

# A MIDDAY DREARY

Dungeons & Dragons 5e Compatible, Rec. Lvl 6-8

## Terrain

Squares that are majority rock or bush are difficult terrain. The stone steps represents a 10ft descent, and the greenery around the dirt clearing is on the level of the uppermost steps. Note for using both maps together: the stones crossing the river aren't difficult terrain. North river walls are 10ft tall. Bridge is narrowly above the water (must be prone or small to pass under, ~3ft space).

## Setup

The party is either traveling between locations through a woods or is returning from the location they went to in **Upon the Road**, if that encounter was used and remains suitable. They enter from the east.

## Upon the Road: Two Paths, One & Same?

This map is an expansion of the one used in Upon the Road. It may be staged as an alternative or sequel to that encounter. If the PCs have already been on this path and are returning home along it or have been dragged here by aberrant magic once again, they retain their previously gained knowledge—and **Auldfriend** knows any abilities or tendencies they displayed in that encounter, having watched the battle through a scrying pool. Feel free to offer the skill checks from that encounter.

## Auld, Mauld, and Suald : Hags Three of the Path Coven

**Auldfriend** (as **Green Hag**) masquerades as someone you know, but have forgotten. She lurks along this road awaiting unsuspecting travelers to waylay. She delights in social manipulation and lulls targets into a false sense of security for her coven (with **Mauldfriend** and **Sauldfriend**, also **Green Hags**). They have a deal with a hunt of 6 **Satyrs** who back them up in return for second-pick at loot.

## Enduring their Surroundings

They're not where they once were...

- Any effect reliant upon being in the same plane as another creature or tied to the specific plane they were on ceases to function.
- The shadows beneath the trees hold dark whispers: any who choose to listen make a DC 23 Will save, convinced the trees have eyes on a failure.
- The bathing light of the sun above is so warm.

Perfectly warm. Ask if anyone deliberately basks in it: if so, DC 18 Constitution save, convinced the hair on their body is all thread needled into them by a callous sun on failure.

- Success on either of these saves brings awareness they're in another world.

## The Soft Sell : Auldfriend's Ambush

**Auldfriend** lurks in the low, shadowed path.

- **Auldfriend** presents herself as a cowed traveler resting on the dark easternmost rocks.
- Rest of coven lurks within 40ft, the **Satyrs** together within 100ft.
- **Auldfriend** will lure them in and strike up conversation while keeping her face concealed.
- **Auldfriend** imitates a forgotten friend, and attempts to manipulate the most pliable party member into renewing their old promise they'd "never run away from me again." If anyone verbally agrees, it is impossible for them to leave this world while **Auldfriend** still lives unless she releases them.
- **Auldfriend** and company intend to kill and loot the party, but if they seem foolable she'll try to have them run a dirty errand for her (like stealing an innocent soul or taking out **Willy-o-Souls** for her).
- If the party is presently working with **Auldfriend**, her coven and the **Satyrs** won't reveal themselves. The **Satyrs** will play it cool if detected, but if any coven member is uncovered or **Auldfriend's** act falls the ambush springs instantly.

## The Coven's Paths

While all three hags live and cooperate as a coven, any of them may spend an action to befuddle the steps of one target they can detect. The next time that creature moves they make a DC 18 Charisma save—on failure their sense of self shutters and they teleport onto a random piece of path within 60ft of them with Haggish cackling ringing through their ears.

This encounter is created for **Fey Meadow Continued Battle Map**, it can be downloaded here:  
[patreon.com/posts/fey-meadow-paths-92972732](https://patreon.com/posts/fey-meadow-paths-92972732)

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