

FIEND IN THE GARDEN

Terrain

The map's cliffs are 40ft above the ground. Druids can use any of the smaller, blue doors to travel to any of the other blue doors as if they were adjacent. DC 15 Arcana check on any door reveals the secret means to open them all up, leaving them traversable by anyone (see variant: all doors open).

Keeper's Grove

This safe haven for nature and druidic casters cannot be reached except by those who already know the way. The party is invited by the **Grove Keeper** (as **druid**) through a dream, requesting their assistance. He has the **Staff of Light**, which permits the wielder to cast Sacred Flame and renders those within 10ft of the wielder immune to the Corruption's effects—but won't stop the spread.

The Outside, In : Orruma the Fiend

Orruma (as **Chain Devil**), the Sleep-Speaker, lurks at the edge of the dream realm spying on the servants of nature. It hates to see nature untamed and seeks to pollute it, sliding in behind the party after watching their dreams to see the way. He is accompanied by 4 **Shadow Demons**.

Phase 1 : A Meeting & A Cruse

The party has arrived through the woods to meet the **Grove Keeper**.

- with a passive Investigate of 15, characters felt something off about the dream that brought them here.
- the **Grove Keeper** will emerge from the pond to offer the party the Staff of Light and inform them that a fiend known as Orruma the Sleep-Speaker is plotting to corrupt the grove, and they hope for the party's aide in finding a spell to banish him.
- after the party has had a moment to discuss and absorb this information, Phase 2 happens.

Phase 2 : Uninvited Company

The door swings open, and a dark wind howls.

- entire party makes DC 15 Wisdom saves. On a failure, they are Frightened of the door until end of their next turn.
- 1 **Shadow Demon** appears in the doorway, but does not advance—**Orruma** howls in the minds of the PCs telepathically
- initiative rolled, +1 phase at end of each round

Phase 3+ : Corruption Spreads

The corruption begins to spill out from the door opened to the void.

- **Orruma** and 3 **Shadow Demons** enter, attacking anyone in their way while trying to kill the **Grove Keeper**.
- corruption spreads, turning bright life miserable under darkness
- the corruption will not be reversed unless **Orruma** is defeated, at which time the phases -1 at the end of each round.

Corruption

When the corruption reaches an area, its light is downgraded (bright->dim, dim->darkness), any plants there count as chains for the purpose of **Orruma's** abilities, and any non-Fiend that ends their turn there suffers 1d4 Necrotic damage.

Orruma's Dreams: Legendary Actions

Orruma is a fiend who masters dreams and nature. His save DC is 15.

- *Corrupting Sprout*: up to 4 creatures standing in Corruption make a DC 15 Strength saving throw or become restrained by plants turned to organic, bonelike chains. They have AC 11, 2HP.
- *Terror's Seed*: up to 4 creatures make a DC 15 Intelligence saving throw. On a failure, they suffer Disadvantage on all saves elicited by Orruma as he steals their worst fears and manifests them to demoralize.
- *Waking Fears*: Orruma targets any creatures he wants who can see him. They make a DC 15 Investigation check as he manifests some primal fear from their dreams. On a failure, they become Frightened until the end of their next turn.
- *Dream, Deep*: Orruma puts 5d10 hit points of creatures to sleep targeting all non-Fiends in the corruption and resolve as **Sleep**. The nightmares they suffer deal them 1d4 psychic damage, which does not wake them.
- *Vile Miasma*: a 20ft radius circle anywhere Orruma can see is coated in magickal darkness. Non-fiends within make a DC 15 Constitution save or suffer 3d6 Necrotic damage and become Poisoned until the end of their turn. If they are not breathing, they automatically pass.

This encounter is created for **Druid Hideaway Map**, it can be downloaded here:
<https://www.patreon.com/posts/druids-hideout-68041880>

