

HONK



A Dungeons and Dragons 5e mini Adventure

HONK!



wizard has created an abomination! The tiny town of Flockwood is losing its goose trappers, and the local lord's supply of geese-based delicacies is dwindling fast.

STARTING THE ADVENTURE

The once-esteemed wizard **Ungurlf** created a monster, the mighty **Goose Hydra**, this five-headed monstrosity turned on his creator leaving his tower in ruins. Now it lairs at the northern edge of Longlake, killing the goose trappers from the village Flockwood who make a living off the seasonal inrush of geese. The villagers are unaware of the Goose hydra and wild rumors are spreading. The lord of the land has dispatched a group of adventurers (The players) to investigate the matter. The adventure begins as they enter the town of Flockwood

FLOCKWOOD

Flockwood lies in the middle of the wetlands, a swampy area riddled with forests, lakes, pools, and ponds. Every year in spring large flocks of geese descend upon the lakes to feed and raise their young.

Your adventure begins as you arrive in the middle of the wetlands in the little town of Flockwood. The town's geese trappers have been going missing, and the lord of the land has tasked you to save guard his foie gras (and perhaps find the trappers).

The weather is gloomy this time of year and an almost continuous drizzle descends from the air. Gray faces with haunted eyes greet you as you approach the town's only inn. The weathered sign, depicting a goose with a spoon in its beak, identifies it as The Feathery Fowl.

GATHERING INFORMATION

While in Flockwood the players can talk to the locals and get directions to the place the trappers have gone missing as well as the location of two other places of interest; BoJims cabin and Ungurlf 's Tower.

The players can make a Charisma(Diplomacy) check if they engage with the locals further.

Check Result

- | | |
|----|---|
| 5 | For a few months, trappers traveling to the Long lake have gone missing.
Traps have been destroyed. |
| | The geese have been unusually bold and aggressive.
Some people believe BoJim the giant has something to do with the trappers dispersing. |
| 15 | Nothing has been heard of Ungurlf the local wizard sins before the troubles began.
BoJim is a large fellow best not to anger him. |
| 20 | Navigating the wetlands is difficult, a few of the locals have excellent tips on avoiding the natural hazards in the swamps. (+5 on Int(survival) checks in the |

PERSONS OF NOTE

A steely gray stare meets you from across the room when you enter the inn. **Elanth Dane** is a 62-year-old female halfling brewer and innkeeper. Her husband Norbit Dane is one of the trappers that have gone missing. Elanth is the head of an underground network that smuggles goose produce to markets across the land, avoiding the Lord's taxes. As the proprietor of the only inn in town, she secretly runs Flockwood right under the self-absorbed nose of major Davan Green. If the players talk to her she offers gold in return for news of her husband's faith.

A portly human male in his late fifties with a self-important look on his greasy face approaches you. **Major Davan Green** thinks himself a minor lord and a big step up from lowly adventures. He is dismissive of the players and already 'knows' the disappearances are the work of BoJim the Giant.

NAVIGATING THE WETLANDS



Traveling through the wetlands is tedious and tiring. On their way to Longlake the travelers will encounter the ruins of Ungurlf's tower and Bojim's cabin. For traveling between each point the players must succeed on a Wisdom(Survival) check DC 12 or suffer one level of exhaustion.

WIZARD TOWER

In his thirst for fame and knowledge Ungurlf the wizard has gone too far with his experiments, the only thing left of his work are the ruined remains of his once-proud tower. Ungurlf's last experiment created the monstrous Goose Hydra tormenting the villagers. One of his side projects, a flock of fire-breathing chickens, attack the players as they enter the courtyard.

A ruined tower stands in an overgrown courtyard, the top floor completely open to the elements. Broken stones and fragments of furniture litter the area. The beady eyes of a huge flock of chickens stare at you from the remains of a burned coop.

After the battle, the players can search the ruins. A successful Intelligence(Investigation) check DC 15 reveals:

- 345 GP
- 388 SP
- Two gems worth 500 GP each.
- Fragments of several books about birds.
- A wand of fireballs (see DMG) with four charges left.



by: Edwin Dijkshoorn

SWARM OF FIRE

BREATHING CHICKENS

Huge swarm of Tiny beasts, unaligned

Armor Class 13 (natural armor)

Hit Points 66 (12d12 - 12)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 11

Languages —

Challenge 6 (2,300 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny chicken. The swarm can't regain hit points or gain temporary hit points.

Swarm heat. Any creature that starts its turn in the swarm's space takes 5 (1d10) fire damage.

Actions

Multiattack. The Chicken swarm can use the beaks attack on any creature in its space.

Beaks. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing and 7 (2d6) fire damage, or 3 (1d6) piercing and 3 (1d6) fire damage if the swarm has half of its hit points or fewer.

BoJIM's CABIN

In a clearing stands a large log cabin thatched with gold-colored straw, it is clearly the home of a large creature as evidenced by the front door which is almost 10 feet high and 6 feet wide. An upbeat melody, played on some kind of stung instrument, fills the air, the intricate rhythm coming from somewhere behind the house.

In the backyard of the cabin sits a big-bellied ogre in bright green overalls humming a tune and strumming on a huge banjo. Every once in a while he stops his performance to stir and critically examine the contents of a huge pewter pot, which emits the delightful evocative smell of an expertly made fish stew. The wall of the cabin is home to a bewildering array of Nets and other fishing gear as well as numerous implements for woodworking. Among them a double-handed ax.

BoJim is very smart (for an ogre). Unfortunately, he also has the short temper his kind is famous for. If the players insult him, harm his chickens or damage his property he is likely to go into a rage unless the players bribe him with gold or gems. If however the players treat him with respect and don't use too many difficult words he will offer them a bowl of his stew and share his knowledge of the wetlands.

- There is a large cave at the end of the lake. The strange monster that is attacking the villagers probably has its lair there.
- He has seen the shadow of the monster at night when it flew over his house.
- You can follow the red lilies which grow in shallow water to navigate the lake on foot.

BoJIM's STEW

BoJim's stew is mixed with rare herbs found around the lake. If a player eats a bowlful her hit-points and hit-point maximum increases by 5 until the end of her next long rest.

BoJIM THE OGRE

Large giant, chaotic neutral

Armor Class 11 (hide armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	5 (-3)	7 (-2)	7 (-2)

Saving Throws Str +7

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Huge banjo. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 67 (2d6) damage.



by: Edwin Dijkshoorn

LONGLAKE

The green waters of Longlake are congested with lilies and geese, the latter honking as the players' approach. To navigate the lake players can wade through, or try to build so kind of raft. Swimming is impossible because of the dense underwater vegetation.

Long before you see it the honking of thousands of geese tells you; you are nearing Longlake. When you see it the waters are a mass of white and red lilies. Geese are everywhere, on the shores guarding their nests, in the water foraging, or flying from one patch of water to another.

Getting to the other side of the lake is a perilous journey that normally takes 7 hours, the players must succeed on a Wisdom(Survival) check DC 15 or suffer one level of exhaustion. (Using a raft or following the red lilies, adds a +5 bonus to the roll).

The Goose Hydra knows the players are coming from the honking of geese in the lake. It is very territorial and will attack as soon as the players enter its domain.

From the shadows of the cave entrance sounds an ear-splitting Honk. You watch in horror as an abomination, unlike anyone has ever seen, waddles into view. A huge feathered body supported by 4 flippered feet is topped by five long-necked goose heads, each one of them is hissing menacingly at you.

GOOSE HYDRA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +8
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 9 (5,000 XP)

Multiple Heads. The goose hydra has five heads. While it has more than one head, the goose hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the goose hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the goose hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The goose hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the goose hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the goose hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The goose hydra makes as many bite or HONK attacks as it has heads.

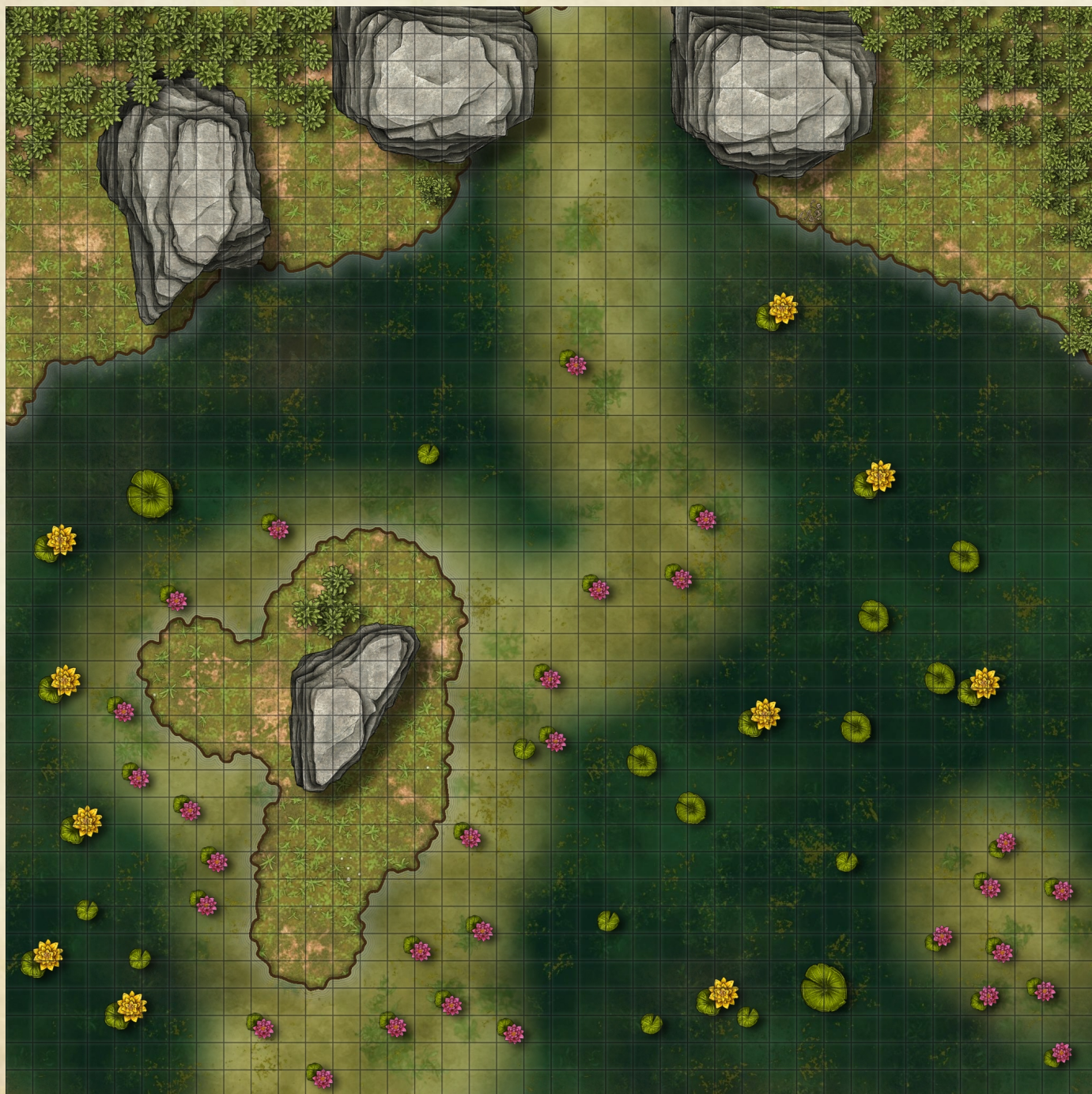
Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

HONK (Recharge 5/6). The Goose Hydra lets out a thunderous honk in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. A creature takes 2d4 thunder damage on a failed save and is deafened until the goose hydra's next turn. On a successful save, it takes half as much damage and isn't deafened.

(After every HONK roll a d6 if you roll a 5 or a 6 the HONK recharges)

Wing Attack. The goose hydra beats its wings. Each creature within 20 ft. of the goose hydra must succeed on a DC 16 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone. The goose hydra can then fly up to half its flying speed.

GOOSE HYDRA LAIR



If the players survive the encounter with the Goose hydra they can examine its nest. Among many fish bones, they discover the remains of the trappers. One lucky survivor has hidden between the branches of the nest. After some consolation by the party he identifies himself as Norbit Dane. They also find:

- Several solid gold chains worth 3000GP (Used by Ungurlf in the ritual to create the Goose hydra)
- 3 gem encrusted eggs worth 500 GP each.

AFTERMATH:

If the players return Norbit to Flockwood. They are greeted by a happy Elanth Dane who rewards them for their valor. She also gives them a selection of their finest, goose meat, down pillows and foie gras to give to the Lord this will surely raise you in his esteem.

ABOUT THIS ADVENTURE

This is my first foray into the world of adventure module making. Altho I have been a DM for years I have never sat down and written down an adventure in this kind of format. I hope you enjoy it.

This all started with a contest on the patron page of MZ4250, a wonderful 3D artist who models D&D monsters and characters for people to print on their 3D printer. The contest was: *Who can think of the silliest model for Miguel to make.* The winner was the **Goose Hydra**. This model was so much fun and has so much potential for a hilarious session of roleplaying, I decided to create an adventure and share it with the rest of the community.

The rest, as they say, is history.

LINKS

A link to MZ4250's patron page:

<https://www.patreon.com/mz4250/>

Free 3D model of the Goose Hydra:

<https://www.prusaprinters.org/prints/65437-goose-hydra>

English is my second language and I'm dyslectic, so if you come across spelling or grammatical errors please feel free to point them out to me.

e.dijkshoorn@gmail.com