

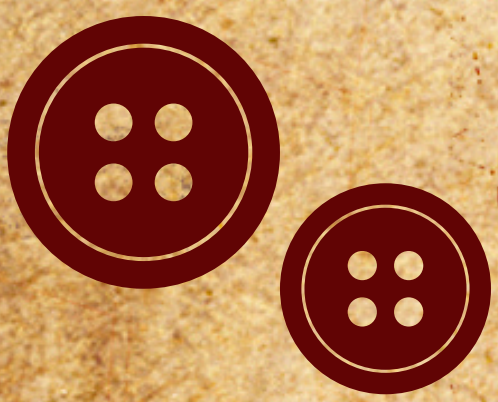
Candlewood Hollow

Preperations

Candlewood Hollow is a fairytale mashup adventure designed for a middle-grade player. It can be altered to suit any number of players in any age range by adjusting/forgoing the “brave little tailor” background, adding additional enemies, removing the “knockout” mechanic, and—as always—improvising to facilitate Your paragraph text player agency!

Special Background: The Brave Little Tailor

Tired of scraping by as a more-or-less honest clothier, you’ve decided to stitch your patchwork life into something a more stunning! Armed with a versatile wardrobe and brilliant backstory of your own creation, you set out to make good on your dreams. Will you transform into a noble knight? An infamous outlaw? A hero of legend? It all depends on your dedication to the role...and your ability to sell it.



Skill Proficiencies: deception and performance.

Tool Proficiency: choose from disguise kit, weaver's tools, or leatherworker's tools.

Equipment: A costume of your choice, a set of common clothes, a tool you are proficient with, a pouch containing 15 gp.

Feature: Dress for the job you want.

As long as you are clothed like a member of another class, you have access to the level one abilities of that class. This does not extend to spells you do not have slots for.

Custom mechanic: Knockout. If an adversary would drop to 0 hit points, it instead falls unconscious. This effect extends to damage caused by magic and ranged weapons. As with all mechanics, this can be altered to suit the circumstances. A water elemental might turn to mist, a cowardly thief might retreat, etc.



Warlocks: introduce one of the following mini patrons during the first session. The warlock will not have access to their spell slots until they meet. If the Pact of the Chain is chosen, this patron can also take on the form of a familiar.

(The Archfey) The Blue Fairy:

This Feywild regent was brought to the material plane by the ardent wish of a toymaker, and she can't go home until she finds him. She'll grant players a portion of her power if they help complete her quest.

As a familiar: the Blue Fairy uses the stats of a sprite (P.H. pg. 310) and can cast "Animate objects" (P.H. pg. 213) on one tiny or small target once per long rest.

(The Feind) Rumpelstiltskin:

After being bound to serve a local shoemaker, this capricious critter is ready to return the favor. He is desperate to destroy his contract and enslave the man who has kept him imprisoned, but he'll settle for ensnaring the player.

As a familiar: Rumpelstiltskin uses the stats of a quasit (P.H. pg. 309) and can cast Tasha's Hideous Laughter (P.H. pg. 280) at level 1 once per long rest.

(The Great Old One): The Frog Prince

This frog boasts of his past as a prince, but he's tight-lipped about the location of his domain. Trapped the form of a harmless amphibian, this otherworldly being will do anything to end his curse, and he's heard of a princess in a hidden tower who might have the power to break it.

As a familiar: the Frog Prince uses the stats of a frog (P.H. pg. 380), only it has 10 hit points and can cast "Charm person" (P.H. pg. 221) at level 1 once per long rest.

