

One Page Adventures 1

By Tyler Monahan



**A collection of 22 one page adventures for every
enviornment. Covers level 1-4**

INTRODUCTION

THIS BOOK IS A COLLECTION OF ONE PAGE adventures for levels 1-15. The adventures cover various environments a party might adventure through and each one has a small one page dungeon associated with it that can be run as well. Alternatively you can cut out the dungeon or run it on its own. These adventures are intended to be cut up and inserted into a larger plot line.

ENVIRONMENT PAGES

Each environment page is intended to be run as a skill challenge and is broken up into 4 sections. Skill checks are things you can describe while the party is traveling to determine how well they are finding their way. The assumed dc for all of them is 15 but they can be increased or lowered. If the party has a guide you can grant them advantage on these checks. You can also just have the players come up with their own obstacles to overcome with a skill of their choice.

SUCCESS AND FAILURE

On a successful skill check you should pick the next event listed under success. The players can engage with most of these encounters or avoid them. On a failure you should pick the next event on the failure list and have that occur. Once you reach the last event on a success or failure you can have them reach whatever destination they were aiming for. Failing 3 times has a fairly hard hook to the associated dungeon as a penalty which you may or may not want to include.

FEATURES

Some environments have a specific feature section that changes the way the game is normally played while there. These features are optional but they are intended to show the players that the environment is fundamentally different from what they are used to.

EXPLORATION

The last section on an environment page is a list of exploration events with the intent of rewarding players for exploring the environment. There is no set time to do these and they should be sprinkled in during the journey. They will describe something the players see, hear, feel, or taste but that they don't see. If they investigate you should follow the description of the event.

DUNGEONS

Each dungeon is fairly linear and contains some threat to the surrounding area. If the party ignores the threat these act as a seed for you to make the area more dangerous later on as the world evolves. Most dungeons are intended to be solved in multiple ways including socially or via stealth. Some encounters are far too strong for the party and need to be solved socially or by avoiding the creature.

SUPPORT

Website <https://onepageadventure.com/>

Blog <https://blog.onepageadventure.com/>

Patreon <https://www.patreon.com/OnePageAdventure>

LEGAL

One Page Adventures 1 falls under the OPEN GAME LICENSE Version 1.0a

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ARCTIC

The frozen arctic is a harsh land with dangerous weather and hungry predators. A tribe of orcs has come down from the frozen peaks to make their home in the arctic. They terrorize the few inhabitants here and plan to expand once their foothold is secure. (Level 1-4)

SKILL CHECK

identify hard packed snow (nature), find a path in the snow (survival), follow a constellation (arcana), plow through snow drift (athletics), identify historic mountain (history), figure out hunting trail marker identifier (insight)

SUCCESS

First: A trapper along the side of the road requests the party's aid in hunting down and killing 1-2 polar bears that mauled him and gave him a limp. It is a dc 14 survival check to find the polar bears and ambush them otherwise the polar bears get the jump on the players. The tracker rewards the players with a fur cloak that gives resistance to cold damage and a warning about orcs.

Second: A wandering pack of 4-14 wolves notice the party's scent and track the party for 3 days with their howls being heard getting closer each night. They can be lost with 3 successful group stealth checks with a dc of 15 otherwise on the 4th day they attack the party during the night.

Third: On the horizon the party sees black smoke billowing up. As they get closer they hear cries for help and then see a small cottage with a man inside, bails of burning hay are stacked around the side of the cottage and 2-7 orcs stand outside the building watching it burn with glee.

FAILURE

First: As the party is traveling they fail to notice 1-2 saber tooth tigers laying in wait. As they pass by the saber tooth tigers attack the softest looking targets in the back looking to get a quick kill and to flee with their meal.

Second: On the horizon the party sees a dark clouds coming in. After 6 hours the storm is on top of the players reducing vision to 5ft, making terrain difficult, and requiring them to make a dc 10 constitution check against gaining a level of exhaustion every 2 hours. They can make a dc 16 survival to find a cave for shelter every hour with disadvantage on the check during the storm.

Third: The party's trail was picked up by an orc patrol and 2-7 orcs track the party and ambush them in the night. Part of the patrol that didn't attack returned to the orcs stronghold to report their presence and if the patrol doesn't return after 2 days the orcs send out another patrol to hunt down the players each day with the number of orcs increasing by 1 as long as they are in the arctic.

EXPLORATION

First: Panicked barking can be heard in the distance. If the party investigates they see a wolf pup stuck on some broken ice floating in a lake. They can swim out to the pup to rescue it but must make 3 dc 12 constitution checks against gaining a level of exhaustion from hypothermia. The pup requires a dc14 animal handling check to carry off the ice. If they save it the pup befriends them and follows the party around.

FORT

The orcs have set up a stone fort atop an icy hill where they base their operations. It is well guarded and difficult to enter as they keep up a constant guard. If the base was lost they would lose their foothold in the hostile arctic and would have to retreat to their homeland. (Level 1-4)

1. MOAT

A frozen moat surrounds the keep with thin ice. A heavy character would break right through into the freezing water which requires a dc 14 constitution check when entered and each time you start your turn inside it against gaining a level of exhaustion. A hidden medium pipe can be found in the moat that leads into the keep that comes out in the warehouse basement's well.

2. DRAWBRIDGE

A drawbridge is lowered over the moat and leads up to an iron portcullis that prevents ingress to the keep. A dc 20 strength check can lift the portculus. There are two orcs standing guard behind the gate who will raise an alarm if they see attacks and raise the drawbridge.

3. WALLS

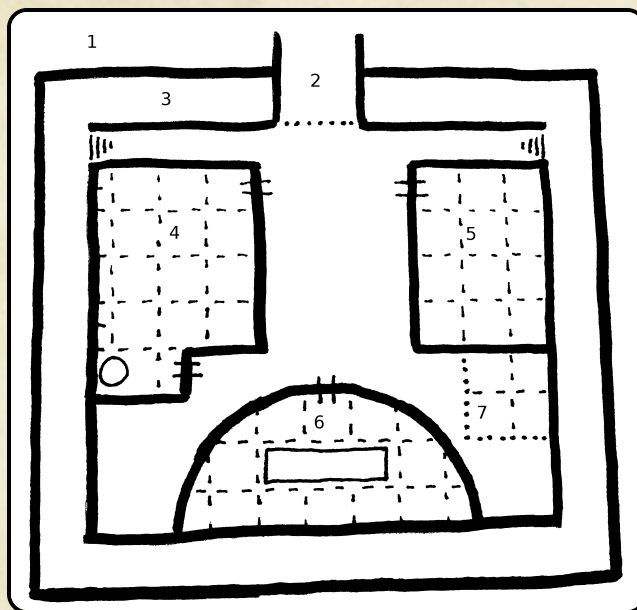
The intortory of the fort is protected by thick 60 foot walls that are icy with the cold. A dc 17 athletics check allows a character to scale it but a failure drops them into the moat and creates noise alerting 2-7 orc guards from the sound of breaking ice.

4. WAREHOUSE

A stocky stone warehouse with a thatch roof sits against the interior wall with a sleeping worg guarding the entrance. If the worg is disturb by a non orc it will howl out an alarm and 2-7 orc guards will arrive. Inside the warehouse are large stocks of meat and giant and a small stone well that has a pipe at the bottom that goes to the moat that predates the orc fortress.

5. BARRACKS

A wooden barracks houses up to 100 orcs at a time but most of them are out in the field or guarding the fort. There are 4-14 orcs sleeping in the barracks at any given time and each bed has a chest with 1-3 gold worth of coins stored in it and bits of weapon and armor repair gear. The orcs in the barracks will come out of the barracks in 2s and 4s if an alarm is sounded.



6. KEEP

The central keep is a round hall used for feasting and religious service. Inside the leader of the orcs a orc eye of gruumsh and 0-6 orcs sit at the long table planning their further expansion into the arctic. If attacked the eye of gruumsh will direct the fight providing support unless alone.

7. TROLL CAGE

A troll sits caged against the inner wall of the fort. It has been captured by the orcs who are tormenting it until it will serve them. If the party talks to him then he will agree to kill orcs if they set him free. If set free blindly it will go on a killing rampage targeting anything in sight. The troll is not quite about its killing frenzy and quickly attracts a lot of attention.



COAST

Sahuagin raiders terrorize the coast after pirates took up residence in a local cove and desecrated a shrine to the sea god who protected the coast. The pirates have taken advantage of this by looting raided villages for treasure left behind by the Sahuagin. (Level 1-4)

SKILL CHECK

washed out trail (survival), rocky river (acrobatics), cliff side (athletics), bypass a cove (nature), notice a religious train marker (religion), notice a landmark (history)

SUCCESS

First: A villager (Jehan) is down in the tide pools collecting urchins during low tide. Around the villager 8 giant crabs can be seen creeping up the slick rocks on the unsuspecting villager. The tide pools are difficult terrain for creatures without swim speed. Giant crabs try to grapple targets and drag them into the sea to drown them. Reward: potion of water breathing

Second: A dying whale is beached on the shore. An inspection reveals shark-like bite marks as well as spear wounds on the whale. It weighs 3000 pounds (players can push/drag their strength times 30) It will die after 10 minutes unless stabilized with healing magic and water. If the whale is saved a sea sprite will appear and gift the party some “useless” sea glass. A dc 5 arcana check will reveal one of the pieces of glass functions as a blue sapphire elemental gem.

Third: The village of Colmar was recently gutted by a Sahuagin attack followed by a pirate raid. The few villagers who are left are picking up the pieces. Ethon is considered the leader of the village and will tell the party what happened and can tell them about the pirates desecrating the sea gods shrine. If the party is cursed he will tell them the sea god shrine was known for lifting curses. There are a number of injured and dying villagers in the town hall that he will request you help if you can. He can offer nothing for assistance.

FAILURE

First: A raiding party of 6 sahuagin attacks the party. Their weapons are coated in blood and they will attempt to drag off any knocked out characters in nets to sacrifice to their god.

Second: The party makes camp near the beach after an exhausting day of travel. During the night a storm blows in at the same time as high tide and the party realizes they are below the high tide water mark. It requires a dc 10 athletics check to get far enough away from the storm to be safe during the storm. There is a dc 15 athletics check to pack any camping equipment they used before the storm hit otherwise everything they use to set up camp is lost.

Third: Sahuagin priestess with 0-4 sahuagin attacks the party. She starts combat by shattering a sand dollar, permanently cursing the party with seasickness giving them disadvantage on dex checks if they fail a charisma dc 17 save.

EXPLORATION

First: Music can be heard in the distance. A girl (Ame) is playing reed pipes in a small sea cove and pseudo dragons are dancing above the surf to the music. She fled from her village after it was attacked and can lead the party to it.

Second: Low tide reveals tide pools along the beach below the cliff side path the party is traveling on. If the party investigates they see little tiny crabs, sea urchins, and a colorful conch shell which can be turned into a conch horn.

PIRATE SHIP

The pirates have stolen the sea goddess's trident, lifting her protection from sahuagin attacks from the coast. Now they spend their time celebrating on shore and pillaging the coast after sahuagin attacks. Pirates use bandit stats and officers use bandit captain stats. (Level 1-4)

1. COASTAL SHRINE

A shrine to the goddess of the sea on a cliff overlooking the pirates ship anchored in the waters below. A statue of her stands made of coral on a dias with her arm held aloft like she was holding something though nothing is in her hand. A dc 5 religion check will reveal she is missing her trident. Returning the trident will lift any curse on the party and will restore Umberlee's protection to the coast stopping sahuagin attacks.

2. DECK

2a. a longboat used to go to and from shore. 2b. Mast that can be climbed 30 feet up is a fighting nest the archers can fire from. 2c. Hatch down to the lower deck. 2d. Crane for retrieving goods from the hold through a cargo hatch.

3. MAIN DECK

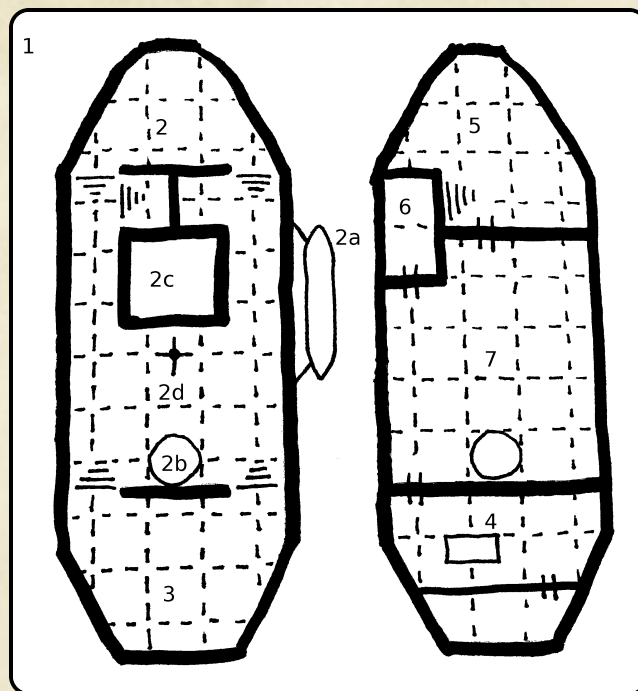
The main deck has a pirate officer and 0-8 pirates stationed on it. At night they drink heavily and have disadvantage in combat. Half of the pirates will climb the main mast and fire cross bows down on combatants. After 2 rounds of combat 1-8 pirates arrive to help and use the winch to lift 1-2 tigers up from the hold and release them to attack the party. After 4 rounds the pirate captain arrives and uses a bandit captain's stack block with the ability to have another pirate attack as a reaction.

4. CAPTAIN'S CABIN

The captain's Cabin is gaudily furnished. Behind a desk mounted on the back wall is the sea goddess's trident of fish command. The door has a dc 13 to break or pick. The captain spends most of his time outside unless he needs to sleep or entertain guests. Stern Castle balcony outside the captain's cabin that allows entrance/exit.

5. CREW QUARTERS

Crew Quarters contain hammocks for the crew and footlockers where they store personal effects and small quantities of gold. Pirates work in shifts so there are always 6-16 pirates sleeping here. If they are surprised, half get tangled in their hammock for one round.



6. SCULLY

Scully manned by the cook before and after meals. It contains basic cooking equipment and stores of fresh meat and produce. There is a small chest in the corner with a copper mouth on top and the chest will only open if fed something sweet otherwise it spits food placed in it out. The chest contains 35 gold and a potion of water breathing.

7. CARGO HOLD

Cargo hold is full of plunder from villages containing mostly trade goods like iron, fish, and tools. There are also 1-4 cages containing a tiger each. If approached the tigers will start a low growl that gets louder the closer you get. It will roar alerting the crew if it sees someone within 30 ft unless distracted.



DESERT

Kobold raiders ransack the routes through the desert attacking caravans and travelers alike to assert their dominance. The desert heat is harsh and traveling during the day results in gaining a level of exhaustion from the heat. Water ration requirements are doubled. (Level 1-4)

SKILL CHECK

Dust storm(survival), sand dunes hiding path(nature), star navigation (arcana), buried signpost (perception), tablet indicating location (history) climb obelisk to scout (athletics)

SUCCESS

First: Gynosphinx that requires the party to tell her a riddle she can't solve in order to pass. The sphinx does not consider the party a threat in combat and will simply incapacitate them and continue to request a riddle.

Second: Four bandits mounted on camels attack the party. They will attempt to attack from range with short bows while using their mounts to avoid the party. A significant show of force causes them to flee.

Third: A caravan is stuck with signs of recent battle with kobold raiders. Their wheels have been cracked and they can't make their way to the city of Arcos. They don't trust travelers but a dc 14 persuasion check or aiding them will cause them to offer to lead the party out of the desert.

FAILURE

First: At night a kobold raiding party of 8 kobolds 3 of them mounted on giant lizards waylays the party. They will try to steal or demand any food or water the party has and if refused they attack with the goal of taking the rations and leaving.

Second: The sand gives way under the adventurers' feet dropping them into a 50 foot pit. After they land they notice 1-2 swarms of poisonous snakes they just woke up who proceed to attack.

Third: A shambling horde of 8 diseased kobolds attack the party. After combat everyone makes a dc 17 constitution check to avoid gaining mummy rot curse which causes them to lose 2 health from their hitpoint maximum every 24 hours. Their body turns to dust when they have a hitpoint maximum of 0. Treasure: a pharaoh mask that acts like a helm of comprehend languages.

EXPLORATION

First: As the sun rises over the desert you can see birds flying into the sky to the east. If the players investigate they will see an Oasis shimmering in the distance which is out of their way. The oasis supplies water and coconuts. Resting there gives advantage on travel checks.

Second: Two stone pillars can be seen in the distance as the party travels. If they detour to investigate they will see they are the broken legs of a great stone statue. A pedestal near the base reads "Look on my works, ye Mighty, and despair!" The rest of the writing has been destroyed by a scimitar of warning lodged into the stone.

PYRAMID

An ancient pyramid was recently unearthed from the sands of the desert and a band of kobolds moved in disturbing the tomb. The kobolds shaman stole the pharaoh's mask which has cursed the tribe with mummy rot and a plague of mummies and sickness will be released if the mask is not returned.

1. ENTRANCE HALL

A large open entrance chamber contains two 30 foot tall square pedestals with large human statues with their arms reaching for the sky. A ladder leans against each pedestal going to the base. Four kobolds are on each pedestal armed with slings they will attack the party on sight. For higher level parties the kobolds throw 1-2 pots containing a swarm of wasps at the players.

2. HALL OF SARCOPHAGUS

A long chamber contains 32 black iron sarcophagus propped up against the wall. Inscribed on each are the words "Duty in Death." It takes a dc 26 strength check to open a sarcophagus which reveals an unmoving mummy. They will only rise up if the pyramid is desecrated.

3. KOBOLD CAMP

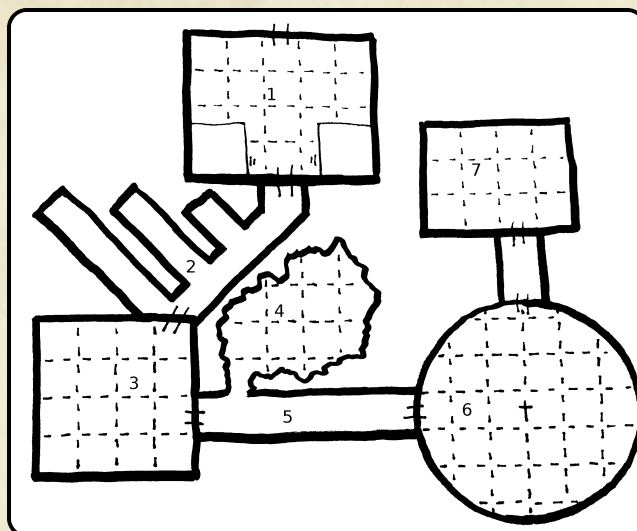
A cavern roughly carved out of the pyramid by the kobolds. It contains the tribe's living area and is currently home to 40 male and female kobolds half of whom are suffering from mummy rot and are unmoving but still alive on pallets. If the party attacks 10 kobolds will try to fend them off while the other 10 try to escape with the sick.

4. KOBOLD SHRINE

A kobold shaman (knows 1/day thunderwave) and 6 kobolds pray around a tangle of wire and bones. In the center is the pharaoh's mask which acts like a helm of comprehend languages. They will ask the party to leave and attack if they refuse. If the pharaoh's mask is not placed on his sarcophagus within 3 days a dust storm encircles the pyramid and a mummy lord rises.

5. TRAPPED HALLWAY

A kobold lies dead on the floor with a dart in its neck. Darts fire from knee level up while walking down this hallway (+5 to hit, 1d10 damage). Halfway through scythes spin out from the wall at ankle height (+5 to hit, 2d10 damage) if the players are prone the scythes have advantage.



6. FALSE TREASURE CHAMBER

A domed room contains only a mural depicting a figure with its arms out spread with a festival of kneeling people to his right and a plagued land with standing people facing away to the left. The face of the figure has long faded away but the words "Only the Faithful" are etched into a stone sword protruding from the center of the room. Showing reverence to the figure in the mural will reveal a hidden door.

7. PHARAOH'S TOMB

An elaborately painted room with chests full of gold and jewels worth a total of 2,000 gold. In the center of the room is a sarcophagus painted from toe to neck. Where the face would be you see blackness like something that was there was taken. If the players place a pharaoh's mask here any curses they have are lifted. If anything is taken from the room or the sarcophagus is disturbed a mummy rises up out of it to purge the pyramid of all life.



GRASSLAND

Grasslands sweep for miles with tall knees to head high seas of grass. The land is relatively civilized with small farms and ranches. Gnolls are encroaching on the lands. (Level 1-4)

SKILL CHECK

star navigation (arcana), game trails (nature), finding a stream (survival), ask directions from fleeing farmers (persuasion), strange markers (insight), artifact (history)

SUCCESS

First: The party comes to the site of a battle. Dead human militia and gnolls litter the field. Ravens calls can be heard and hyenas feast on the remains of the dead. If the party investigates the battlefield 1-4 giant hyenas attack them. On the field is a dying human. If they save him he will tell them how gnolls have been attacking the countryside and a militia was raised to right them. If left alone after feasting the hyenas transform into gnolls.

Second: A herd of cows being hunted by 1-3 griffons who plunge out of the sky and take one to their roost. The rancher who owns the cows begs the party to help deal with the griffons otherwise he will be ruined. Griffons swoop down on players and fly back into the sky after attacking.

Third: The party sees and smells smoke on the horizon. After 4-5 hours of traveling they see a town in the distance that is under attack by a gnoll war party. The town militia is holding the war party back for the moment from behind wood barricades but the town is on fire and it isn't clear how long they can hold out. There are 8 gnoll archers firing on the town from a distance, 12 gnolls attacking the barricade, and a gnoll pack lord with 0-6 gnolls directing the assault. If the pack lord is killed the gnolls' morale is broken and they retreat. Gnolls like killing villagers.

FAILURE

First: The call of a pack of hyenas can be heard in the distance. 8 hyenas led by 1-6 gnolls are tracking the party. The hunters catch up with the party in 2 days unless they are lost by 3 successful stealth checks.

Second: During the night an Ogre raids the party's camp for food not caring if its livestock or person. Once it kills something it will sit down to eat it giving the party the chance to flee or fight it. An offering of food and gold is enough to get the ogre to go away though complex words make it mad.

Third: 2-8 gnolls try to ambush the party from the tall grass near the road. Jumping out and attacking the party from behind once they move past. Make a stealth check to see if they are seen. Half the gnolls stay back and make ranged attacks. Plans are found on the corpse outlining a plan for a gnoll war camp to raze settlements nearby.

EXPLORATION

First: In the distance 8 wild horses can be seen galloping across the grasslands. The party could pursue them and try to use them as mounts which would require animal friendship. Anyone who tried to mount one would have to make a dc 18 animal handling check or be thrown to the ground spooking the herd.

Second: A lone farm house can be seen in the distance with smoke billowing from its chimney. If approached, a voice from inside the bare house will tell them to flee. After a few moments they are attacked by 2-4 scarecrows. The farmer inside won't let them in but if they defeat the scarecrow he will flee with his family and give them his clockwork amulet as thanks.

WAR CAMP

A gnoll war camp sits surrounded by a wood palisade with a ditch dug on both sides. The tall grass has been cut back within 150ft of the war camp to give sentries a clear view. In the center of the camp a tall wooden tower gives them a view of the surrounding area. (Level 1-4)

1. PATROLS

3 patrols each consisting of 2 gnolls and a giant hyena circle the camp at a good distance. If engaged one gnoll carries a war horn and will try to blow it first thing to alert the camp.

2. PALISADE

A wooden palisade that is 8 ft tall circles the camp. A ditch has been dug in front of it and wooden stakes have been driven into the ground. If someone falls onto the spikes they must make a dc 14 dex save or take 1d6 damage.

3. GATE

The entrance to the camp has a wooden bridge over the spiked ditch. 2 gnolls stand guard outside the entrance. Once past the wall there is a 20ft deep pit with 2 giant hyenas and 8 hyenas in it surrounded by bones. A wood bridge crosses this pit to the main area of the camp. Another 2 gnolls guard this bridge and attempt to knock attackers into the hyena pit.

4. LOOKOUT TOWER

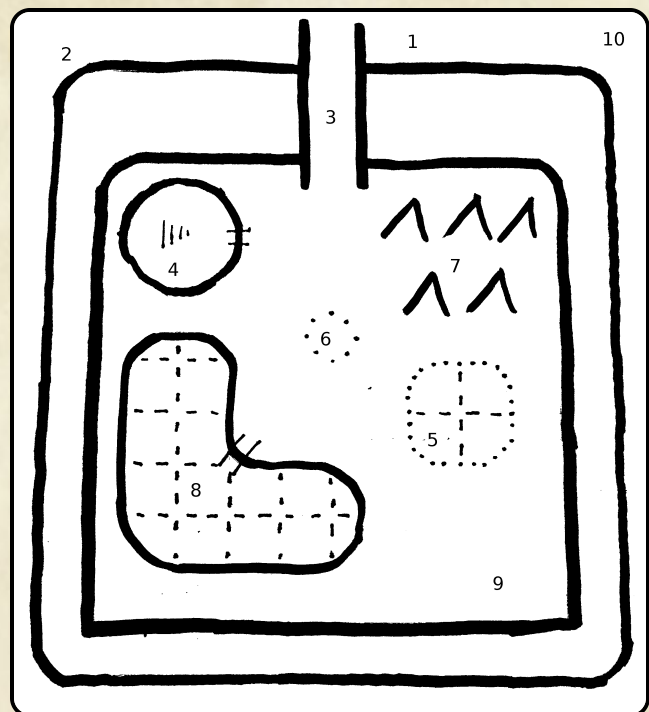
A wooden tower with a rope ladder up 60ft to a platform where 4 gnoll archers stand guard. They are lax but if an alert is sounded they will start firing on attackers in the camp.

5. PRISONER CAGES

Large wooden cages hold 12 malnourished villagers taken captive by the gnolls. They have 2 levels of exhaustion. The gnolls have been using them as slaves, torturing, and eating them. Anne, a female villager has embraced the gnoll madness due to the horrors she has seen. She will attempt to kill and eat humans after being saved.

6. FIRE PIT

A large fire and gathering area where 2-8 gnolls generally spend their time eating or entertaining themselves by throwing bones at captives.



7. SLEEPING TENTS

A large number of roughly made hide tents are set up where the gnolls sleep when they are not out rampaging. 8 gnolls are generally asleep in this area at all times waiting for their watch shift. They sleep soundly in camp believing their pack to be protecting them.

8. PACK LORD'S TENT

A large pelt tent that houses a gnoll pack lord and 0-6 gnolls inside. If combat erupts the gnolls will try to exit the tent so they can better use their numbers against their attackers. The pack lord will order slaves to be executed when he is under attack to try and distract the attackers. The inside of the tent has maps showing war plans for attacking nearby settlements.

9. LATRINE

A large hole dug at the back of the camp stinks to high heaven and is being used as a privy and waste heap. The remains of human bones gnawed clean can be seen in the pile.

10. WOOD THICKET

A cluster of uprooted tree stumps and churned earth. This is where the gnolls got their wood from. A dc 14 nature or insight check will reveal a bulette was likely the cause of the uprooted trees and that rhythmic stomping is known to attract them. The players can try to unleash one on the camp.



HILLS

A hilly land with sparse vegetation and rocky terrain. Rivers cut through the hills and it is primarily populated by herders and some miners. Goblins have moved into the area recently and are stealing anything they can get their hands on growing more bold by the day. (Level 1-4)

SKILL CHECK

follow stream (survival), climb cliff (acrobatics), swim river (athletics), notice rockpile marker (insight), follow magic trace (arcane), commune with minor local spirit (religion) Landslide, Mine, Empty lair

SUCCESS

First: As the party travels they see a young boy on the side of the path weeping. He is a shepherd and during the night goblins stole his flock so his family won't be able to afford food. If the players choose to help the shepherd there are clear tracks to follow to a small cave where the flock is being kept and 8 goblins sit around a fire in front of it celebrating their theft.

Second: While traveling along a creek in a valley between two rocky hills the party hears the sound of thunder even though the sky is a clear blue. After a few minutes the players notice the creek has started to rise. To reach the high ground each player needs to make 3 dc 14 athletics checks with each failure increasing the dc by 1. Between each failure describe the waters rising more and carrying larger debris. If a player fails 3 athletics checks they get caught up in a flash flood and are swept away if they can't be saved.

Third: A 200ft wide river blocks the party's path forward. The central current is moving very quickly and sweeps anyone who can't make a dc 20 athletics check away (the troll may save them). Downstream of the river is a long stone bridge. If the party tries to cross the bridge a Troll climbs onto it halfway across and demands a toll which can be anything (food, money, or a funny story). Trolls aren't smart so they may not be able to explain what the toll is. He attacks if they cheat him.

FAILURE

First: During the night 4-10 goblins sneak into the party's camp and try to steal anything they can get their hands on. If spotted they will snatch anything they can and flee. While running a goblin will drop what they are holding if it. The goblins escape into a natural tunnel after 3 rounds.

Second: The party finds themselves lost in a maze-like canyon. As they stop to catch their breath they hear a loud snorting sound echoing through the canyon and the sounds of metal dragging on stone. They must make 4 successful skill checks with a dc of 15 that would help them get out of the canyon on the first failure the snorting sound gets close on the second failure a minotaur attacks.

Third: As the party travels past a 60 foot rocky outcropping 3 goblins attack the party. One holds aloft a staff which transforms into a spirit goat and dashes into the hills. Each player must make a dc 14 wisdom save against being transformed permanently into a goat. The goblins proceed to attack the party at range from the outcropping which goats can easily scale.

ANCIENT TEMPLE

A stone temple is carved into the side of a cliff. What was once a well trafficked site has now fallen into ruin. A goblin tribe has taken up residency here carving out their own tunnels and caves among the halls of the temple. (Level 1-4)

1. RUINED ENTRANCE

The entrance to the temple stone debris clusters the floor and small tracks can be seen among the dust. 4 goblins stand guard here next to a large gong.

2. GOBLIN COOKING FIRE

Small tunnels lead into and out of this hand carved room. It contains goblin children as well as food stores and a cooking fire. They will retreat if threatened.

3. ROTTING LIBRARY

This chamber contains moldy shelves with the remains of rotting scrolls. A dias stands empty in the middle of the room.

4. TRASH DUMP

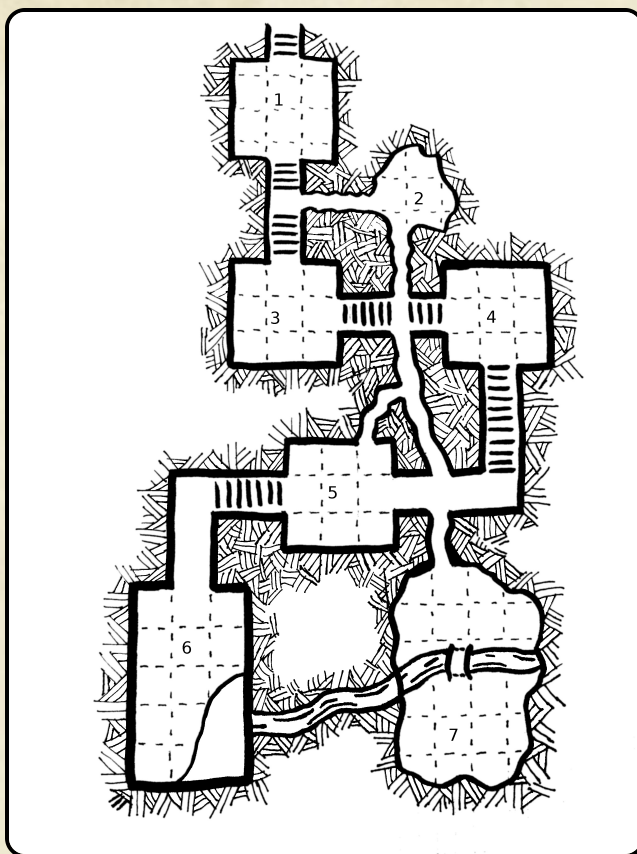
The stairs leading down to this chamber reaks with eggs and rotting food. The chamber is being used as a latrine and the filth and trash is knee deep. (dc 14 con save on vomiting)

5. CEREMONIAL DOOR

An ornate metal door depicting a god being cast down into the sea bars further progress after entering this room. There are four working fountains and you can see the remains of several dead goblins at the door. Trap: touching the door triggers a dc 14 dex check. On failure take 2d10 cold damage. Puzzle: the doors will swing away from water.

6. FORGOTTEN ALTAR

Rows of pews stand in front of an altar against the far wall. On the altar stands a statue of the god who was depicted on the door being cast into the sea. Water partially fills the chamber. Treasure: there are a number of rings of water breathing on the altar equal to the size of the party minus 1. Trap: If anyone takes a ring they will hear a click and after a pause a oortculus will fall trapping them in the chamber and the room will fill with water slowly. DC: 20 str check to lift the portcullis.



7. GOBLIN ALTAR

This is a natural cave that was tunneled into by the goblins here. An underground river runs through it and a makeshift bridge goes over the fast moving current. A goblin altar sits on the other side of the river. 8 goblins and 1 goblin boss defend the altar. River: dc18 athletics to not be pulled downstream. Treasure: The goblins have 200 gold around their altar.



FOREST

An enchanted forest with fae and beasts populating it. In the heart of the forest something dark lurks and is creating blights though its corruption is still limited. (Level 1-4)

SKILL CHECK

ask an awakened tree for directions (persuasion), find deer trail (nature), follow footprints (survival), climb a tree to see a path (acrobatics), wade through quick river (athletics), entrain a sprite for directions (performance), find a trail marker for the forest god (religion)

SUCCESS

First: A hunter named Gerald approaches the party as they travel. He has found a great beast and requests their aid in slaying it. He offers them 5 gold each for their assistance. If they agree he leads them to a clearing where a Giant Elk drinks from a pool of water.

Second: An illusion of a Young Green dragon cast by a blue faerie dragon flies overhead and lands in front of the party. The dragon will demand the party leave any baked goods or baubles they might have on the ground and flee. A dc 13 investigation check reveals the illusion. The Faerie Dragon isn't hostile but will prank the party for fun.

Third: Firmly planted in the party's path stands a lone unicorn. A droning fills the air and the party falls asleep on the forest floor. Any player who has killed an animal in the forest will dream of the animal's death from its point of view. All other players dream of a voice asking them to root out the darkness in the heart of the forest. When the players wake they no longer see a unicorn.

FAILURES

First: The party sees two small bear cubs playing under an oak tree. After a few moments a low growl can be heard and 1-2 brown bears approach the party. The bears will attack the party if they stand their ground or chase them if they flee.

Second: While walking the party notices 1-2 giant boars digging for truffles. The boars look up in the party's direction for 30 seconds. If any one moves while they are looking they charge otherwise they go back to rooting around in the dirt.

Third: The party makes camp in a clearing. During the night 2 needle blights, 4 twig blights, and 0-4 vine blights attack the party. Any one damaged by the blights must make a dc 15 constitution save or become poisoned permanently with black rot which can't be cured by normal methods.

EXPLORATION

First: A small wisp of smoke can be seen rising above the trees in the distance. If approached they will find a small cottage with an old woman who offers to feed them rabbit stew. If they eat she will warn them off strange poisonous plants in the forest and the flower that grows deep in the forest that can cure any poison.

Second: The party hears the sounds of music (flute and drums) in the distance. If they follow it they will find a band of 8 satyrs dancing around a fire, eating food, and drinking beer from a cask. They will invite the party to join their celebration of the birth of the forest.

CURSED TREE

A titanic skeletal tree stands alone in a clearing. A dark hollow can be seen in the base of the tree. Halfway up is another hollow. This tree was cursed by a mysterious man who plunged a dagger into the tree's tap root, cursing it and regaining his youth. (Level 1-4)

1. CURSED TREE

A towering tree stands alone in a clearing, its ashen gray branches bare. At the base of the tree is a dark hollow. Players must make a dc 14 wisdom check against fear compelling them to flee from the clearing on approaching the tree. 2 vine blights rise up from the dead grass and try to entangle the party as they are seperated. 0-8 needle blights shamle out of the hollow in the tree and start attacking the party at range.

2. TREE BARK

A close inspection of the tree's bark reveals countless small holes in the bark. Climbing the tree results in a swarm of 2-4 (beetle) wood bark beetles with a climb speed of 30 swarming out of the bark and attacking.

3. WASP NEST

Once the party gets halfway up the tree they disturb 2-4 Giant Wasps in the upper hollow unless they are being stealthy. The wasps will fly out of the tree and attack the party while they are climbing and try to drive them away from the tree.

4. TREE TOP

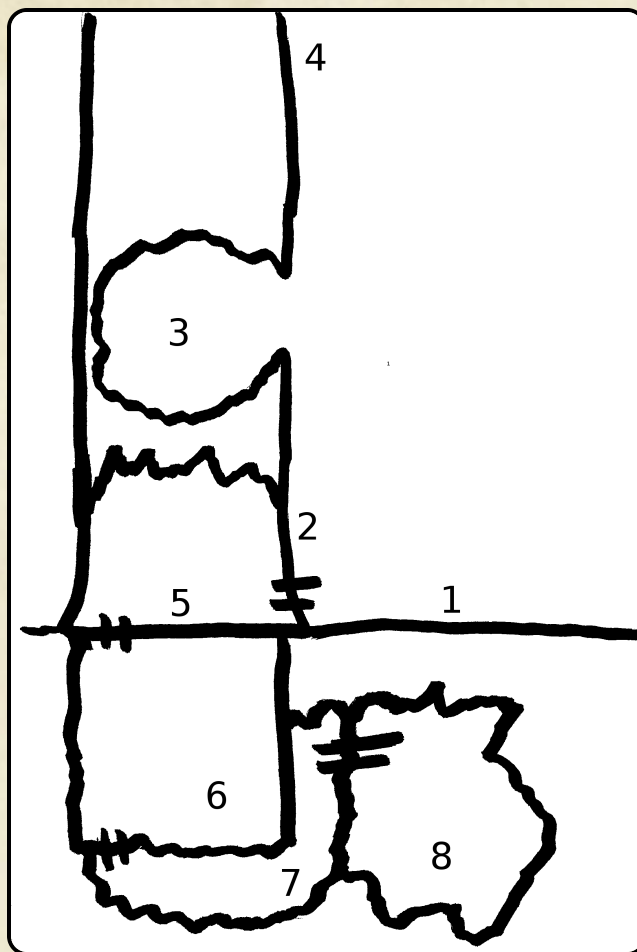
Near the crown of the forest a wilting orchid known as the heart of the forest grows with its roots clinging to a branch. If the players try to touch the flower their hand will phase through it. The flower is intangible unless its roots are watered which allows it to be touched.

5. DRYAD'S HOLLOW

A dryad who has lost any look of youth tries to get the party to leave. If the party does anything harmful to the tree she attacks them. She fears they will only make the issue worse. If they can persuade her they can help, she will tell them how an old man came to the tree many seasons ago and cursed it and when he departed he was young again.

6. ROOTS

A gnarled ball of withered roots is exposed in this cavern. The roots are covered in a blackish red sticky substance and have brown vines snaking around them. There is a general sense that the roots are unwell. The vines are slowly killing the tree and removing them will help it recover; a dc 15 nature check would reveal this. The sticky red substance is a slave that is preventing the spread of spread of the vines a dc 15 medice check would reveal this.



7. DIRT TUNNEL

A Grick bursts out of the ceiling of the tunnel and attacks the party attempting to kill them. If it is reduced to half health it will try to flee back into the ground.

8. TREE'S HEART

A pool of sap which reflects the tree's tap root. In the reflection you can see a dagger sticking out of the root and periodically sap drips down its length and drops in the pool creating ripples. You have to reach into the pool and grab the knife to remove it. The knife curses its wielder, aging them greatly as long as they hold it. Knife can only be seen in reflections and any attempts to get rid of it result in unconsciously stowing it on your person. The knife can be removed if someone takes it from your reflection thus becoming cursed themselves.



MOUNTAIN

A mountainous region has recently been connected to the underdark and troglodytes have poured out of the depths and taken up residence in caves and abandoned mines. A band of miners have been captured by them and are slowly being eaten. (Level 1-4)

SKILL CHECK

climb a rock slide (acrobatics), chose right fork (insight), find trail (survival), find goat path (nature), climb a cliff (athletics), ask a traveling merchant for directions (persuasion)

SUCCESS

First: Saltborn the stone giant blocks the path ahead. He believes he is dreaming and that the party is a figment of his dream. He isn't interested in moving and will ask absurd things like why the players don't simply turn into clouds and float around him. If they convince him he isn't dreaming he would move aside. He doesn't want to hurt anyone but while "dreaming" he doesn't consider anything to be real and has no problem throwing someone off the side of a cliff.

Second: 4-12 wandering aarakocra approche the party. They say the winds have spoken of travels in the mountains who poses one of the 7 lost shards of law. They demand the party hands over a shard they don't have. The aarakocra don't want to use force and will try to negotiate.

Third: A small camp lies in disarray. Supplies are scattered and blood covers the ground. A search of the site finds mining supplies and a notebook that logs a miner's discovery of a massive crystal in an abandoned mine and the formation of a company to re-open the mine. It has directions to the mine.

FAILURE

First: During the day 3-9 troglodyte scouts encounter the party while traveling. One of the troglodytes will flee to report the incident and the others will attack the party only if they move forward.

Second: The party reaches a long narrow stone land bridge that sands 200 feet above a rocky gorge. While crossing 1-3 harpys will use their song to try and lure players over the edge. If the song fails they attack the party for 2 rounds. On the 3ed round they will try to escape.

Third: At night 2-7 troglodytes attack the party. After the fight anyone who was within 5ft of a troglodyte sleep walks each night in the direction of the troglodytes lair. They can't be woken but will wake up naturally and only remember feeling a pull towards something. If they go to the lair this ends.

EXPLORATION

First: A pile of small bones and a white chalky substance lays at the base of a cliff. An investigation will reveal a large nest high up above. The nest contains 2 hippogriff eggs.

Second: Worn and weathered steps lead to the highest peak in the mountain range. It takes 3 days to climb the peak and grants a level of exhaustion each day. At the peak is a nameless sage sitting cross legged. He tells the party he will grant them his wisdom on one question about anything which he will answer correctly. He is silent after that and if attacked he accepts death peacefully.

MINE

This abandoned mine has recently been connected to the underdark through a buried complex dedicated to the old ones. It contains troglodytes, trapped miners, and objects meant to cause players to question their sanity and the nature of reality. (Level 1-4)

1. MINE ENTRANCE

Two iron ore carts sit broken down on a railway that leads into the mine. The wheels appear to have fallen off the carts; any one with tinker or smithy tool proficiency can repair the damage. The carts are equipped with brakes and can hold 3 people each and move 30ft a round downhill.

2. DARKMANTLE NEST

The party disturbs 2-6 darkmantle who swooped down from the cave ceiling and attacked the party.

3. RAVINE

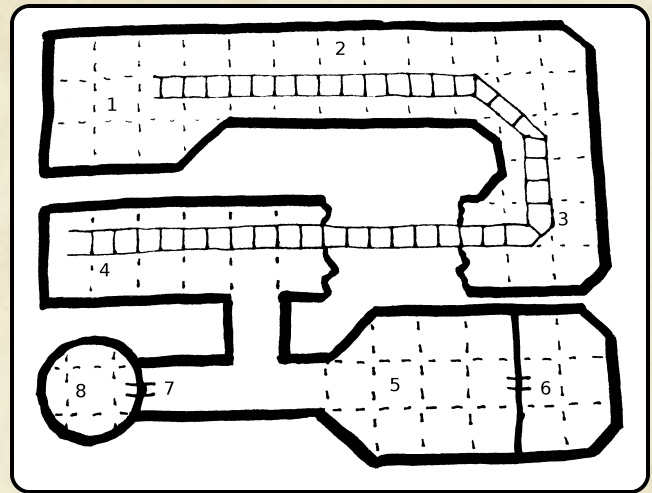
As the party enters this chamber they see the minecart rails extend over a ravine. The room contains 6 troglodytes who will attack the party with claws or thrown rocks. They will not pursue the party over the ravine as they do not light heights and won't cross the rail.

4. ALIEN ARCHWAY

The minecart rails steeply descend, increasing the minecart's speed to 60ft a round. The rails lead through a stone archway with alien looking carvings. Creatures that pass through the archway appear and sound like troglodytes. If they pass back through they return to normal. The rails turn a bend and end slamming into a wall. Dc 14 dex check take 2d6 or half on a save.

5. ELDRITCH CRYSTAL

A number of troglodytes equal to the number of players in the party stands in this room and they attack the party on site. A massive crystal juts out of the center of the cavern. The facets reflect the party as troglodytes, the troglodytes as the party, and the miners appear to be unspeakable horrors watching with glee.



6. TRAPPED MINERS

A stone barricade blocks access to the back of this cavern. If approached a miner will stick his head above the barricade and yell for help. The miners will tell the party they were trapped back here by the troglodytes after a cave in. They will beg them to escort them out of the mine.

7. PUZZLE HALLWAY

A perfectly cut hallway with smooth stone walls with alien runes carved into the floor stretches into the darkness. Traveling down the hallway will stretch on forever but if you walk down the hallway and then turn around you will arrive in the next room. The reverse will work to get back.

8. STRANGE ARTIFACT

The entire room is spherical and players must succeed on a dc 10 dex check or slide down the floor to the bottom of the sphere. At the bottom is a ball made of what looks like black metal bands with alien runes which is an Iron Bands of Bilarro.



SWAMP

A foggy swamp filled with trees and low standing water. There are many natural hazards like tar and quicksand. A tribe of lizard folk control the swamp and attack intruders who lose their way. Deep in the swamp is an ancient temple where dark magic is being practiced. (Level 1-4)

SKILL CHECK

find shallows (survival), cross deep mud (athletics), follow shallow water plants (nature), notice plant trail markers (insight), ask a hermit for directions (persuasion), decipher religious guide to a temple (religion)

SUCCESS

First: While traveling the party comes across a traveling herbalist (disguised green hag) who requests they retrieve some mushrooms that are deeper in the swamp and offers them 10 gold each for any they collect. If they agree they will find some on an old stump in knee deep water. If they approach the stump 2-6 crocodiles attack the party in the middle of the water. The herbalist is gone when they try to collect payment.

Second: The party is approached by a druid who demands they leave his swamp as they are disturbing it. If they refuse to leave he will demand they prove they know the importance of protecting the swamp by displaying a feat or some knowledge (dc 15 nature check). If they can't provide a good argument or pass the nature check the druid attacks them to drive them out.

Third: Atop a willow tree the gnome merchant calls for help. Around the base of the tree 3-6 giant frogs leap up and try to grab the gnome with their tongues. After the first round of combat the gnomes grip slips and he drops to the ground where the frogs focus, eating him. If the gnome is saved he rewards the party with a 50gp ruby and warns them away from the eastern temple.

FAILURE

First: While moving through shallow water 2-6 lizardfolk attempt to ambush the party from the shallow waters swimming under the muck and grabbing their ankles and pulling them under then attacking.

Second: The party wanders into an area with quick sand. Have each player roll a d20 dex check and the two characters with the lowest score get stuck in and must make a dc 14 dex check 3 times successfully to escape. If they fail 3 times they go under the quicksand and suffocate. If the players look around they can see faint light illuminating strong vines that could be used as rope. If they approach them they also sink into quicksand and a will-o-wisp attack.

Third: At midnight any characters sleeping are attacked in their dreams by a lizardfolk shaman and 0-4 lizardfolk. When combat ends the players will see the lizardfolk shaman standing in a temple with their souls shackled to a crystal. Players can't be resurrected while the crystal is whole.

EXPLORATION

First: A large bone tail sticks out of a pool of tar. If the players explore the tar pool they find a dragon skull behind some trees with a single fang. They can pry the fang out and craft a weapon with it.

RUINED TEMPLE

An ancient temple is now home to the lizardfolk. Deep in the temple a lizardfolk shaman is using souls stolen in dreams to perform a ritual to turn the bones of a dead dragon into a vessel for the spirit of a disembodied dracolich. (Level 1-4)

1. RIDDLE DOORS

Two stone doors stand against the wall. Above them is inscribed the words "One of us opens to safety and the other to danger. Ask one question and hear one truth and one lie." When the question is asked each door responds either a mouth of stone with one telling the truth and the other lying. The door that lies releases a bone naga when it opens.

2. TRAPPED HALLWAY

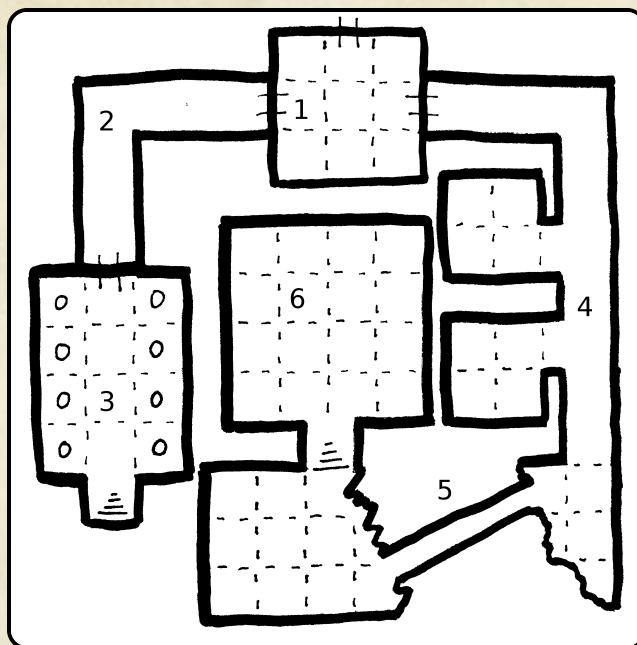
A long stone hallway sweeps down into the darkness. Slumped on the ground is the corpse of a lizardman. Inspecting the corpse reveals he has been dead for days and a small dart in his chest. As the party walks down the corridor every 15 ft from the door is a pressure plate that fires a spray of darts that require a dc 12 dex check or the target takes 1d6 damage.

3. GUARDIAN OF THE VAULT

Stone columns line a large room leading up to a large round golden door. If the party approaches the door a guardian naga slithers down from a column and tells them to halt. He will inform them he can't allow them into the vault of wonders which can't be opened by mundane means but asks them about the going ons in the world. If the party asks him for help a dc 10 persuasion check will result in him offering a magic ring of invisibility but he will insist on casting a geas on the player who takes it to return it once the temple is cleared.

4. LIZARDFOLK GUARDS

1-3 lizardfolk and 2-6 giant lizards patrol the halls. If they spot the players one of the lizardfolk will demand they depart their sacred halls or he will feed the temple their blood. If they try to get further into the temple they attack with giant lizards flanking for the lizardfolk.



5. ROPE BRIDGE

This section of the temple has collapsed and a large indoor pond has formed. A rickety wood and rope bridge with no hand guides spans over the lake. Players must make a dc5 dex check to cross the bridge without falling in. 2-7 crocodiles swim in the waters.

6. RITUAL ROOM

An adult dragon's skeleton is laid out in the center of a massive chamber in the heart of the temple. 1 lizardfolk shaman stands at the head of the dragon chanting with a crystal in its hand. 0-6 lizardfolk warriors guard the shaman and engage the players on sight along with the shaman. If all of the lizardfolk are killed their blood runs along channels in the ground to pool under the dragon allowing a dracolich to possess the skeleton. It will fly up through the ceiling and depart causing the temple to start collapsing. Players have 1 minute to escape. During the collapse increase all dcs by 5 and every 30 seconds part of the temple collapses requiring a dc 10 dex check to avoid taking 1d8 bludgeoning damage.



UNDERGROUND

The dark depths of the earth are full of many hazards. The canabilistics grimlock hunts the dark in search of prey in hopes ready food will attract their Slaad masters back. A wizards tower has fallen to them and they now meddle with powerful magic. (Level 1-4)

SKILL CHECK

avoid poison fungus (nature), follow god's markings (religion), shift boulder out of the way (athletics), smell water (survival), hear wind (perception), jump gap (acrobatics)

SUCCESS

First: The party enters a damp cavern that has been overgrown by fungi. A sweet fruity smell wafts from the north part of the cavern. If the party moves towards it they awaken 3-12 violet fungi that surround and attack the party. Treasure: 30 pounds of edible fungi (not violet fungi)

Second: A pair of duergar call out to the party as they are traveling. They explain they are chasing down 1-3 escaped quaggoth slaves. They offer the party 25 gold for each slave they help capture. If the party accepts they need to make a dc 10 survival check to track down the escaped slaves and they will need to help subdue the quaggoth who will violently resist.

Third: Screams for help can be heard down a side passage. Upon investigation the party finds a small cave with a ruined camp site. Beckhuck the deep gnome clings to a stalactite and under him 1-3 Gibbering Mouther waiting for him to fall. In combat he falls down on the second round. He will tell the party how grimlock enslaved his clan and asks for help saving them.

FAILURE

First: The party travels through some stink weed fungus making them easy to track for 3-12 grimlock hunters who will try to ambush them while they sleep. They focus on putting out light sources to gain advantage in a fight since they don't depend on light to see.

Second: While traveling in a tunnel with a high vaulted ceiling 1-2 grell ambush the last person traveling in the party. They are mainly focused on food and will carry their prey up 60 feet into the tunnels at the roof of the cavern to feed. If they take too much damage they drop their prey and flee.

Third: A grimlock shaman with the priest stat block and 0-6 grimlock attack the party with the intent to enslave them and take them to their lair. If they are defeated the ghost of a deep gnome wizard called Grumblefoot appears to warn them the shaman took an orb from his tower and if it isn't returned in 24 hours this entire section of the underground will collapse killing everyone nearby.

WIZARD'S TOWER

A mage's tower now home to some grimlocks who were not stopped by illusions they couldn't see. They store slaves in the dungeon and keep other prisoners who might help them get further into the tower to plunder its magical secrets. (Level 1-4)

1. WIZARDS TOWER

A stone tower with a stout wood door stretches up 3 stories. On the roof of the tower sit 4 stone statues watching over the tower. If the players try to break down the door or harm the tower 1-3 of the statues come to life as gargoyles and fly down to attack the players to stop them.

2. ROOM OF WONDERS

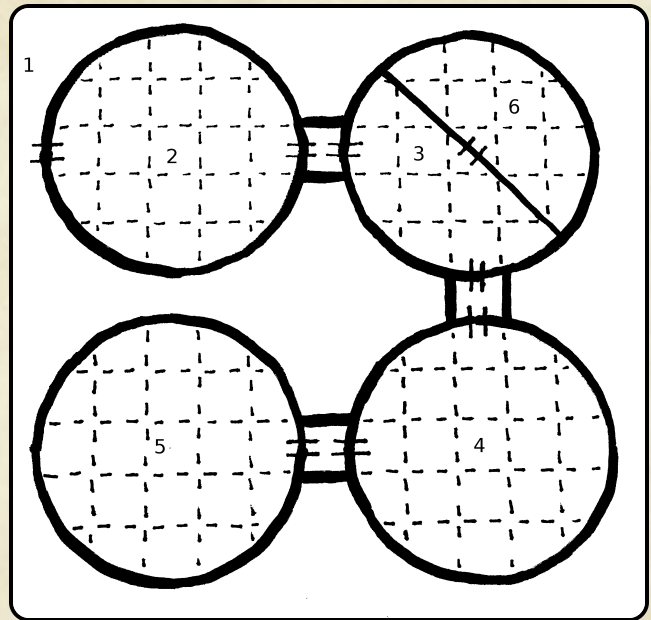
A round room with 3 doors exiting it. Once the party enters the room the entrance door slams shut behind them and the doors begin spinning around the walls and then come to a halt. If they open a door they will see either an inferno, a room of swinging blades, a sea of nothingness, or a solid stone wall. All of these are illusions with the sea of nothingness leading to the next room and the solid wall leading outside. Entering the other 2 rooms knocks the players back and deals 1d8 physic damage.

3. RAINBOW ROOM

A stone room with each of the stones tinted a different color of the rainbow. Occasionally a stone will flicker, losing its color momentarily and an inspection will reveal it to be an illusion. A nothic is shackled and hooded in one corner of the room and a door encased in ice leads out of the room. The ice is magical and requires a key to open. The nothic knows the key is located behind a picture of the gnome wizard in another room and tells them if they free him.

4. SITTING ROOM

A small sitting room with a large rug and portrait of the gnome wizard on the wall with a key behind it that opens the frozen door to his work room. If the portrait is disturb in a non magical manner the rug becomes a rug of smothering and 0-6 animated brooms with the stats of a flying sword attacks the party.



5. PRISON

Cries and whimpers can be heard from behind the door to this room. Inside 6 deep gnomes are shackled with 0-6 grimlocks guarding them. In the second round of combat one of the deep gnomes vomits and 6 Slaad Tadpole swim out of its mouth and attacks the party.

6. WORK ROOM

An Iron Golem lays slumped against a bookshelf with fist size hold torn out where a heart would be. Like ragged breathing scrolls and books are sucked into a tiny portal in the whole and cold air is exhaled. Players must make a dc 14 charisma check to not be compelled to attack the golem. If the players place the stolen orb or if they never got it seal the golems wound it heals the golem. Otherwise after 2 rounds it shatters and a death Slaad is released and promptly teleports away.



UNDERWATER

A tribe of merfolk found a tainted artifact of demogorgon and are slowly being driven insane and transformed into merrows. The sea in this area has become treacherous as the merfolk disrupt the ecosystem's balance and kidnap people traveling on the sea. (Level 1-4)

SKILL CHECK

follow currents (insight), use the sun (survival), fight current (athletics), sense direction of magic (arcana), see signs from ocean god (religion), avoid dangerous area (perception)

SUCCESS

First: As the party swims over a kelp forest they see a baby dolphin tangled in the kelp as 6-16 giant crabs approach it to eat it. An adult dolphin can be seen attempting to head butt the crabs away but it will be unable to stop them all.

Second: A broken ship can be seen on the ocean floor with its hull split open and a golden treasure spilling out. After 1 minute a dragon turtle will swim up and start eating the gold to regurgitate it in its lair. If it sees the party it will ignore them if they have no treasure but if they have some it will attempt to take it from them. It can be bargained with and bribed but speaks draconic.

Third: A small primitive submarine fueled by magic is stuck on a rock shelf with 2-5 giant octopuses trapping it in place. The pilot Dr. Salt will use minor illusions to make signs asking for help. If the party saves him he will use the message spell to warn them of a merfolk tribe that has turned to worshiping demogoron and is becoming a growing danger to the area.

FAILURE

First: The party becomes lost in a kelp forest. As they are wandering they are attacked by 2-5 merfolk each mounted on a giant sea horse. They use their mounts to move in attack, disengage and then move out of range and sight in the kelp. If a merfolk is killed the seahorses attack head on.

Second: The party travels through a brightly colored coral reef and attracts the attention of 2-8 reef sharks who tail the party for a little bit and then attack the party. They will focus on the first person who is damaged and will all swarm the same target in a feeding frenzy.

Third: During the night 1-3 merrows attack the party with the intent to capture and sacrifice them. Any one who sees the merrows' eyes see a vision of Demogorgons madness and when they close their eyes will see it replay. After 3 days when they close their eyes to sleep they will be unable to sleep due to the horrors they witness if Demogorgons cult is not stopped.

EXPLORATION

First: The party can feel a warm current intersecting their path. After a moment they move out of it. If they follow the source of the current they find a hydrothermal vent spewing hot water and bubbles. In the bubbles can be seen the form of a +1 magic spear made of water that is invisible in water.

Second: Rhythmic clicking can be heard from a black trench. If the party investigates the trench they find skeletal remains shackled to an iron ball. On the ground nearby is a ring of water breathing.

CHURCH

The merfolk have constructed a church out of koral to demogorgon and have been capturing creatures to sacrifice at the altar. The dark magic is slowly twisting them into Merrow who seek to bring demogorgon into the world. The source of the corruption is one of demogorgon's fangs which broke off and was cast into this plane. (Level 1-4)

1. QUIPPER FEEDING GROUND

Outside the church corpses float in the water or lay on the ground. 1-4 swarms of quippers are feeding on the corpses and will attack anyone who moves to get to the church.

2. TEST OF STRENGTH

A stone that must be lifted for 1 minute to open the door to the next room. Inscribed on the stone are the words "only the mighty can swim the halls of demogorgon." It takes a dc 14 strength check to lift the stone but when it is picked up an anti magic field fills the room.

3. WORSHIP HALL

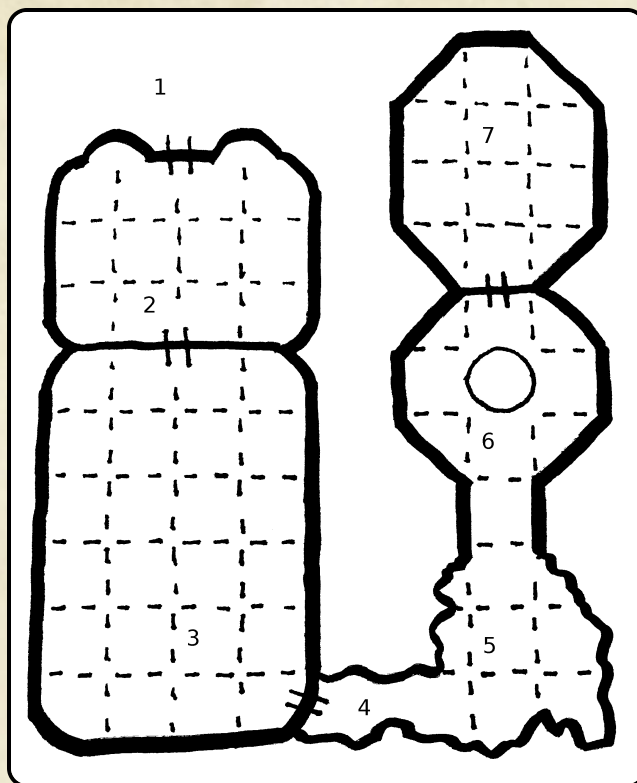
A long hall line with pews with 30 merfolk seated listening to a merfolk preacher at a podium in front of the congregation. The preacher speaks of demogorgons blessing and how it will make them strong enough to rule the sea instead of having to barely scrape by. Players can debate the preacher to try and convince the crowd it is a bad idea. If the parties are hostile the preacher transforms into a merrow and 0-10 merfolk attack while the rest flee.

4. TUNNEL

Behind the podium is a tunnel down to a lower level not built by the merfolk. The walls are covered in an aboleths mucus and any one who touches it must make a dc 14 constitution check or only be able to breath underwater. If anyone can speak in deep speech they hear a voice in their mind from the aboleth promising them their greatest desire if they have the party leave but the aboleth does not directly confront the party while lurking outside.

5. NATURAL CAVE

A rough hewn cavern with seaweed growing on the sandy floor and walls. 1-2 giant clams can be seen in the corner of the cave opening and closing with the push and pull of the current revealing a large gleaming pearl. If the clams are touched they reveal themselves to be mimics and attack. A crack at the end of the cavern leads to an ancient hallway.



6. TEST OF FAITH

This stone room has an ancient feeling to it. In the center of this room is a stone pool of water that is a dark red. It contains 1-2 corrupted water weirds who attack any who do not praise demogorgon as they pass.

7. ALTAR TO DEMOGORGON

On an ancient altar sits the fang of demogorgon. 1-3 merrows circle it to form a miniature whirlpool around the altar. The water in this room is red with the sacrifices performed here. If the party fails to remove the fang the merfolk here continue transforming into merrow until a merrow warband forms and starts conquering the sea. The fang cannot be destroyed without powerful magic. The bearer needs to make a dc 10 wisdom save each day or gain a level of madness.



URBAN

Traveling the city streets has become dangerous of late as a fanatic cult has started to spread in the city. Theft has started to run rampant and the cults enforcers stomp out any one who resists. There are also whispers of dark magic fueling the cult. (Level 1-4)

SKILL CHECK

ask for directions (persuasion), get past annoying salesman (intimidation), find way past crowd (insight), spot street sign (perception), get through herd (animal handling), follow human stracks (survival)

SUCCESS

First: A hawker calls out to the party offering them healing potions for only 50 silver each during their fire sale. He explains they have a new shipment of potions coming in and they need to clear out their stock of potions as quickly as possible to make room. He will sell a total of 50 potions which are just water colored red to look magical.

Second: A farmer's cart has turned on its side and 6 of his chickens have escaped and are running around the market square. He begs the party to help him catch the chickens. Catching them requires a dc 14 acrobatics or athletics check for each chicken and takes 10 minutes per failure. If the party succeeds the farmer is friendly and invites them to his home for a home cooked meal.

Third: A cult fanatic stands on a street corner proclaiming he can cure the blind and sick through the miracle of disbelief in the gods. Two cult members come forward disguised as a blind man and sick women and act like he cured them. He will invite people to his church to learn more and cast sleep on anyone who goes and tie them up for sacrifice later.

FAILURE

First: As the players are walking through the market 1-4 thieves (spy stat block) attempt to snatch their coin purses dueling sleight of hands checks. After the attempt they will run off with any coins they got. If the players pursue, they must succeed on 4 dc 15 skill checks in a skill challenge and if they fail 3 skill checks they don't catch up with the thieves.

Second: The party goes down an alley that leads to a dead end with rubbish lining the ally. 3-12 swarms of rats scurry out of the garbage and attack the party blocking their way out of the alley. The rats are looking for food and can be distracted if given a large amount of food.

Third: The party is approached by 2-8 thugs who say there is a bounty on their heads for disrupting business in the city (cult activity). They will attack the party with the intent to kill. This event will repeat each day with more bounty hunters coming as long as they remain in the city.

EXPLORATION

First: The trickle and splash of water can be heard down a side street. If the party investigates they find a fountain with coins in it. If players toss coins into the fountain they gain bless for the day if they take coins from the fountain they gain bane for the day.

SEWER

The sewers under the city are home to monsters, thieves, and cultists. It provides many short cuts through the city but is dangerous to travel. A cult has taken up residence in the sewer to avoid notice and have succeeded in summoning a devil. (Level 1-4)

1. SEWER

Wading through the muck in the sewer one of the players feels something against their leg. After 6 seconds 2-7 crocodiles attack the party from the sewage. If one of the players is dragged under the sewage by a crocodile they make a dc 13 constitution save against being poisoned for a day.

2. SMUGGLERS TRAPS

Under the sewage 1-4 bear traps are hidden and can be revealed with a dc 10 perception check each and a dc 14 strength check to remove. The first trap is triggered against a random party member and makes an attack against the player with +8 to hit dealing 1d8 damage and reduces their speed to 0. If the wound is not cleaned they are poisoned in the next encounter for a day.

3. RAT TUNNEL

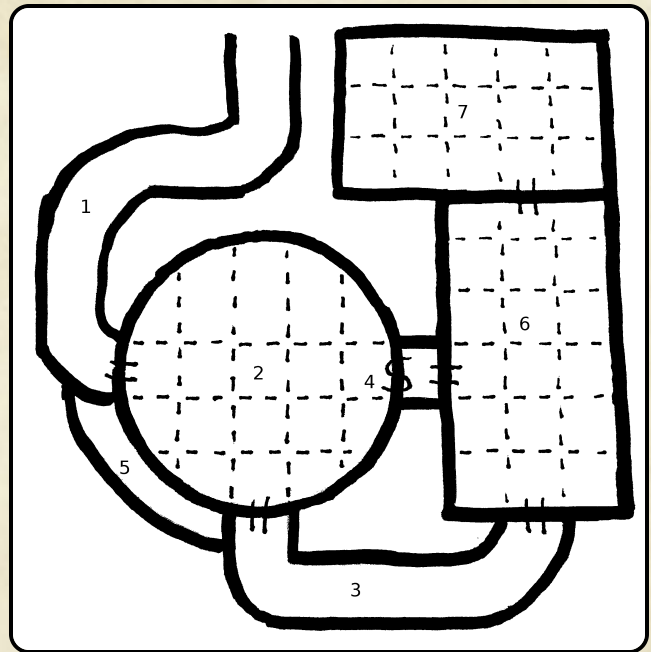
The passage here is extremely narrow and has many cracks and pipes going through it that are used by rats. The size of the passage prevents heavy weapons from being used inside and two handed weapons have disadvantages. The party's passage has disturbed 6-16 giant rats who swarm the party in the passage attacking them from the pipes and cracks in the passage.

4. SECRET DOOR

A magic door is hidden in the side of the wall here and requires a dc 10 perception check to find. Once the door is revealed the words "Slip inside" are written above the door in common. The door can be passed if a player is slippery from something like oil or water.

5. LEDGE

Broken pipes stick out of the wall going 30 feet up onto what appears to be a ledge. If a player makes 2 dc 15 athletics or acrobatics checks in a row they get up to the ledge and see a small bed roll and a note saying "They took my son, I will take their lives, the orb is the key"



6. TRAPPED DEVIL

Inside a magic circle drawn in chalk stands a horned devil who was summoned by the cultists and trapped. He will greet the party when they enter the room and will try to bargain with them to release him or will offer favors or power for their soul if they won't release him. He is lawful and any pact he makes he will honor though there will often be a twist on a deals wording just gaining a soul when they die is good enough.

7. CULT BASE

A large room with a cult fanatic and 4-16 cultists kneeling around a blood red orb. The cult fanatic will offer wealth beyond measure if the party joins the cult. If they refuse he will attack with 0-4 of the cultists. Each time a cultist dies another will stand and take their place. If the fanatic is killed and any cultists live, 2 will fall over dead and he will come back to life. Destroying the orb causes red lightning to fork out killing 3 cultists each round.

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VERSION 1.0A

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