something wrong with the blueberry bushes to destroy them and she will reward you but you will need to bring back part of the destroyed blueberry bush as proof.

Reward - Destroying the Blueberry Bushes

If the party returns to Else with part of the destroyed blueberry bush then she will reward the party with **scroll of lightning bolt** that she was given once years ago by an old wizard who enjoyed her cooking but didn't have money to pay.

Talking to Tharno, the apothecary owner

Tharno's apothecary is located on the far north side of the village. Compared to the other buildings in this small village, this building is the largest and is constructed of large white marble stone bricks. It's also the most plain building. It looks more industrial than the other more nature-themed buildings in the village. There is a large glass window in front with a welcome mat sitting at the base of the front door that reads "Please Wipe your Feet". Above the heavy metal doors that lead into the building are the words "Tharno's Workshop" carved into the stone.

The door into the workshop is locked and requires a **DC 20 Dexterity** check in order to open or a **DC 15 Dexterity** check with **thieves tools**. They cannot see through the window as its covered with a thick layer of some sort of dust.

If the players find a way to open the doors of the workshop, please read the following:

As you enter the workshop, the first thing you notice in this room is the smell of sulfur and the large workshop bathed in red light from the red flames flickering of the magical everburning torches attached to the walls. Besides that, small particles of purple dust are floating all around the room. Glancing about the room, you see all manner of laboratory supplies. The walls and front window are coated in thick purple dust of some sort. The far side of the wall, behind a large table of all manner of glass laboratory equipment, has a purple dust outline of a humanoid with his arms held out in front of him as if shielding himself. In this outline you can see the actual color of the white marble walls.

Slumped in a wooden rocking chair in the far corner of the room is Thaarno. Thaarno's long brown hair covers his face and moves back and forth from his mouth in cadence as he lightly snores.

Thaarno is someone who spends most of his time coming up with different sorts of potions. He is a little more resistant to the sleeping sickness compared to the others, so if the party manages to wake him he will stay awake for an hour at a time. He will also sell the party potions if they have enough coin. It will be up to you to decide which potions he has, but I recommend that he has at least one **potion of invisibility** and a few **potion of healing**.

If they talk with Thaarno about what's happening in the village, he recognizes that there is obviously something wrong and he believes it has something to do with a substance being eaten but he's uncertain what that could be. He doesn't think its a curse. He believes that it has some connection with a powerful sleeping potion or sleeping spell. In the little time he has had to study the effects of the sickness, it appears not to be harmful. He recommends talking more to the village cook, Else, to see if she has noticed anything off about the food.

He hands you a small burlap sack and tells you to fill the sack with special green herbs and yellow berries so he can make enough of a special type of potion to cure the village of the disease. He says to look on the edge of the stream a couple miles east out of village for the ingredients. He also tells you to be on the lookout for hill giants in the area and to be careful. He recommends avoiding these giants if possible. The hill giants have been exploring further and further away from their home in the Neverending Mountains for reasons unknown. He says they are very dangerous and will attack you on sight.

DC 15 History: You know hill giants are extremely muscular and are known to hurl boulders up to 300 lbs through the air. These are evil creatures and should not be tampered with. They eat almost anything and are considered extremely dangerous.

Reward - Bringing the Potion Ingredients

If the players bring back the ingredients needed to cure the village of this sleeping sickness, then Thaarno will reward the players with a **potion of animal friendship** and a **potion of gaseous form**. The potion of gaseous form is his latest creation that he was experimenting on and caused the purple dust explosion as he was creating it.

Chapter 2 - Finding the Blueberry Bushes

There is no clear direct path that leads to the blueberry bushes, although the party will know the general location after talking to Else. The only clear direction of the blueberry bushes is a small sign with an arrow pointing into the northern grove that says "Blueberry Bushes". This sign is on the northern edge of the village. There is another sign that says "Chicken Coop" that points another direction into the forest and leads to a small chicken coop about 50 feet past the tree line.

The bushes can be found in a small clearing in the Quiet Grove about an hour's walk north into the forest. The Quiet Grove is a dense forest considered **difficult terrain**. This forest has a mix of dense brush, thorn bushes, and oak trees. The players must complete a series of survival checks on their way to the blueberry bushes or suffer consequences outlined below. When making these checks, either have one person make a check with **advantage** or have two people make separate survival checks. You should do this for each of the three obstacles before they reach the blueberry bushes. It's considered a failure if both of their survival checks result in a score lower than 15.

DC 15 Survival Check: [success] - you notice nasty thorn bushes and avoid them. [failure] - you don't notice the thorn bushes as you walk straight into them taking **1d6** piercing damage from the thorns.

DC 18 Survival Check: [success] - You notice a bee hive in your path and avoid it. [failure] - You bump against a tree and a bee hive falls and breaks at your feet releasing a **swarm of bees** that attacks the party. Visit the **Enemies and NPCs** section at the bottom for the stats of the swarm of bees.

The next challenge is a quicksand pit surrounded by 50 feet of dense thorn bushes. If the players try to get through these thorn bushes, they will suffer **1d6 piercing damage** per 5 feet. It is highly recommended that the players do not try to pass directly through the thorn bushes here.

DC 20 Survival Check: [success] - You notice a 20 foot by 20 foot quicksand pit blocking your path with dense thorn bushes on either side. [failure] - You fail to notice the quicksand and the front two party members get stuck and must make a **DC 13 Dexterity** saving throw and a **DC 13 Strength** saving throw to quickly dash across or become stuck. If stuck, they must succeed on a **DC 13 Strength** saving throw to pull themselves out of the quicksand. If they fail the strength check, they must make a **DC 15 Strength** saving throw to free themselves. If they fail that strength saving throw, they must make a **DC 17 Strength** saving throw to become unstuck. If the player fails the final strength saving throw, they will begin to **suffocate**.

RULES (suffocation): “When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.”

TIP: If the players are struggling to get across the quick sand, they can have someone on the other side use rope to pull the players across. This will allow the stuck player to have **advantage** on the strength saving throws. The person helping the stuck player must also make a **DC 10 Strength** check or be pulled inside the pit on a failure if they are holding the rope. They can avoid this by tying the rope to a close by tree. They could also fell one of the tall oak trees nearby and use their strength to move it across the pit and make a bridge. The trees are 30 feet long. Walking over the tree trunk requires a **DC 10 Dexterity** check or they fall off into the pit.

At the end of this survival check challenge, the party comes across a steep 30 foot cliff that they must scale to proceed to the blueberry bushes. There is a wooden sign posed in the dirt that reads “Blueberry Bushes Above” that is clearly visible. The cliff face is mostly packed dirt that extends straight up with no clear or easy way around it. The players should try to find a creative way to scale this cliff. The players can make a **DC 15 Athletics** check with **disadvantage** to free-hand climb. If they fail one of the athletics checks while climbing, they make it about half way up and fall down taking **1d6 bludgeoning** damage. If they use rope or some other creative means of climbing the wall then they gain **advantage** on their athletics check.

TIP: The standard length of rope is 50 feet long. They can make a **DC 15 Survival** check to craft a make-shift oak branch grapple to attach to the rope. They can use this grapple rope to throw up and hook around a tree up top to climb up. This will give them **advantage** on a **DC 10 Athletics** check to climb up. This type of grapple will break after two uses.

Chapter 3 - Finding the Blueberry Bushes

After the survival challenge, the players will enter the area on the north of the map below which means the players will have to temporarily walk on the rapidly flowing stream water to get through. This stream is considered **difficult terrain**. If players enter this stream, they will have to succeed on a **DC 12 Dexterity** check or be knocked prone and slide 20 feet down the stream. This area is where the players will find the blueberry bushes. This surrounding area is mostly extremely dense brush except for a small but rapidly flowing stream on the right side of the map and an egg-shaped hollow wooden tree base in the center.

The players will approach from the north and head south to the location of the blueberry bushes. The first area of interest is a natural tunnel that leads into a miniature cave to the west. The players will need to roll a **DC 20 Perception** check in order to notice this tunnel entrance past the dense bushes that block the entrance. The players will need to chop these bushes to get past. Inside this area is a **constrictor snake** that is guarding a half-buried chest next to a skeleton. Inside this chest is about 200 gold pieces. If the player's try to enter this area, whomever enters first must make a **DC 15 Perception** check to notice the snake crawling on the ground. If the fail to notice the snake, the snake will get a surprise round on whomever enters first. The snake will follow the party and attack them from behind if they don't notice the entrance.

The only clear path to the center area, where the blueberry bushes are, is the western path. This path is a flat grassy path. The center of this map is the base of a large hollow tree standing 20 feet tall. It looks as if this large ancient tree was cut down at some point so only the base of the hollow tree remains. The tree bark of this egg-shaped tree is 5 feet thick and 20 feet tall. Inside this hollow tree is a **hippogriff nest** and the **blueberry bushes**. The only clear entry into this area is a crack in the tree on the western side.

Inside the tree is the large hippogriff nest that has the father hippogriff and three hippogriff eggs. The father hippogriff is resting with his eyes closed and curled around the eggs. If the players try to attack the hippogriffs then the mother will come swooping down and join the attack to protect the babies. The players can try to sneak around the father hippogriff with a **stealth check** vs the hippogriff's **perception check**. The players can also try to calmly approach the hippogriff with a **DC 15 Animal Handling** check with **advantage** if they approach without weapons drawn. If they succeed on the animal handling check then the hippogriff will not bother them unless a player tries to touch the eggs or harm the hippogriffs.

After dealing with the hippogriffs, the players can either make a **DC 15 Nature** check to notice the infected blueberry bush and a **DC 20 Perception** check to notice the spilled empty vial under the infected blueberry bush.

After dealing with the infected blueberry bush, a pair of human **bounty hunters** will approach the nest from the western entrance. If the players engage in combat with the hippogriff before meeting the bounty hunters, then the bounty hunters will swoop in and help them kill the hippogriffs before trying to steal the eggs. The players will have to contest the hunters **stealth checks** vs the players **perception checks** in order to see the bounty hunters otherwise the bounty hunters will try to sneak up on the players with their crossbows aimed at the players.

Bounty Hunters: *Halt! We don't want to harm you. We are only here for the eggs!*

The bounty hunters will make it clear that they don't want to get into a fight with the players and have just come to take the hippogriff eggs for a bounty of 2000 gold per egg to be delivered to the person that hired them. Their employer wants to raise the hippogriffs as flying mounts.

If the players persuade the bounty hunters to tell them more with a **DC 15 Persuasion** check then the bounty hunters will tell the players that they planted the sleeping potion in the nest in order to try to get the hippogriffs to fall asleep so they can safely snatch the eggs. They were hoping the parent hippogriffs would eat the blueberries and fall asleep so they could take the eggs safely. If the players refuse to cooperate then the bounty hunters will try to attack the players and the hippogriffs. If this happens, the hippogriffs will assist the players in attacking the bounty hunters.

If the players are in a situation where the hippogriffs and bounty hunters are dead, and the eggs remain, they may give the eggs over to one of the people in the village to take care of if they choose. Or, they may take care of the hippogriff eggs themselves.

After this encounter, the players can choose to go back the way they came or exit to the south. When the encounter is finished and they enter the stream they will not have to make dexterity checks to proceed through the stream but the terrain is still considered **difficult terrain**. They will come across a small clearing to the west that will have a two small tents and an extinguished fire. This is where the bounty hunters were camping to wait for the hippogriffs to fall asleep. If the players search the camp with a **DC 20 Perception** check they will notice a part of the dirt floor is freshly dug. Under this small plot of dirt is a small chest with a **potion of sleep** and 300 gold pieces and a small sapphire worth 250 gold pieces.

Chapter 4 - Gathering Ingredients

The ingredients to make the cure for the sleeping sickness can be found along the stream about 3 miles east of the city. They should follow the stream that flows south and they will eventually come across the herbs and berries needed to make the cure.

This next section will be a relatively easy quest to accomplish if the players choose not to disturb the nearby threats. The stream is easy enough to follow and it doesn't take the party much time at all to reach the herbs and berries needed for Thaarno's cure.

As you make your way along the edge of the stream, the herbs and berries are easy enough to find. You see that the forest in this area begins to spread out and is much easier to traverse than the areas to the north. The herbs and berries needed can be spotted easily. You see four large green herb bushes that have bushels of small yellow berries attached.

The players are on the north side of the stream. It will take about 10 minutes to carefully gather the herbs and berries needed to have enough ingredients for the cure. No checks are needed for this. About 5 minutes into gathering the herbs and berries, have the players make a **DC 15 Perception** check to see a hill giant about 200 feet away looking at the party from atop a small hill to the south. Those not picking berries can make this check with **advantage**.

You see a huge hill giant about 200 feet to the south of you using both of his hands to pick up a large jagged boulder. He lets out a loud echoing roar as he lifts the boulder over his head, about to throw it in your direction. Moments after he lets out his roar, you hear a deafening screech from the sky that forces you to drop what you're doing and cover your ears. You're suddenly filled with fear. A large shadow flies over you and towards the hill giant with terrifying speed. In an instant, you see the hill giant drop his stone and begin running in the opposite direction. The hill giant doesn't make it 10 feet before you see an adult blue dragon slow and hover about 50 feet above the giant. A large single horn sticks out of its head. It rears its head back and unleashes an arc of lightning that strikes the back of the giant causing it to stumble and slide into the muddy ground. It tries to get back up, but the hovering dragon swoops down and lands on the giant's back and finishes him with two quick swipes from its claws. The giant is dead.

The stats for the dragon is below in the **enemies and NPCs** section

After this battle the dragon stays where it's at and begins eating the giant. It doesn't seem to notice the party at all. It will continue like this for the next 30 minutes or so until it finishes its meal.

DC 15 History: You know that a blue dragon is native to wastelands and deserts which make its presence here very strange. Blue dragons are some of the best aerial fighters in all the land. You know blue dragons to be excellent parents to their young, but are overall evil and selfish in nature.

It is not recommended that the party approach the dragon. If the party tries to gather the rest of the ingredients, they will not be disturbed by the dragon. The party doesn't know this, but the dragon knows of the party's presence its just choosing not to harm them. It will fly off after its finished its meal if not disturbed.

If the players decide to provoke the dragon, it will attack them. As the DM, you should try to steer them away from this with a **DC 10 Insight** check telling them that this dragon is very dangerous.

If a player tries to approach the dragon with good intentions, they may do so. If someone decides to approach the dragon, it will turn its head and stare at the player and let off one fierce growl as a warning using its **frightful presence** ability once a player is within 120 feet. The player must succeed on a **DC 17 Wisdom** saving throw or become frightened for 1 minute and cause the player to run away from the dragon. The dragon will only do this once. If the players try to approach again, the dragon will allow it. When someone gets within 30 feet or so of the dragon, it will begin to speak to whomever approaches.

Before talking to the players as the dragon Cloud, read the below information about the dragon. Unless the players are very convincing and roll a high **Persuasion check** the dragon will not unveil all the following information.

Cloud the Adult Blue Dragon

- He lives in the Shadowed Steps one thousand miles south of here
- He has left his home on a mission for his master
- His master is a powerful wizard by the name of Sutrix
 - Sutrix is the head of the High Council of Shadows
- His mission is to clear this area of hill giants and other target threats that his master relays to him. He is not sure why his master wants these threats clear except that it has something to do with the High Council of Shadows wanting to exert their power here in some way. He is not sure of the specifics of their plan.
 - He will not tell the party of the exact location of the High Council of Shadows but only that they reside in a wizards tower off the southern coast of Alorae.
- After this he is going to head to the Neverending Mountains and take care of the rest of the hill giant threat

The High Council of Shadows is a group of 4 powerful wizards that have secretly influenced events in the major cities in the southern coasts and

surrounding lands of Alorae, the continent they are on. This is a group of evil wizards that has been in power, in secret, for over 100 years.

Cloud: *I applaud your bravery for approaching me. I hope you realize that I could kill you in an instant. You risk your life approaching me. Why do you risk your life this way? Do not interfere with my work or you risk the wrath of myself and the High Council of Shadows of southern Alorae.*

The players can try to persuade the dragon to give them information about the High Council of Shadows with a **DC 15 Persuasion** check. Cloud will freely give information about his mission here to clear the hill giants if they ask. The dragon will not attack the players unless clearly threatened or harmed.

After the players are done collecting the ingredients, and optionally talking with the dragon, they can head back to the village and return the herbs and berries to Thaarno.

Chapter 5 - Curing the People

Once the ingredients are gathered and returned to Thaarno, he will start developing a cure for the village. It will take a couple days before there is enough potion to help the entire village. In the mean time, the players can stay at Thaarno's house behind his workshop.

Over the next three or four days Thaarno will be crafting these cure potions and have the party distribute them to every person in the village.

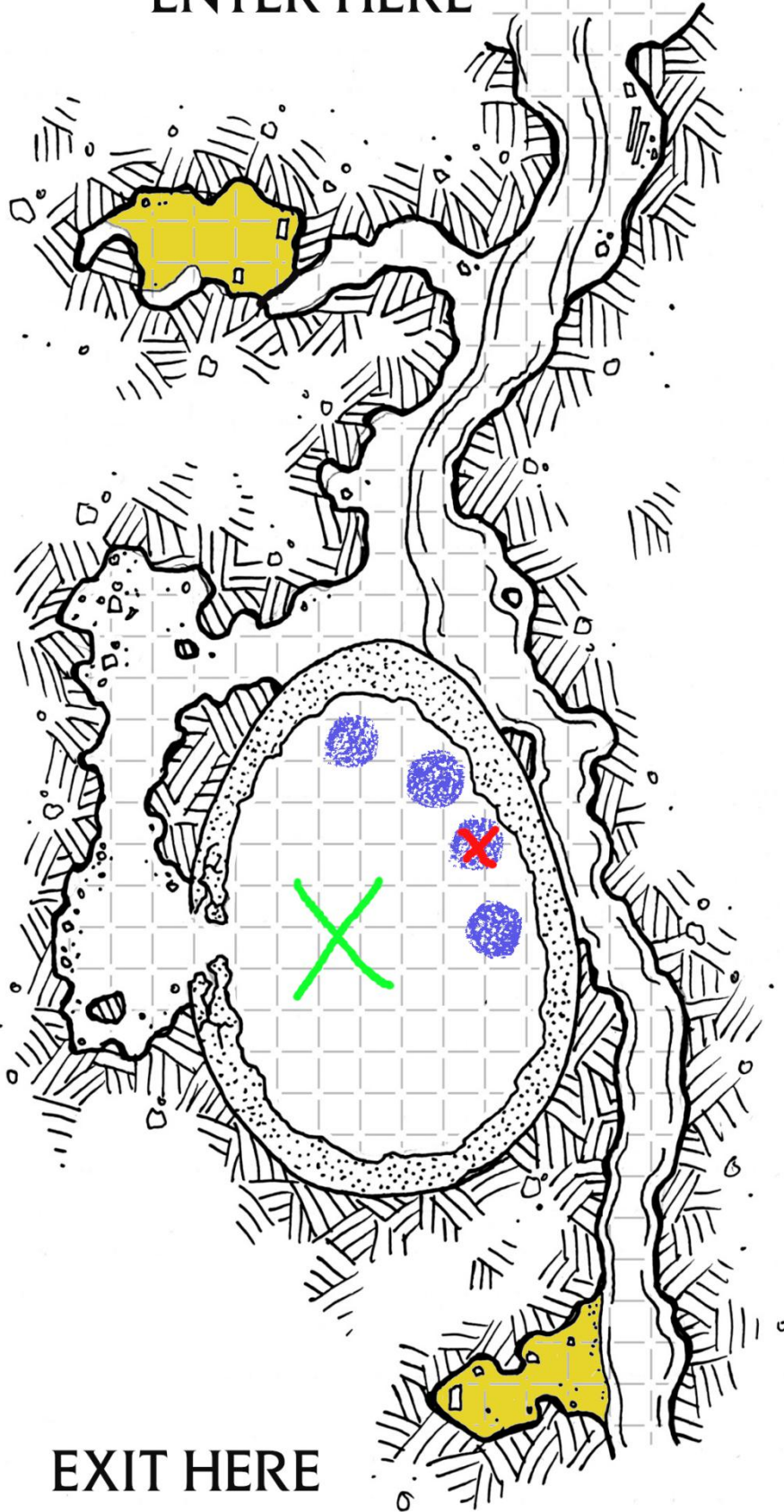
Once the village is cured, Thaarno will lead the party to the plum tree near the center of the village. Blueberry the bear is seen playing with some of the local children nearby. Once there, Thaarno will pluck some plums from the tree and hand them to each of the players. He will also hand over a small **bag of holding** that contains 1000 gold pieces.

Thaarno: *I think congratulations is in order. You've done it. You've saved the village. You have all visited the village many times and have come to know us as we have come to know you. You are good people. To us, you're family. As a token of our appreciation, and as the village elder, I want to give you this fruit that is very special to our people. Eat it only when you need it the most. It will help you when you are in a desperate situation. Along with that, here is some coin to help with your future adventures. Please accept these gifts. I hope to see you all again soon. You're welcome to Bear Claw village anytime.*

The End

Map of Blueberry Location
(Dungeon Master)

ENTER HERE



EXIT HERE

Map Key

- Golden areas are areas of interest with loot
- Green X is the hippogriff nest
- Red X is the location of the diseased blueberry bush and the empty vial of sleeping potion at the base of the bush
- The purple circles are blueberry bushes

Enemies and NPCs

SWARM OF BEES

Medium beast, unaligned

Armor Class 10 Natural Armor

Hit Points 27 (5d8 + 5)

Speed 5 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	12 (+1)	2 (-4)	10 (+0)	2 (-4)

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 10 ft., Darkvision 30 ft., Passive Perception 9

Languages --

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Stings. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (3d4) piercing damage, or 4 (1d8) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

HIPPOGRIFF

Large monstrosity, unaligned

Armor Class 11

Hit Points 19 (3d10+3)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +5

Senses passive Perception 15

Challenge 1 (200 XP)

Keen Sight. The hippogriff has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The hippogriff makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (2d6 + 3) slashing damage.

CONSTRUCTOR SNAKE

Large beast, unaligned

Armor Class 12

Hit Points 13 (2d10+2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses Blindsight 10 Ft., passive Perception 10

Challenge 1/4 (50 XP)

ACTIONS

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

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* (1d8 + 2) bludgeoning damage. The target is grappled (escape dc 14) Until this grapple ends, the creature is restrained, and the snake can't constrict another target

BOUNTY HUNTER

Medium humanoid (any race), any alignment

Armor Class 13 (Leather Armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Investigation +2, Perception +3, Stealth +4

Senses Passive Perception 13

Languages Any one language (usually Common)

Challenge 1/2 (100 XP)

Threat Assessment. The bounty hunter has advantage on attack rolls against a creature it has recently interacted with, researched, or otherwise had an opportunity to plan against. (DM's judgement)

Actions

Multiattack. The bounty hunter makes two melee attacks.

Long Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

BROWN BEAR

Large beast, unaligned

Armor Class 11 (Natural Armor)

Hit Points 34 (4d10+12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Challenge 1 (200 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d8 + 4) piercing damage.

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

ADULT BLUE DRAGON

Huge dragon, lawful evil

Armor Class 19

Hit Points 225 (18d12+108)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9

Skills Perception +12, Stealth +5

Damage Immunities Lightning

Senses Blindsight 60 Ft., Darkvision 120 Ft., passive Perception 22

Languages Common, Draconic

Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* (2d10 + 7) piercing damage plus (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 90-foot line that is 5 ft. wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Adult Blue Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Adult Blue Dragon regains spent legendary actions at the start of their turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

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