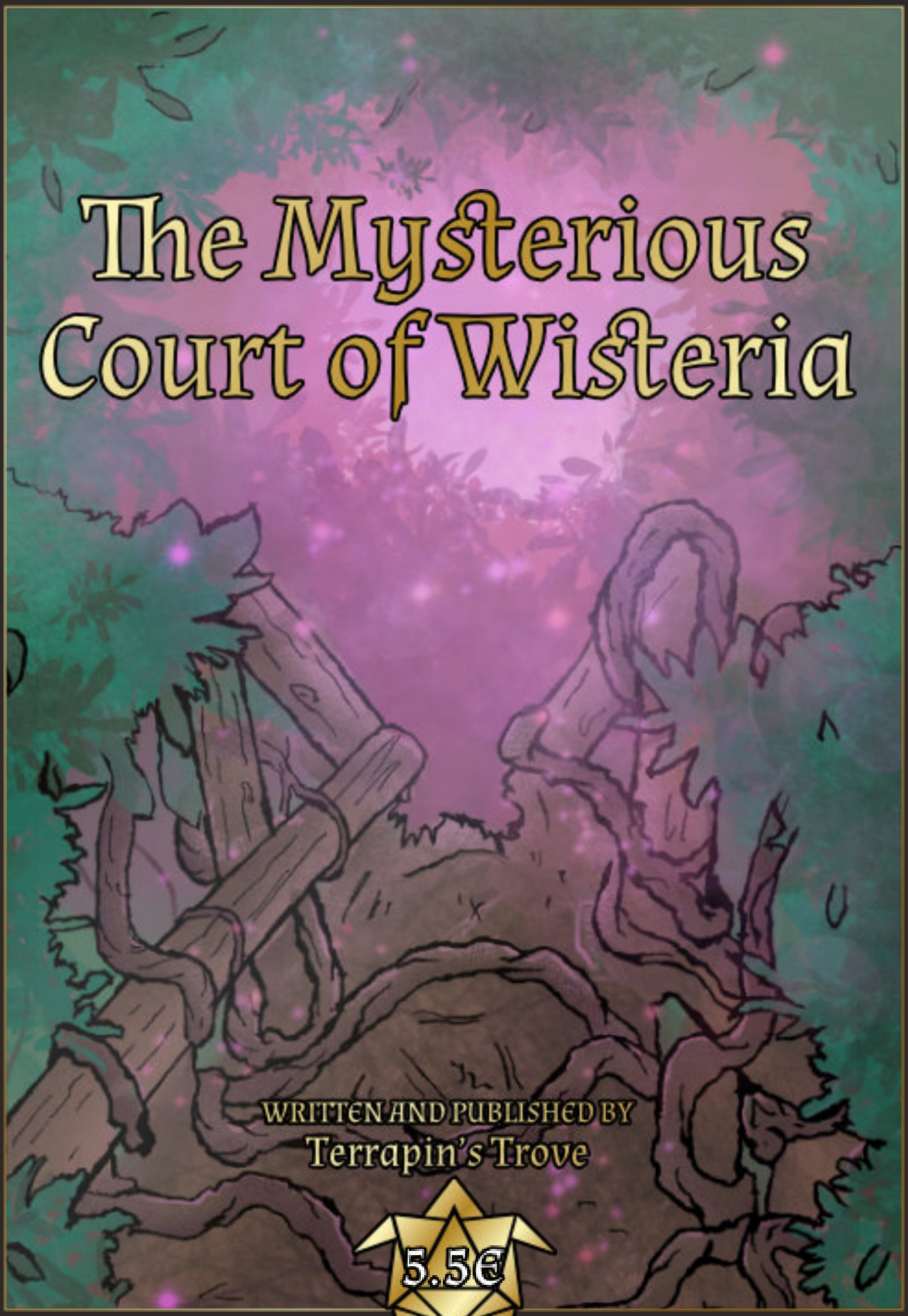
The Mysterious Court of Wisteria



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The Mysterious Court of Wisteria

By Terrapin's Trove

This story was inspired by a real-life bridge that is being reclaimed by nature.

Early Access Edition. Version 0.9.1
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Early Access Edition

This adventure is released as an *Early Access Edition*. While the core content is complete and fully playable, it has not yet been extensively playtested. Feedback from players and dungeon masters is encouraged and will help shape future updates. All material in this work is subject to change.

All purchasers of this Early Access Edition will receive updated versions of the adventure at no additional cost once revisions are made.

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Art and Photography: Credited to their respective owners throughout this work, otherwise by Timothy Dykes.

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Linked Content: Much of the linked content in this adventure is hosted on D&D Beyond (https://dndbeyond.com). URLs are current as of August 2026.

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About the Adventure

The Mysterious Court of Wisteria is an adventure that will take players into a fey plane where they will assist the Queen of the Court with regaining control of her Court before it falls into Darkness at the hands of the Hag of the Hollow. This is a whimsical, high fantasy adventure with an extravagant ending. This fifth edition (2024) compatible adventure is designed to take players from level 1 to level 4 and be beginner-friendly for both players and dungeon masters.

Overview

The Hag of the Hollow, Nanna (pronounced nah-nah, also referred to as the Crone or Hag throughout the story), used to rule the Court of Wisteria, formerly known as the Court of Darkness while it was under her control. She preyed on nearby villages - tormenting them with nightmares and terrifying tricks before luring them to the Court of Darkness and stealing their tormented souls.

Long ago, a child named Morana entered the Court of Darkness, stole Nanna's Soul Bag, and hid in the Court's dense deadwood forest. Morana wanted to fight back, so she traded the souls to a devil in exchange for immortality, ownership of the court, and a piece of the Hag's memory. Specifically, Nanna's knowledge of how to craft another soul bag. Morana became a benevolent fey, naming herself Wisteria but becoming colloquially known as the Queen of the Court. She reshaped the Court of Darkness into her own beautiful creation. The Court of Wisteria is an asylum for lost souls but the Hag has been scheming and assembling a small army of imps, goblins, and other creatures to overthrow the Queen, restore her memories, and return the Court to Darkness.

The Court of Wisteria is now under the control of the Hag after she attacked the Queen and infiltrated the palace. The Queen was forced to flee the palace and is currently hiding in the forest. The Queen works from a secret location making plans to regain control of the Court of Wisteria before the full moon rises, at which point the Hag will harness the power of the moon to restore her memory and reclaim the court.

Adventure Hooks

Roll on the d4 table below, or come up with your own hook to begin your adventure.

d4	Adventure Hook
1	Rumors of an evil hag terrorizing a village have piqued your curiosity.
2	A villager has posted on a job board asking for help. A reward of gold is offered.
3	A message in a bottle drifts by as if floating upon the sea. The message directs you to a village in need but warns of darker things to come.
4	In the midst of a long journey, you approach a village in search of a place to rest and resupply

A Town in Need

Small groups of goblins and other creatures have been terrorizing the villagers for months. They taunt and laugh, break things, and spread fear. Some of the villagers are having nightmares and report seeing terrifying creatures during the night. The villagers are afraid and asking for help. Folklore passed down from the elders suggests that this is the work of an evil Hag and they are afraid the Court of Darkness may return.

The Village

Creatures in this area. Many Human, Halfling, and Dwarf residents using the **Commoner** stat block

When the adventurers enter the village for the first time, read the following:

> This village appears to be quaint and peaceful at first glance. Then, you notice boarded windows, a small hand cart on its side missing a wheel, and a faint, unpleasant odor in the breeze. The more you pay attention, the more you notice things are awry. The residents are sparse, but the ones you do see look exhausted.

Information. While speaking with villagers, players may gather the following information:

- Goblins have been terrorizing and vandalizing the village.
- Goblins have broken windows, destroyed tools, and even urinated in the well.
- The goblins show up every few days and are expected to show up tonight.
- The goblins are marching from deep within the forest to the north.
- There is a bridge in the forest that leads to a fey court known as the Court of Wisteria.
- There's a particularly nasty goblin that guards the bridge.
- The villagers have been having nightmares since the goblins showed up.
- The villagers have seen terrifying creatures at the edge of the forest during the night. The same creatures haunt their nightmares.
- Villagers have spotted bipedal, large game animals with many eyes and several sets of antlers, boar with three mouths, tall and lanky shadows with razor-sharp fingernails, and other horrifying monsters.
- Tales have been passed down that spoke of a Hag that once tormented the village and collected souls.
- The villagers are afraid the Hag has returned and the recent events are the beginning of something worse.
- Folklore says that nightmares will plague the villagers until they become delirious and wander into the Court where they are never seen again.

The villagers know the Court of Wisteria exists but most of the details are stretched into half-true tales. Some of them have wandered across the bridge into the court but the land is so alien to them that they are afraid to explore it. The goblins, kobolds, and other creatures' whimsical and strange ways frighten them. The village is occasionally visited by a Gnomish merchant from the Court that exchanges food and wares for trinkets that the villagers have made. The merchant, Hazelwood, usually visits monthly but hasn't come around in some time.

Encounters

To assist with preparing for unavoidable combat encounters, this adventure clearly lays out the creatures in the encounter as well as the loot the characters may gather after the combat. During any of these combats, you may reduce the number of creatures or add additional creatures to adjust the difficulty. Appendix A contains a list of creatures that would mesh well with this adventure. You can also use a different stat block entirely, such as giving a Goblin the Berserker stat block for a significantly more challenging foe.

Encounter: The Goblins Arrive

Creatures in this encounter. 3 **Goblin Minions** and 1 **Goblin Warrior**

Loot in this encounter. The goblins' gear, 4d6 (14) GP, and a **Shield**

Your activities are interrupted by the sound of banging and clanging. Villagers scatter to their homes to lock their doors as a small group of goblins parade down the thoroughfare. A goblin picks up a stone and tosses it at a window. Another kicks over a cart and begins tugging at the wheel. Another bangs a stick on its shield melodically while laughing. It is absolute chaos.

Three **Goblin Minions** and one **Goblin Warrior** are marching through the village causing a ruckus. One of the goblins has a **Shield** which grants them a +2 to their **Armor Class (AC)**. The goblins have done this several times without push-back so they will be cocky if anyone tries to stand up to them. Characters may intimidate the goblins into leaving with a successful DC 15 Charisma (**Intimidation**) check. If they are intimidated to leave, they will return to the Hag and report what happened - remember this, as she will bring it up later in this adventure. The goblins will brawl with anyone that stands up to them, but they will not fight to the death (they will flee once **Bloodied**).

A Cry for Help

Once the characters have taken care of the goblins, the villagers will become hopeful that they can help. The village will offer the characters a reward of gold if they can put a stop to the goblins and end the nightmares. They have gathered 1d4 x 100 (250) GP (this reward is mentioned again in the Concluding the Adventure chapter).

Through the Forest

If the players take a long rest before entering the forest, another group of goblins will arrive in the morning causing trouble. Otherwise, the second group of goblins will be encountered while on the journey through the forest (see Goblin Ambush for details on this group). The forest is to the north of the village. There is a footpath that will lead straight to the bridge.

Along the way, characters may use a **Search** action to find clues on what lies ahead. A successful DC 10 Wisdom (**Survival**) check will reveal that the path contains both small boot prints and the prints of a creature. The prints go both ways, indicating travel to and from the village. The boots are assumed to be from the goblins. The path is also bountiful with edible plants and mushrooms should they need to collect resources. Succeeding by 5 or more reveals the other creature prints to be a **Worg**.

Encounter: Goblin Ambush

Creatures in this encounter. 4 **Goblin Minions**, 1 **Worg**, and 2 **Goblin Warriors**

Loot in this encounter. The goblins' gear, 6d6 (21) GP, and a trinket

Trinkets

Many of the creatures throughout this adventure carry trinkets which they prize as gifts or even use as currency. Consult the Trinket Table in Appendix D as needed to determine what trinkets are found.

If the party is not watching out for

danger - especially if they are being hasty and loud - they will be ambushed and **Surprised** by four **Goblin Minions**, two **Goblin Warriors**, and a **Worg**. If they are being cautious, they can prevent the surprise attack. The first goblin will attack and command the worg to attack the party while the rest of the goblins spend their first turn(s) moving into combat range. If you feel your party can handle it or want to make the encounter more difficult, start the combat with all enemies already in range. If this group of goblins was already encountered in the village, then this ambush should not happen.

Crossing the Bridge

> As you near the bridge, the sweet smell of wisteria fills the air. The soft trickle of the stream and buzzing of distant bees is interrupted by the rough, callous voices and laughter of goblins. The chatter and laughing stops as soon as they spot you. The goblin minions tuck themselves away as their boss steps forward and she yells out to you, “Who goes there?”

Encounter: Bridge Brigade

Creatures in this encounter. 1 **Goblin Boss**, 1 **Goblin Warrior**, 2 **Goblin Minions**, and 1 **Worg**

Loot in this encounter. The goblins’ gear, 7d6 (24) GP, 1d4 trinkets

Players have to find a way across the bridge, which is currently being guarded by a **Goblin Boss** that will call upon her **Goblin Warrior**, two **Goblin Minions**, and a **Worg** to help defend it. They are **Hostile** to the characters but won’t attack unless threatened or unsuccessful attempts are made to convince them to allow passage. Using an **Influence** action, the goblin boss’s attitude will improve to Indifferent and she can be convinced to step aside. Characters may convince, lie, or scare the goblin boss with an appropriate successful DC 15 Charisma (**Persuasion, Deception, or Intimidation** respectively) check. The check is made with **Disadvantage** since her attitude is hostile.

As the party crosses the bridge, the dense wisteria envelops them as they push forward into the Court of Wisteria.



Get the Adventure Here