



Region 1 - Bastweald

Difficulty 4

"Rolling hills and towering old growth forest"

Stretches 50 miles northeast of the town, 38 miles at its widest.

Environment	Travel Speed	Pace per hour (slow/reg/fast)	Pace per watch (slow/reg/fast)	Food DC	Water DC	Navigate DC
Forest	½ speed	1 / 1.5 / 2 miles	4 / 6 / 8 miles	10	10	15

Discoveries (inhabitants, regional effects, locations, secrets)	Survey DC	XP reward for 1st group to discover
<u>Region Modifier</u> - Blessed Radiance: On the night of the new moon, aberrations, fiends, and undead in the region give off a golden glow. The creatures shed dim light in a 10-foot radius, attacks against them have advantage if the attacker can see them, and the creatures can't benefit from being invisible.	–	1250
<u>Inhabitant</u> - Displacer Beast	8	1250
<u>Inhabitant</u> - Centaurs	8	1250
<u>Inhabitant</u> - Deer	10	1250
<u>Inhabitant</u> - Old Croaker	13	1250
<u>Inhabitant</u> - Felidar	13	1250
<u>Inhabitant</u> - Griffon	13	1250
<u>Inhabitant</u> - Cats	13	1250
<u>Inhabitant</u> - Bastion Lynx (use Tiger stats, add magic resistance)	14	1250
<u>Inhabitant</u> - Satyr	15	1250
<u>Inhabitant</u> - Wood Woad	16	1250
<u>Inhabitant</u> - Tabaxi Minstrels & Hunters	17	1250
<u>Inhabitant</u> - Mite	21	1250
<u>Legendary Inhabitant</u> - Tabaxi Archdruid - Five Mark Demonsbane	22	1875
<u>Inhabitant</u> - Ratatosk (Tome of Beasts)	22	1250
<u>Structure</u> - Temple of Whispers	–	1875 (1250 if only spotted)
<u>Structure</u> - Druid Grove & Tower of Five Mark Demonsbane	–	1875 (1250 if only spotted)

Wandering Monsters & Encounters

d8+d6	Encounter	XP Value
2	Roll twice on the table , and have both emerge simultaneously	
3	Manticore & 3 Mites , the mites are pestering the manticore, who has come in from an outside region in response to the whispers. The mites are hiding out of sight, and are more than interested in pestering the PCs as well.	850xp
4	2 Displacer Beasts , eating a centaur they recently felled on a hunt.	1400xp
5	Centaur & 3 Satyrs , singing around a campfire	750xp
6	Wood Woad , defending the forest. Attacks anyone not tabaxi, centaur or satyr	1800xp
7	4 Bastion Lynx , hunting the party	800xp
8	40 cats , observing the PCs and investigating them. They report back to the druid Five Mark	400xp
9	3 tabaxi minstrels & 3 tabaxi hunters , hunting deer for the town of Bastion	750xp
10	5 Old Croakers , hidden among the foliage around a small pond	1000xp
11	Ratatosk & a Satyr , trading forest gossip	1200xp
12	2 Griffons , each with a dead Bastion Lynx in their claws, which they drop on the party before diving on them in search of a bigger meal.	900xp
13	Felidar , bonded with Five Mark, tracking down an outside incursion into the forest	1800xp
14	Wight & an Ogre Zombie , from the Lords of Undeath in the Dying Sea on the far side of the mountains, followed the whispers of the temple to get here.	1150xp

Points of Interest

Entrance: Rocky bluffs rise up steeply from the Bay of Lost Souls and along the River Weal in the west and the River Woe in the east. Along the shoreline of the Bay are carved giant seated statues of Bast, a goddess with the head of a cat and a humanoid female body. There are a total of 8 statues, and each statue has a different kind of feline head. The heads from west to east are housecat, cougar, jaguar, lynx, tiger, lion, cheetah, and saber-tooth tiger.

These statues once had the ability to speak and even cast certain spells to grant boons to travelers or repel enemies. Now only the lynx-headed Bast retains this ability. The statue can cast Aid once/day at 2nd level and Shatter at will with a range of 200ft (DC 14). It otherwise has the same statistics as the **Sacred Statue** but cannot move or attack. The statue speaks giant and an ancient form of common and only knows the history of the immediate area since its construction 1700 years ago.

Dungeon:



Temple of Whispers (difficulty 13, map by <https://linktr.ee/limithron>)- In the middle of the Bastweald is a lonely hill, hiding an ancient buried temple of the abomination god Ionthaset.

Followers of Bast sacked the temple in the ancient past, but were unable to destroy, disable, or even mar three powerful monoliths deep within. (5) The monoliths call out in cryptic whispers to aberrations and fiends across the marches to find them and reawaken their true power.

Dungeon Entrance (1) On the other side of an arcane locked door (password = catnip catnap), six red crystals have been driven into the floor, each one houses a celestial spirit that takes shape as a cat-faced couatl.

Puzzle (2) Intricate markings are scratched into the floor. Celestial script covers over abyssal. A DC 20 arcana check can read the abyssal, which speaks of a ritual that offers power. A DC 17 religion check reads the celestial, which are runes of protection. Setback (2) reading the abyssal words summons a fiendish beholder & the celestial runes are activated and erect a magic circle that contains it. The beholder acts as if it is in lair. It offers powerful boons for its release, but immediately reneges on any deals once freed.

Landing (3) Markings on the wall display three black monoliths and a pair of humanoids with arms and legs stretched between them. Magic surrounds their bodies.

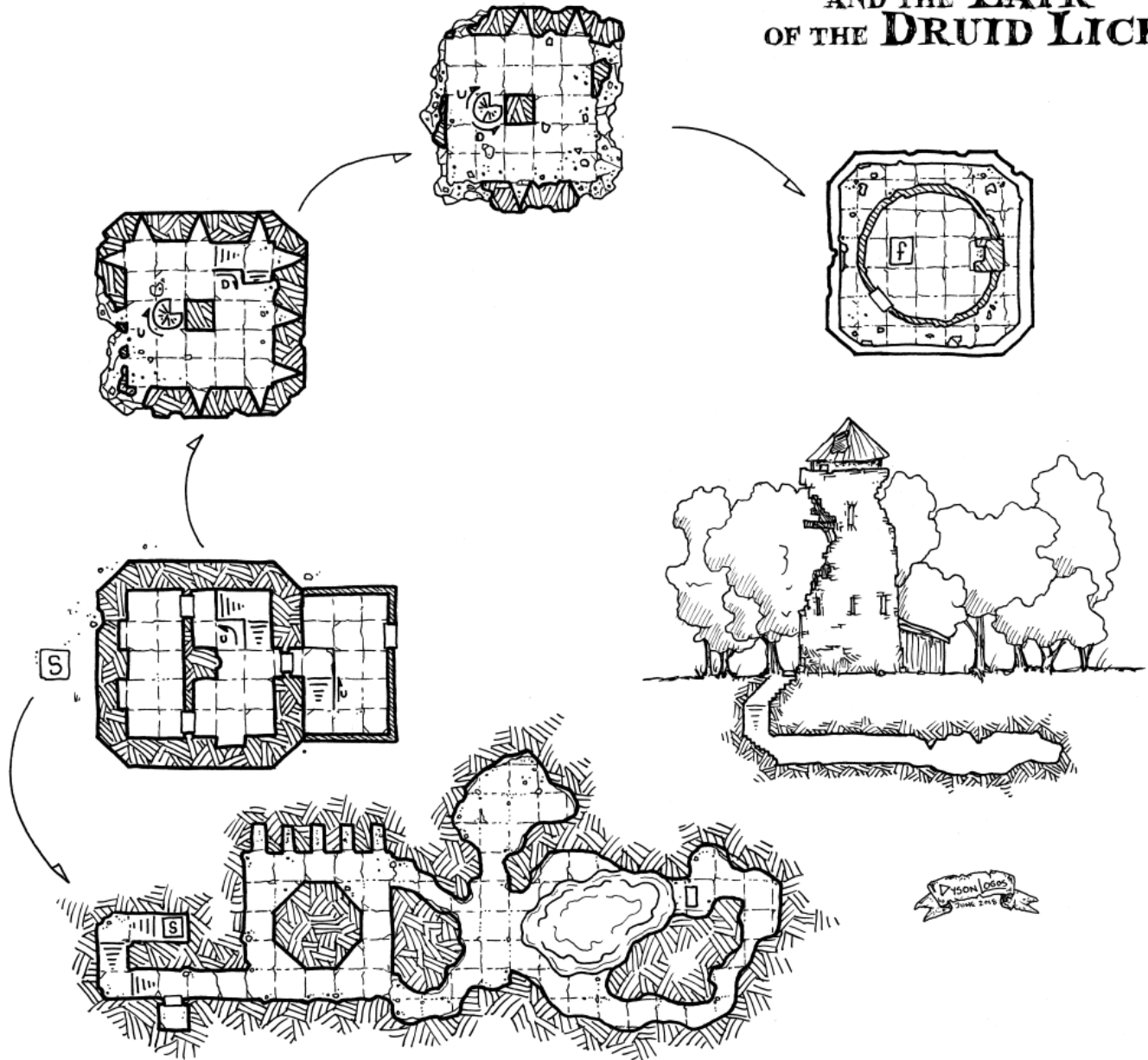
Boss (4) a tabaxi mummy lord lies inside a sarcophagus in the middle of the room. It's awoken by the opening of its sarcophagus or the presence of fiends, aberrations, or other undead in the room. A mural on the plaster wall on the east side depicts a forest scene with many cats.

Boss development (4) if the mummy lord is disturbed it rises unthreateningly but cannot speak. As the PCs begin to interact with it, it vanishes, having just been targeted by an Archmage with plane shift who has just arrived with 3 bearded devils to find the monoliths.

The entrance to the monoliths (5) is hidden behind the plaster wall, which cracks if struck hard by weapons or powerful magic.

Legendary Monster Lair: Creature: A reclusive 800 year old Tabaxi Archdruid (Archdruid stats with 216hp, 20ft climb speed, and feline agility trait) named Five Mark Demonsbane. They are the self-proclaimed guardian of the northernmost borders of the forest. They have grown odd in the long years of life, shunning personal connections and only associating with wild animals. Any intelligent creatures not native to Bastweald (anyone not a satyr, centaur, or tabaxi) is named as a demon and is mercilessly hunted until dead or driven out of the forest. Trees throughout the northern woods are marked by five slashes on their trunks and messages in druidic.

GUIMOND'S TOWER AND THE LAIR OF THE DRUID LICH



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Five Mark Demonsbane dwells in a crumbling multi-story stone and wood structure that looks ready to slide down into the woods at a moments notice. Up on the top of the aged stone is a wooden house-like construction looking down on the tree tops in the area. (Use map below.) Four members of the archdruid's former druid circle are entombed below: Lonely Flame (tabaxi), Spotted Paul (centaur), Sack of Toads (tabaxi), Hester Beadbeard (satyr). The last surviving member, Five Mark tends their graves and has prepared a fifth burial chamber for themselves. The area surrounding the tower are affected by the Druid Grove spell in a 1 mile radius, roll randomly to determine the effects for each $\frac{1}{4}$ mile.

D6

1. Solid Fog.
2. Grasping Undergrowth.
3. Grove Guardians.
4. Constant Gust of Wind
5. Spike Growth
6. Wind Wall

Settlement: Bastion

A town of 13,000 people, mostly centaurs and tabaxi. Life is good under a democratically elected town council. Buildings are generally one (centaurs) or three (tabaxi) stories, structures made from wood with dark lattice, intricately carved from local basswood, and plaster, mostly roofed with grass. They grow a variety of grains in the fields outside of town and have a rich tradition of baking. A huge, ancient maple tree stands in the town center. A rich musical culture, wooden instruments here are particularly well-made and well-played.

The entire town worships Bast, goddess of cats, protection, and vengeance. Carved wooden cats are fixed in the branches of the old maple, and cats roam the town freely.

Secret lore, loot, and puzzles:

Key gear from Five Mark and their deceased druid companions

- *Skyharvester*, Seraphite Moon sickle, belonged to the tabaxi druid Lonely Flame
- Ring of Protection x5, sylvan motifs, one for each druid
- *Reforester*, Staff of the Woodlands, belonged to centaur druid Spotted Paul, likely planted as a tree somewhere in the forest.
- *Gallwyrn's Ruin*, *Green* Dragon Scale Armor +2, belonged to tabaxi druid Sack of Toads
- *Bast's Blessing*, Insignia of Claws, belonged to satyr druid Hester Beadbeard
- *Eullora's Gift*, Sylvan Bark Splint Mail +1, worn by Five Mark
- Tentacle Rod X2, could be from the Temple of Whispers or from abominable cultists who tried to reach its monoliths.

Reward, Revelation, or Plot Twist:

Fully reawakening the monoliths in the Temple of Whispers grants a Blessing of Understanding to the creatures involved, but also opens a portal to the Far Realm.