

# **One Page Adventures 2**

By Tyler Monahan



**A collection of 22 one page adventures for every  
environment. Covers level 5-9**



# INTRODUCTION

**T**HIS 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/>

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## LEGAL

One Page Adventures 2 falls under the OPEN GAME LICENSE Version 1.0a

Author and Artist: Tyler Monahan





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## ARCTIC II

A bleak frozen tundra once the seat of an Orog kingdom that was crushed by invading armies. Now it is a wasteland inhabited by the shattered spear Orog. (Level 5-9)

### 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:** The players find an ancient battleground with the frozen remains of Orog soldiers lying on the ground. They have clearly been dead for a long time and preserved by the ice. There are also many shallow graves with the remains of human soldiers. If the players disturb any of the remains 1-2 ghosts and 2-6 specters of the fallen rise up and attack.

**Second:** The ruins of a large stone building loom. The insides have been gutted. The walls depict stone carvings of Orog's building massive cities, defeating great monsters, and creating mighty armor. Further exploration is halted by a collapsed wall that is holding up the ceiling. If the party bypasses this they find a room with a dead Orog with a shield of cold resistance.

**Third:** The players come across a small cave where Radok the half orc hermit resides. He is gruff and wants to be left alone but if prodded will give them directions to an Orog cave and tell the players they would be wise to stay away from it

#### FAILURE

**First:** The party wanders into a glacier gully. From 25 ft up on the top of the gully 3-6 yeti begin hurling large rocks (ranged claw attacks) down at the party and letting off a soul chilling howl. Animals must make a dc 12 wisdom save or flee.

**Second:** The ground trembles and from the snow bursts 1-2 Young Remorhaz and 2-8 swarms of Centipedes that have been laying in wait for prayer. They will attempt to kill and devour the party.

**Third:** The party is attacked by 3-6 Orog each mounted on a worg. They will use their mounts movement speed to stay out or range and throw Javelins from 30 feet away until they use up their two Javelins and close into melee range.

#### EXPLORATION

**First:** As the players walk the powdery snow shifts to frozen ice that crunches underfoot for 30 feet and a bone chilling wind blows from the east along this strip of icy snow. If they follow this strip of cold air and ice they will come to a small cave after a few miles. Inside is lit by a bright light emanating from the blade of a frost brand long sword. The sword is encased in ice and stands upright above a dias with the words "All power comes at a cost" written in dwarvish on the base.



## OROG CAVERN

The Orog built their stronghold inside an icy naturally occurring cavern. They use it as a retreat and as an escape and supply route with subterranean species. (Level 5-9)

### 1. CAVE GUARDS

A large cave that is open to the cold tundra air. 60 feet at the back of the cave is a large wooden gate with an eye hole. There are 2-5 Orog and 1-3 Winter wolves behind the gate guarding it. They are actively watching through a small eye hole for approach and will sound an alarm if they see intruders putting the orogs on alert. The door is barred and can only be opened by force.

### 2. NATURAL MAZE

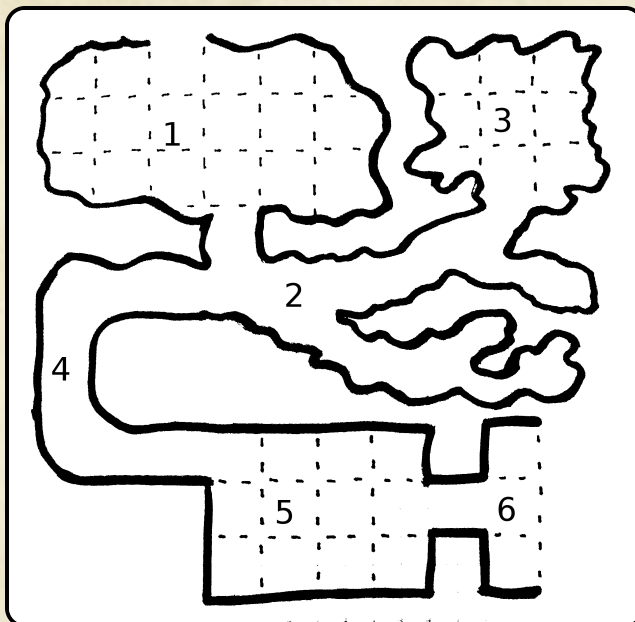
A network of natural tunnels twists and turns sloping downwards here. Players must make 3 dc 15 dex checks periodically as they are traveling through them. On a failure they fall prone and start sliding down the tunnels at 40 feet per round. It is a dc 18 athletics check to stop the slide. They eventually are deposited in area 3.

### 3. YETI DEN

Icy shoots lead into a 50 foot drop down to an ice filled cavern filled with bones. The players will hear foot falls approaching them from another section of the cavern and then a howl like the souls of the damned herald 3-6 yetis attacking any players in the cavern.

### 4. ICE SLIDE

A long corridor slopes up 80 feet and is coated in ice making it difficult terrain. As the party makes its way up an Orog pushes a wooden barrel full of oil down the corridor that has a burning fuse attached each round. Each player must make a dc 15 dex check to avoid the barrel on failure they are knocked over by it and it detonates dealing 4d6 fire damage and 2d6 fire damage for 3 rounds. (6 barrels)



### 5. OROG ASSAULT

The Orog send 3 attack waves against the players here. The first is 4-8 Orog shock troopers who charge in to soften the players up. The second wave is 3-6 wargs with 3-6 orogs behind them throwing javelins. The last wave is 1 (orog) orc warchief leading 2-6 orog into combat. There is a 1 minute gap between each of the waves unless the players press on in which case they charge out immediately.

### 6. OROG RETREAT

An entrance to a massive twisting underground cave system. The orog has been evacuating deep underground. A single orog stands with a torch in this tunnel next to stacks of oil barrels. As the players approach the Orog ignite the barrels and collapse the tunnel.





## COAST II

A coastline inhabited by pirates who seek plunder. Deadly shoals dot the coast where many ships have run around. A curse or revenge can lead to the pirates' cove. (Level 5-9)

### 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 cluster of bright purple flowers shaped like dozens of upside down bells attracts the parties attention. A dc 14 nature/herbology check will identify them as foxglove, a highly poisonous plant. The plant can be turned into a potent poison by someone with proficiency with a poisoner's kit that requires the target to make a dc 15 constitution save 24 hours after ingesting and on a failed save suffer 8d6 necrotic damage from heart failure.

**Second:** A pod of whales can be seen breaching the water off the coast. Suddenly a dragon turtle comes up from the waters below closing its massive jaws on one of the whales and drags it onto the shore to feast on it. The turtle will defend its meal from the party but otherwise leaves them alone. It is intelligent however and accepts substantial bribes for work.

**Third:** A merchant ship can be seen crashed on the shoal near the shore. A lone man clinging to the ship calls for help as the waves batter the slowly sinking ship apart. Swimming out to the ship along the shoal requires a dc 18 athletics check and on failure characters take 2d8 bludgeoning damage and are pushed back. Another check is required to get away from the shoal. The ship falls apart and the man drowns after 10 rounds. The man's name is Andre and his ship was forced onto the shoal by pirates. He tells the players its location and asks them to avenge his ship and crew.

#### FAILURE

**First:** The party attracts the attention of cyclops and 1-4 pirates (berserkers) patrolling the shores. They demand the party surrender their valuables or be smashed to pieces by Uno the cyclopes who don't really get it but want shinies.

**Second:** The players find their way to an exposed section of the coast when a lightning storm rolls in over the course of 1 minute. Every 30 seconds the party can make a dc 16 skill check to try to find shelter and after 3 successes they find a place to shelter. While this is occurring all characters must make a dc 14 dex check or take 1d8 lightning damage every 30 seconds from nearby lightning strikes. Players with metal in their possession have disadvantage on the save.

**Third:** During the night 4-8 pirates (berserkers) row ashore from a pirate ship and try to ambush the players. They are looking to kill first and loot second. Whoever kills the last pirate gains the curse of Captain Bolivar that appears as a black mark on their right hand and teleports 3d6 gold the character owns into the captain's chest each night. It can only be removed by killing Captain Bolivar.



# PIRATE COVE

A large cave on the coast contains a natural dock that has been converted into a pirate den complete with a tavern and black market carved into the rocky cave. (Level 5-9)

## 1. LOOKOUTS

The pirates have look outs stationed atop the cave in a camouflaged nest. They keep a look out for ships approaching that don't fly their colors and for people approaching via land. They have a passive perception and stealth of 15. There are 2 pirates (bandits) on watch who will sound an alert at any sign of danger.

## 2. MARKET

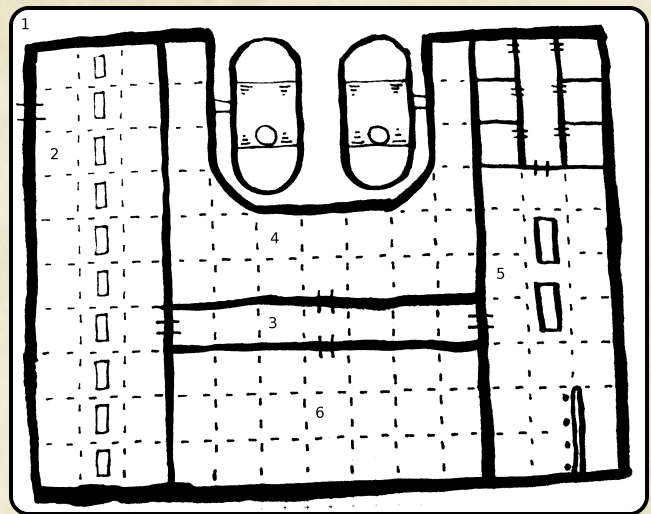
A large market with 10 vendor stalls arranged in isles each selling various exotic items (cutlass, fruit, parrots, ect). There are 6-10 vendors using the spy stat block here who will attack hostile entities with crossbows from behind their stalls. They attempt hit and run tactics using stalls for cover.

## 3. SHARK TRAP

A long stone tunnel with a wood plank floor has been set up here with a false floor. A perception check of 15 can find the section of the floor that gives way. Failure to notice the false floor results in players needing to make a dc 14 dex check or they fall 15 feet down into the water along with a bucket of chum that attracts 4-8 hunter sharks.

## 4. DOCKED SHIPS

The docks contain two single masted ships docked each crewed with 6 pirates using the veteran stat blocks who are there to guard the ship. If an alarm is raised the ships will send 3 veterans to intercept the party while they spend 3 rounds unmooring the ship and sailing out of the harbor. The pirates goal is to get the ships out to sea. If an alarm hasn't been raised nothing happens unless hostility occurs.



## 5. TAVERN

The tavern is bustling and if the pirates are not aware of an enemy presence contains 12 pirates who have been heavily drinking and are in no shape to fight. The owner of the tavern Felix uses the gladiator stats and 1-8 waiters using the thug stats back him up. Felix will first tell anyone hostile to leave his tavern and uses violence as a last resort.

## 6. CAPTAIN'S LAIR

The sound of thunderous foot falls can be heard and then Captain Bolivar (Bandit Captain) with 1-2 Ettin and 2-8 of his pirate crew (thugs) attack the party in an attempt to kill or capture them. Bolivar will keep the Ettin in front to protect him and barks orders at his men. If he dies everyone else breaks and runs.

Treasure: Gauntlets of Ogre strength





## DESERT II

The desert sands here are home to an ancient curse. Those traveling through the desert who linger too long see the stars in the night sky slowly go out. If they are still there when they are all out they become trapped. Rumor has it a lost chime in the desert frees those who hear it. (Level 5-9)

### 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:** The windswept sands reveal a blackened skeleton curled into a ball. On the ground 10ft away is a weathered journal that retells how he became trapped in the desert after the stars slowly went out each night. As his companions died their corpses came to life and he wasn't going to join them.

**Second:** A sturdy wooden chest with iron bands is half buried in the sand. It takes a dc 18 lock picking check to open with thieves tools. Inside are 25,000 copper (500 pounds) and a bolt of red silk and a letter to Agatha saying only "I am sorry"

**Third:** Leading a camel laden with goods a merchant approaches the party. He will say they are free of the curse and offer to sell them rations for 10 gold each and has a treasure map to an ancient ruin in the desert he will sell them for 50 gold.

#### FAILURE

**First:** During the night anyone on guard will notice 1/3 of the stars in the sky going out. A hot wind begins to blow through the cold night air and 2-6 mummies pull themselves up from the desert sands and attempt to kill the living.

**Second:** A sandstorm approaches the party like a colossal black wave. Creatures in the storm are blinded and unless physically connected they will get separated from each other and can wander for miles. The storm lasts for 5 hours and creatures moving around during the storm take 1d4 slashing for each hour they were traveling.

**Third:** As the last star winks out of the night sky, the sun will rise no more until they escape. A group of 2-5 shadow demons slide out of the darkness and attack the party. They taunt them that they can only escape the desert in death or by ringing the lost chimes of clarity they hid long ago in the sands.

#### EXPLORATION

**First:** The sound of footsteps change to crunching as they move over cracked mud where a river bed used to be. Following the river bed leads around a hill to a dried out lake bed with a crate resting in the center. Their crate is full of 60 small pellets made from dust of dryness and a single intact package containing dust of dryness.



# MAUSOLEUM

The mausoleum of the sun is an ancient burial place for the sun and stars. In its ancient halls are the chimes of clarity which can remove any curse when rung. (Level 5-9)

## 1. SAND TRAPS

Sand has collected in the entrance to the mausoleum creating large sand banks that hide 2-6 giant scorpions. Disturbing the sand in any way including walking through it causes the scorpions to dig out of the sand and attack.

## 2. SECRET DOOR PUZZLE

The room's roof is only 7 feet tall and has 12 stars, the sun and the moon carved into it. The carvings glow softly and touching them causes the light to go out. If the moon is touched all the stars and suns relight. When all the lights are out except the moon a secret door is revealed with a treasure chest that contains one random item.

### RANDOM TREASURE

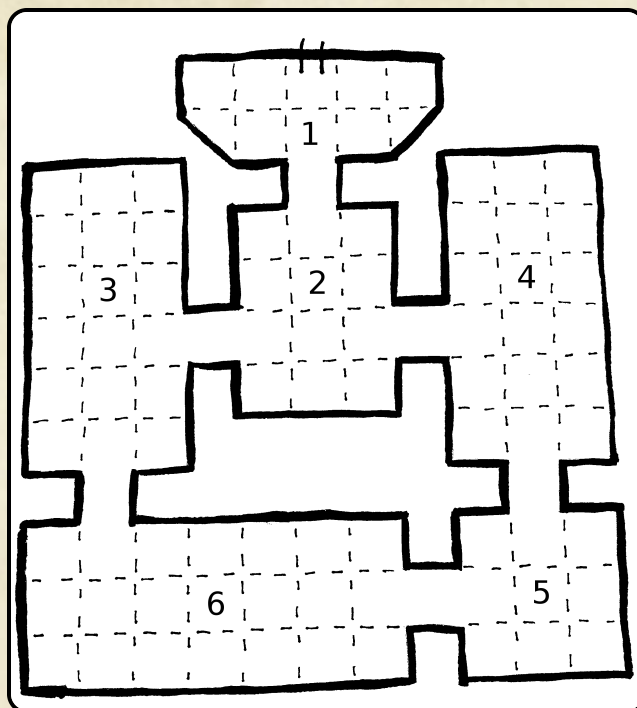
1d6	Treasure
1	Ring of Jumping
2	Wand of Secrets
3	Mithral Plate Armor
4	Medallion of Thoughts
5	Bag of Holding
6	Staff of the Python

## 3. BURIAL CHAMBER

There are 6 standing sarcophagi emblazoned with a golden sun on the chests. Entering the room causes 2-6 mummies to burst out from the sarcophagi and attack the party. They don't chase enemies out of the room.

## 4. TRAPPED ROOM

An intricate pattern of constellations lines the walls depicting the huntsmen in various poses on one wall and a pack of deer being hunted on the other. Walking through the hall causes a pressure plate to trip and darts to fire from holes in the huntsman's constellation. Make an attack roll with +6 to hit that deals 6d4 poison damage. This attack has a recharge of 6 rounds when triggered.



## 5. FALSE TREASURE ROOM

This room contains 2-9 mimics disguised as expensive looking vases, plates, and statues on stands. They will ignore other creatures but if any of them are touched they will all attack the nearest targets. After they are all killed there is a single regular vase worth 50gp in a corner.

## 6. CHIMES OF CLARITY

The chimes of clarity hang in the center of the room 60 feet up. Ringing them causes the players to appear in the desert free of the curse after 1 minute. Entering the room causes 1 earth elemental and 1-5 mummies to rise up from the ground and protect the chimes from intruders.





## GRASSLANDS II

A rolling plain with deep green 4ft tall grass that turns Amber in the fall and ghost white in the winter. A cult of minotaur worship the wild god and have grown a primal maze that they raid from seeking prey and converts. (Level 5-9)

### 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:** A group of 1-3 cyclops can be seen hunting 1-2 rhinoceros in the distance. They chase after them hurling large rocks from sacks slung over their back. If the characters interrupt them they will forget what they were doing and instead attack them. They have a 200gp rhino horns necklace they wear.

**Second:** Black clouds roll across the sky and a gentle rain pours down on the grass land for 1 hour. After the rains stop large yellow, red, and orange sun flowers bloom painting the landscape in brilliant colors. A dc 14 nature or herbology check reveals the petals can be ground into a paste to make a salve that grants 2d8 temporary hit points for 8 hours. Enough petals can be gathered to make 8 salves.

**Third:** The sobbing moans of a human can be heard in the tall grass ahead. The merchant Kem was attacked by a minotaur and his goods devoured. He is bleeding out on the ground and will die if he can't be healed. If saved he will thank the group and advise them both how to get out of the grasslands and how to avoid the minotaur's maze.

#### FAILURE

**First:** A lone cow can be seen grazing in the distance. Suddenly the earth around it bursts into the air and 1-3 bulette can be seen tearing it apart and eating its corpse. If the players wait 20 minutes they can see the bulette burrowing away. If they move the bulette sense their movement and attack them.

**Second:** The howl of the wind and the bending of grass can be seen approaching and after 1 minute a powerful wind blows across the grasslands sending anything less than 600 pounds flying 200 feet and dealing 3d6 bludgeoning damage or half on a successful dc 13 strength check. These gusts repeat 2 more times with 10 minutes in between each.

**Third:** A herd of 2-6 minotaur attacks the party in a mindless rage. During the fight one of the minotaurs will place a bloody handprint on the face of the most primal or strongest party member marking them for the wild god. The mark can be removed by destroying an altar of the wild god. As long as they have it they must make a DC 14 wisdom save the first time they take damage each day or go into a mindless rage attacking the closest target for 1 minute.

#### EXPLORATION

**First:** A sound like the wind blowing over a bottle can be heard off in the distance as the wind blows through the grass. Searching for the source of the sound requires a dc 13 investigation or perception check and reveals a pipe of haunting abandoned in the tall grass.



# MAZE

A large magical hedge maze where people ritually transform into Minotaur in the center. The hedges are 30ft high and open to the sky but the tops close up if something tries to cheat the maze. (Level 5-9)

## 1. MAZE KEEPER

Dekrag the human hunter waits outside the entrance to the maze. He is devoted to the worship of the wild god, a primal god but has not reached enlightenment yet. He will ask anyone who tries to enter the maze if they have a worthy purpose. Anyone without purpose is told to turn back by Dekrag who is often rude about it.

## 2. MANTICORE NEST

A pride of 2-6 manticore nests on the side of the hedge maze. They will gleefully welcome fresh food into their home and attack. They will attempt to surround the party and half will fly overhead making tail attacks to block their prayer's retreat.

## 3. VINE TRAP

Humanoid skeletons wearing rusting armor can be seen embedded in the side of the hedge maze. Passing this section of the maze causes thorny vines to shoot out that attempt to grapple creatures with a +6 to their grapple check. Any creature grappled by the vines takes 3d4 piercing damage at the start of their turn.

## 4. ANKHEG BURROW

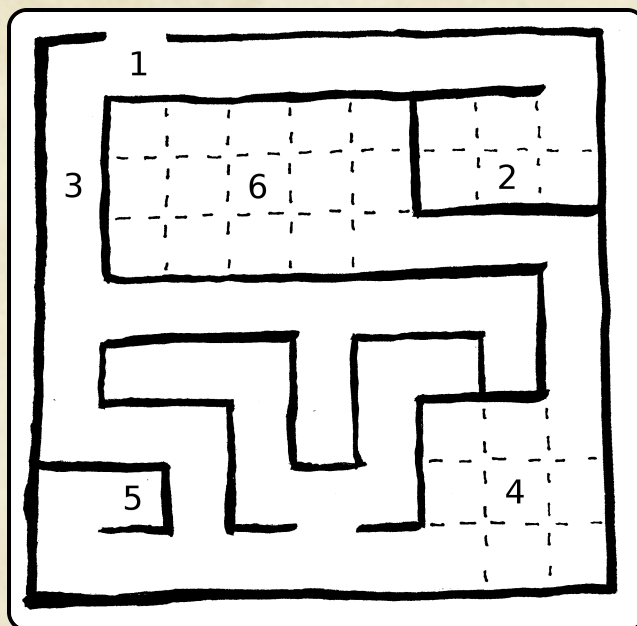
A group of 3-9 Ankheg wait under the earth to pray to walk above. They will attack in an ambush from underfoot, trying to bite their target and drag them into the soft earth. If they lose half their health they will burrow to safety.

## 5. LOST CHEST

A wooden chest can be seen slightly buried and overgrown with vines. A dc 12 lock picking chest can open it revealing 3 potions embedded in the roots of the vines making it difficult to remove them without breaking the glass. A successful dc16 dexterity check allows 1 potion to be removed from the roots but a failure breaks a potion. Roll on the random potion table to determine what each retrieved potion is.

### RANDOM POTION

1d6	Potion
1	Potion of Healing
2	Potion of Climbing
3	Potion of Water Breathing
4	Potion of Growth
5	Potion of Diminution
6	Potion of Frost Giant Strength



## 6. ALTAR TO THE HUNT

A cult of 2-6 minotaur worship before an altar to the wild god in the center of the maze. Carved into the base are the words "Kill, Eat, Pray and receive his gift." A single human covered in dried blood wearing a wolf pelt atop his head takes a beating bull's heart from the altar and consumes it. Over a minute he screams in agony and turns into a minotaur. The minotaur snorts in fury and charges intruders attempting to gore them with their horns.





## HILLS II

These Savage hills are home to dinosaurs both large and small. Rumors of a magical artifact hidden in the hills has led to many explorers coming to this area though most do not survive. (Level 5-9)

### 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)

#### SUCCESS

**First:** Moss and grass cover the remains of a small camp. A DC 12 investigation check finds scattered humanoid bones with small teeth marks on them and a silver compass. There are also fresh dinosaur droppings that can be applied for advantage on stealth checks against dinosaurs.

**Second:** Atop a 100ft pine tree is a Pteranodon nest with 6 eggs in it. A pteranodon can be seen sitting on the nest and another circling around overhead. Climbing the tree requires a dc 12 athletics check with disadvantage as both pteranodon will try to knock climbers off. On a failure roll a d10 and the character falls that many feet from the tree to the ground.

**Third:** The characters encounter the dwarf explorer Jindiana Jones, a drunk looking for lost gold. He can give the players a map out of the hills or they can follow him to the shrine of the lizard king to plunder its depths.

#### FAILURE

**First:** Part of the hill collapses, dumping the players in a small landslide into a lake. A group of 3-9 Plesiosaurus swimming in the lake start attacking the players with their teeth. It is 80 feet towards the closest shore where they can't follow.

**Second:** A small waterfall Cascades down the hillside above the party. The ground shakes and mud rushes down the hill side. Characters must make a DC 13 Dex check or fall prone in the mud. Then rocks rain down after the mud and the characters take 4d6 damage on a failed DC 15 Dex save.

**Third:** The party wanders into the grazing area of 2-6 Ankylosaurus who are very territorial. They snort and stamp their feet before charging at the party to drive them from their territory. If the characters retreat 200 feet the Ankylosaurus will not follow.

#### EXPLORATION

**First:** The smell of brimstone can be faintly smelt on the breeze. Searching for the smell will result in them finding the upper half of a human skeleton with a tattered red cape stuck in the branches of a 60ft tree. It can easily be climbed or knocked out of the tree. The corpse is wearing a cape of the mountebank and has signs the wearer was bitten in half by a Tyrannosaurus Rex and used the cape to escape.



# SHRINE OF THE LIZARD KING

An ancient stone shrine cut into the hillside with massive rooms and passageways. The shrine is holy to reptilians and has been blessed by ancient powers. (Squares are 10ft each) (Level 5-9)

## 1. WATERFALL

A towering waterfall partially obscures a massive stone doorway with lizards carved into it. Past the doorway are 2 kobolds riding 1-3 triceratops guarding the way into the shrine. They will charge intruders attempting to kill them.

## 2. MOAT

Water flows creating an underground moat with a raised drawbridge blocking further progress. A dc 16 athletics check allows a character to climb up the drawbridge and get to the other side. There is a lever that can lower the drawbridge. Failing the check sweeps them under water into area 3.

## 3. UNDERGROUND LAKE

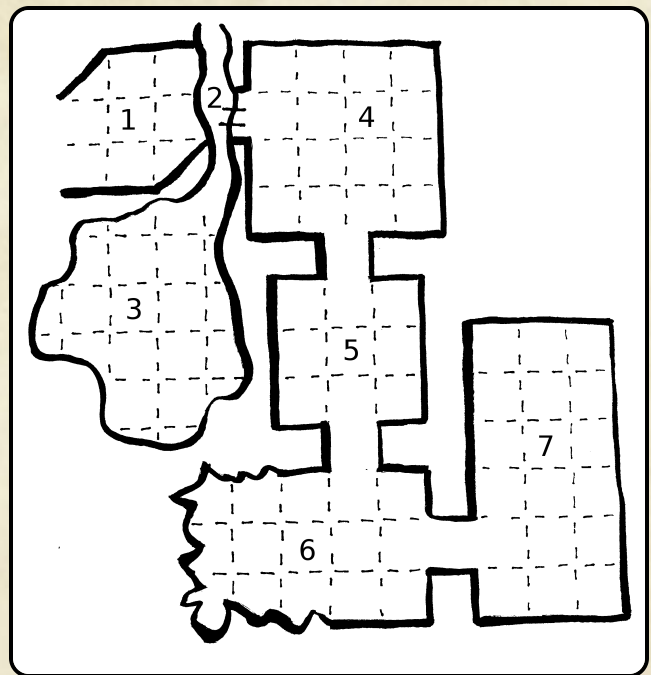
A water filled room that the moat from room 2 empties into. There is a gold statue of a curled up lizard worth 1000gp at the bottom of the room. A group of 3-9 Plesiosaurus protecting the statue.

## 4. MONSTER NEST

A large room with allosaurus nests up on ledges. Entering the room wakes up 3-9 allosaurus who were sleeping and causes them to charge from their nest and pounce on intruders. They focus on prone targets.

## 5. TRAPPED WALLS

A section of the tunnel has been trapped and the walls will spring together dealing 4d8 bludgeoning damage or half on a successful dc 14 strength save triggering when a warm blooded creature passes through them.



## 6. FEEDING CAVE

A large room with wicker huts where 0-8 kobolds are living. A single Tyrannosaurus Rex adorned with gold ornaments that the kobolds worship devours the corpse of a Triceratops that was brought before it. Eats intruders.

## 7. TRANSFORMATION ROOM

An elaborately carved stone room depicting different reptiles growing into larger creatures as the carving of an orb shines its light on them. There is a magical barrier on the edge of this room that transports cold blooded creatures like reptiles into an identical room containing a floating metal orb that permanently casts enlarge on reptiles that touch it. None reptiles can be teleported if they lower their body temperature. Occasionally a small lizard crawls towards the room and vanishes from sight when entering it and a little bit later a large lizard appears in the hallway leaving the room.





## FOREST II

A dark forest has become dangerous to travel after a pack of werewolves formed a den here. The players are given clues to the presence of werewolves in the forest and ways to combat them more effectively. (Level 5-9)

### SKILL CHECK

follow deer (animal handling), find game trail (nature), follow footprints (survival), climb a tree to see a path (acrobatics), wade through thicket (athletics), avoid poisonous plants (medicine), find holy trail marker (religion)

#### SUCCESS

**First:** An abandoned log cabin stands with its door torn apart. The interior has been destroyed with claw marks covering all the surfaces. A dc 14 investigation check will determine the claw marks are from wolves and will discover dried blood.

**Second:** A fortune teller sits in front of a small wagon with a donkey. On the wagon is a sign saying 'Fiona's Fortunes'. She will charge 5 silver for her services. If paid she rolls some chicken bones and tells the party 'The moon's abundance brings ruin but its wealth offers you salvation. The mother's blood cures her children's curse'

**Third:** The corpse of a horse lays on the ground torn apart by claws and teeth. Tracks lead a short distance to the corpse of the rider also torn apart. On his body is a blood covered letter in a tattered leather pouch. It details how wolves have infested the woods making travel hard and has a map to their den.

#### FAILURE

**First:** The party is attacked by a pack of wolves 2-10 dire wolves lead by 2 winter wolves reskinned as Forest wolves whose breath weapon is instead a thunderous howl. The pack will retreat if both of the pack leaders (Forest Wolves) are killed.

**Second:** A series of 3 hunting traps are present in this clearing. As the party passes it each player must make a dc 13 dex checks. Players who fail become immobilized as the steel jaws of the trap close off their foot dealing 2d6 damage. A dc 13 strength check releases the traps. (dc 20 strength check resets it.)

**Third:** A chilling howl cuts through the night. The sound of running wolves can be heard before 2-3 werewolves and 1-6 direwolves attack the party. The werewolves will retreat if significantly wounded and go back to their lair.

#### EXPLORATION

**First:** Wolfsbane grows in these forests and someone with herbology proficiency can harvest and craft wolfsbane oil which when applied to weapons causes them to deal 1d6 poison damage to wolves and werewolves for 1 hour. If the players go out looking for wolfsbane they encounter a thicket of trees dense with spider webs and in the center of the webs 60 feet from the edge is a cluster of wolf's bane. Walking up to it causes the players to touch the spider webs which triggers an attack by 3-6 phase spiders.



# WEREWOLF DEN

A pack of werewolves has taken residence in a den next to the site of a former shrine built by a group of werewolf hunters. The werewolves use the den as a base of operations to raid the surrounding lands. (Level 5-9)

## 1. WOLF PACK

A pack of wolves 2-10 dire wolves lead by 2 winter wolves reskinned as Forest wolves whose breath weapon is instead a thunderous howl patrol around the den. If the party rolls a 15 or better on a stealth check they see the pack patrolling and can avoid it. If they fail the stealth check have them make a dc 15 perception check to avoid being ambushed by the wolves attacking them. When half the wolves die they will attempt to retreat into the entrance of the den. (600ft away)

## 2. CAVE MOUTH

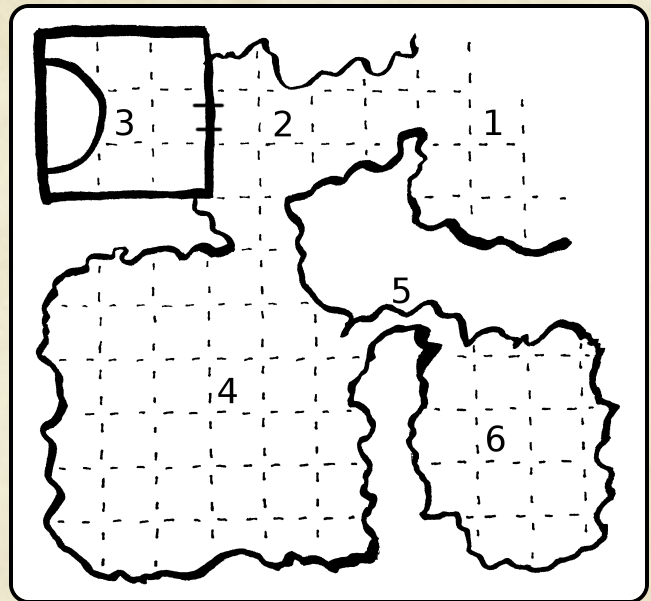
A large cave opening juts out of the ground leading into the den. Next to the opening is a stone door that leads into a shrine. The words 'Speak \_\_\_\_\_ to open' are written on the door and show up only in sunlight. In moonlight the word 'Elune' is revealed to be the missing word.

## 3. SHRINE TO THE MOON

Inside the shrine is a small offering pool with 30 silver coins in it. A mural above the pool shows warriors dipping their spears in the water and fighting wolves. If a player makes an offering the pool glows silver and any weapon becomes silvered for 1 hour. The spell bless is also cast on the player for 1 hour. If offerings are stolen the spell bane is cast on the party for 24 hours.

## 4. MAIN CAVE

The central chamber is protected by 3-6 werewolves plus any of the wolves who escaped from encounter 1. They immediately attack the party in hybrid form.



## 5. SMALL TRAPPED TUNNEL

The cavern shrinks down to a small size requiring medium creatures to squeeze through to pass. Iron barbs have been placed in the earth here which deal 2d4 damage to medium creatures passing through for every 5ft of the 30 foot passage. A dc 16 perfection check is needed to notice each 5ft section of barbs and a dc 10 dex check is needed to remove a 5ft section without taking 2d4 damage.

## 6. DEN MOTHER

The den mother resides in this final room and uses the stats of a dire bear though she appears as an old and grizzled werewolf. As a lair action each round she can provide concentration free haste to an injured werewolf. She is guarded by 1-4 werewolves who will fight to the death. Drinking the blood of the den mother cures lycanthropy.





## MOUNTAINS II

The high mountain passes are home to an isolated group of Azer. There are two ways through the passes, one is clear and the other is blocked by Azer. Failures on travel checks lead to the safe pass collapsing. (Level 5-9)

### SKILL CHECK

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

#### SUCCESS

**First:** A traveling Dwarf merchant coming from the other side of the mountains passes the party. He is selling boots that he cobbles together and if a conversation is started up he will warn them about the Preton's and Wyverns nesting here.

**Second:** A long curved brass bridge stretches 500 feet across a chasm. Dwarven runes on the bridge warn travelers taking the right fork ahead tresspasses on Azer territory.

The mountain pass opens up revealing a clear path down out of the mountains. Bits of broken bronze body parts litter the path. On ledges above the path more brone body parts are strewn. 100 feet up a bronze army trapped under a boulder can be seen clutching a golden key which goes to a vault in the Azer's foundry.

Climbing up to the hand requires a dc 18 athletics check. On a failure you fall 1d10 x 10 feet.

#### FAILURE

**First:** A flock of 3-9 Preyton notice the party and after circling overhead come in to make repeated diving attacks. If they are able to score a kill they will rip out their prey's heart and return to their nest with it to consume its nests.

**Second:** A misjudged step causes a rockslide to spray the players with falling rocks. They must make 3 dc 14 dex saves and on each failure they take 2d6 bludgeoning damage.

**Third:** A rock slide is set off by 1-2 wyverns blocking the pass forward. They then swoop in from the other direction now that the players have no route of escape. The player's only other way through the mountains is through the Azer's foundry.

#### EXPLORATION

**First:** The sound of bones snapping can be heard echoing through the mountains. The sound is coming from an area that can't be seen from the path. By edging around the corner of a cliff on a tiny ledge to see the source players will spot a wyvern nest up the backside of a sheer cliff. After a 400 foot climb there is a rock and wood nest that contains 3-6 wyvern eggs. Sitting in the nest is a well fed wyvern that will ignore the players unless they approach the nest in which case it will hit and run and attack them as they climb.



## FOUNDRY

The Azer have cut a foundry into a mountain where they live and work. Most of their time is spent cutting out new halls and decorating it with fine metal work. (Level 5-9)

### 1. FOUNDRY GUARDS

Unmovingly 1-5 helmed horrors guard the area. They will soundlessly motion for people to turn back using hand gestures. Their armor is ornately crafted and behind them is a short metal door with copper inlay of a raging fire.

### 2. FIRE TRAP

A portcullis on either side of the party falls, trapping them and four tanks with spray nozzles are revealed on the walls that begin spraying fire. Players take 1d4 fire damage at the start of each round or half on a dc 13 dex save. Lifting the portcullis requires a dc 16 strength check.

### 3. VAULT

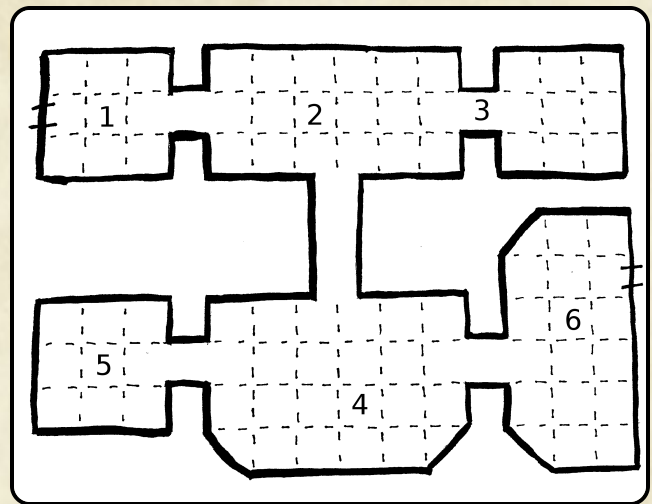
A circular metal door with a single lock that requires a dc 14 dex check to open. Once the first lock is open a red hot handle is revealed. Players who attempt to turn the handle take 1d6 fire damage and must make a dc 14 con save to be able to turn it without recoiling from pain. Inside is a vault where the Azer stores 600 gp of diamonds, an elemental gem (red corundum), and a helm of brilliance.

### 4. FOUNDRY HALL

A foundry is fueled by 1-2 fire elementals and worked by 1-2 azer who shovel ore into a smelter stocked by the fire elementals. There is a lever that can be pulled to fling molten metal across the room dealing 3d6 fire damage or half on a failed dc 14 dex save.

### 5. TRAPPED EFREETI

An Efreeti that was the master of the Azer is trapped here inside a permanent magic circle that is drawn in powdered silver. The Efreeti will bargain with the players to free him by breaking the circle. He will offer them great wealth in exchange for freedom. If freed he gives them 100 cookbooks and explains he has provided them with a wealth of knowledge. He will then depart the foundry.



### 6. CRAFTING HALL

An Azer workshop where 3-9 azer craftsmen work on cutting rubies, forging weapons, and linking chain armor. There is 400 gp worth of finished equipment in the room the Azer attempt to repel intruders to their homes. At the back of the room is an exit that leads out of the mountains.





## SWAMP II

Once drought stricken far land the local Lord Shaw bargained with the night hag Baba Filthgiggler for rain to save his people. The rains turned the land into a marsh and brought monsters that killed the Lord and his people. (Level 5-9)

### 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:** A moldering farm house sits abandoned and partially sunken into the swamp. The interior has been filled with much but the scattered remains of human bones are still present. An investigation finds large sized bloody humanoid handprints on the walls from ogres that killed and ate the inhabitants.

**Second:** The sound of chiming can be heard in the breeze coming from a small hut with bone wind charms hanging from the eaves. The hut is the abandoned home of the night hag who cursed the land. Inside are strange picked reptiles and a rusting cauldron with straw doll with a strand of the hair from the dead Lord Shaw submerged under water. Magic still lingers but the spell flooding the land is long since done.

**Third:** The hunched over form of an old hermit can be seen picking mushrooms from a rotting log. He is a former guard who worked for Lord Shaw before he died. He will tell traveler's how to leave the swamp and warn them that the curse that felled his liege lord still grips the land.

#### FAILURE

**First:** A group of 1-2 giant crocodiles crawl out of the water in front of the party and 1-4 crocodiles slip out of the water behind the party. They are hunting and will try to drag a person or animal back into the water to eat.

**Second:** A noxious gas bubbles up from the waters around the party. They must make a dc 14 constitution save or take 2d8 poison damage and become poisoned for 24 hours. If there is an open flame the gas also ignites dealing 4d6 fire damage or half on a successful dc 14 dex save in a 30 foot radius around the open flame.

**Third:** A band of 3-9 ogres working for the night hag Baba Filthgiggler attack the party in a wild unorganized rush. A single raven follows them and will peck at any ogres not doing their job right. If all the ogres are killed the raven opens its mouth and the hags voice emerges cursing one of the characters to never sleep until they kill an innocent humanoid. She then haunts their dreams.

#### EXPLORATION

**First:** A strange hollowness can be felt under foot instead of the normal squish of the mud. If dug up the players will find a wooden chest containing a hand crossbow with 12 arrows, 10 days of rations, a bed roll, and a vial of dragon's blood.



# MANOR

The decaying manor of the deceased Lord Shaw is now inhabited by a band of ogres and the night hag Baba Filthgiggler who cursed the land turning it into a marsh. (Level 5-9)

## 1. GUARD DOGS

A pair of death dogs gnaw on human bones outside the manor. They will grow aggressively at people approaching the property and will begin to bark loudly alerting those inside if they continue to approach. Anyone trying to enter the building is violently attacked by them.

## 2. SITTING ROOM

A group of 3-9 squabbling ogres attempt to divide tarnished silverware between them in the destroyed remains of a sitting room. If the death dogs barked they will notice the players when they enter and attack otherwise they will be distracted and might not notice them enter.

## 3. HALLWAY

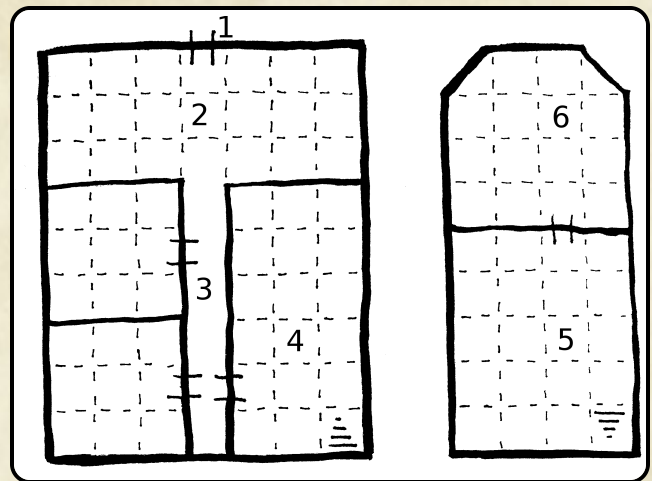
Water soaked floor boards have begun to rot. Characters with heavy armor fall through the floorboards as they break and fall into a wine cellar. They take 4d6 damage or half on a successful dc 14 dex save from the fall and shards of broken wine bottles they crushed in their fall.

## 4. CHARMED KNIGHTS

There are 2-6 knights standing guard here that have been bewitched by the hag who lives here. They were the protectors of the lord who lived here who failed in their duty and as they fight they will beg the characters to flee. As they die they will thank the party for releasing them.

## 5. CURSED SKULL

Drawn in blood a pentagram sits on the wooden floor. In the center a human skull that has been painted black rests. Humanoids within 30ft of the circle must make a wisdom save and the one with the lowest score becomes controlled by the skull and will make an attack roll against the nearest target. The save is repeated each turn by the group but only one person is ever controlled. The skull's eyes glow red when triggered and destroying it stops the spell.



## 6. HAGS DEN

The night hag Baba Filthgiggler and 1-5 ogres under her control are in a filthy but otherwise intact bedroom. The hag is working over her bubbling cauldron adding bits of rats and frogs to it. She only fights if attacked and will choose to flee if it's possible she might die. She will offer her services to the party at first thinking they might be interested in a deal.





## UNDERGROUND II

A dwarven mine was attacked by a tribe of Quaggoths who took up residency there and are now raiding the surrounding caves and tunnels. Players uncover one of the miners' plots for revenge on the Quaggoths. (Level 5-9)

### 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:** A small hand cart loaded with crates containing iron ore rests next to the former site of a dwarven camp that was attacked by Quaggoths. An investigation into the site finds gnawed and broken dwarven bones, bloody massive foot steps away from the site, and a pouch with 200gp of rubies spilled on the ground.

**Second:** The cave is held up by bent and battered iron supports that don't look stable. The bones of a dwarf miner can be seen crushed under a rock fall with his mining pick still in hand. A section of the cave contains gemstones. Players can make a dc 14 strength check to mine 40gp worth of rubies up to 10 times. On a failure part of the ceiling collapses dealing 3d8 damage or half on a successful dc 15 dex save.

**Third:** Dwarven runes are carved into a section of wall. It details the deaths of the dwarven stonepike clan at the hands of a tribe of Quaggoths. The sole survivor Dhuroc swears vengeance and warns travelers about venturing into his family's mines which he has trapped in an attempt to kill the quaggoths.

#### FAILURE

**First:** A group of 3-9 quaggoth hunters attempt to sneak up on the party in the darkness. If they are spotted they will charge headlong into battle. They are driven by hunger and any thought of fear or preservation comes second to eating.

**Second:** The earth shakes and heaves causing the ceiling to partly collapse. Creatures in the area take 3d8 bludgeoning damage or half on a successful dc 13 dex save. Creatures who rolled odds on their save are stuck on the opposite side of the rock fall and are separated from everyone else.

**Third:** Small cracks can be seen in the walls and ceiling along this tunnel. As the party moves 2-5 black puddies sense their vibrations and ooze out of the cracks dropping down on the party and attempting to digest them.

#### EXPLORATION

**First:** Some rocky debris clatter down an 80 foot long man sized shaft in the ceiling. If climbed up the party will find a single grell that is eating a giant bat in its den. The grell will attack as it has nowhere to flee. The bones of a human adventure with an adventure pack and a pair of goggles of night.



# STONEPIKE MINE

A mine that was once home to a now dead clan of dwarves. The tribe of Quaggoths that killed them now reside here and are hunted by the deranged dwarf Dhuroc who seeks vengeance for his clan. (Level 5-9)

## 1. FUNGAL DOOR

Half finished stone doors stand ajar leading into the Stonepike's Cavern. The doorway has become overgrown with puffy black mushrooms that burst if touched. Creatures within 10ft of a bursting mushroom must make a dc 14 constitution save against becoming poisoned for 8 hours.

## 2. RUST MONSTER NEST

Minecarts lay overturned with the sides rusted out and the rails similarly rusted. If the players are carrying any metal they attract 8-16 rust monsters who attempt to consume metal items they are carrying/wearing. They must emerge from 3 small tunnels in the north side of the passage one at a time. A passive perception of 12 or higher will hear them coming from the tunnels.

## 3. WEAK SUPPORT BEAMS

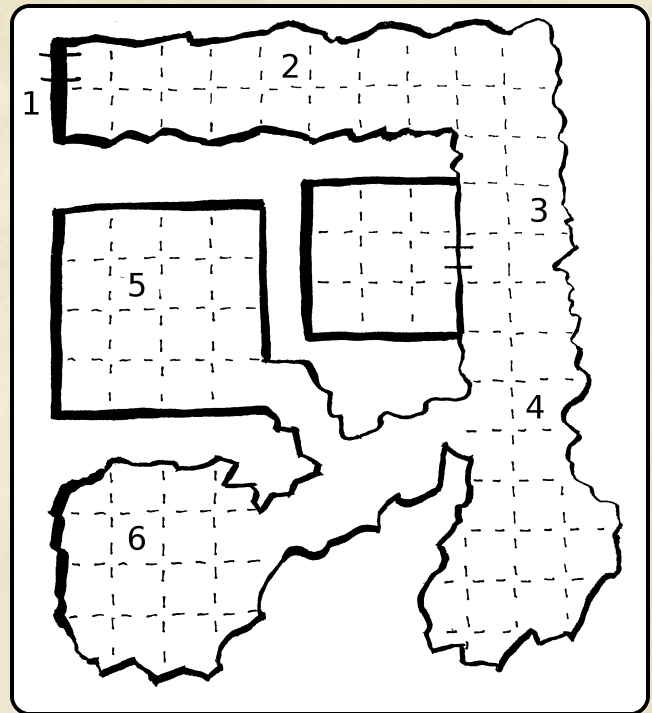
The support beams for the ceiling here have been weakened and the base broken away. Traveling through causes them to fall over though the ceiling does not collapse. Characters must make a DC 16 dex save or take 3d6 damage and become immobilized under the iron support. A dc 14 strength check can shift the supports of a creature.

## 4. GHOST WORKERS

The specter of 5-10 dwarves can be seen cutting out a section of the mine here with their picks. Despite their picks having no effect on the stone they continue working. There are 5-10 dwarven skeletons scattered on the ground here with teeth marks on them. They will shout out "the quaggoths are attacking again, drive them off brothers" and attack anyone entering the area they are working in.

## 5. MAD DWARF

The dwarf Dhuroc chips away at the stone under a support pillar in an attempt to collapse the cavern. He has already weakened the other supports and only needs to break this one to collapse the cave. He is mad with grief and seeks to bury his enemies and himself to avenge his clan. If he isn't stopped, parts of the mine will start collapsing over 10 minutes before completely being destroyed.



## 6. FEEDING QUAGGOTH

A quaggoth thot and 2-8 quaggoth eat the remains of 2 quaggoth they have killed. There is a single wooden beam holding up the ceiling in the middle of this room. It has an AC of 12 and 45 hit points. If destroyed the ceiling will collapse after 1 round killing anyone in the room.





## UNDERWATER II

A pitch black underwater trench far below the depths. The area is home to the aboleth Agrinatoth and the ruins of an ancient aboleth city. (Level 5-9)

### 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:** A school of 2-5 large jelly fish using the black pudding stat block float through the dark waters towards the players. They are bioluminescent and glow a gentle blue. They will lash out with tentacles at the player to try and consume them

**Second:** A skeleton lies crushed under a broken ship mast. If it is approached the ghost of Evan Gills who was a ship hand aboard the trading ship fair winds asks them to move the mast so he can move onto the next life. He was killed when his ship was attacked at night by a giant tentacled creature.

**Third:** A black coral spiral leads up the side of the trench making for an easy ascent but also leads further down the trench into the inky darkness. A small stone sign in deep speech indicates that it leads to Y'loneth and down to Gurantal.

#### FAILURE

**First:** An obelisk of black metal of alien origin rests sideways on the seafloor. On the sides carved in deep speech are the words 'You have entered the domain of Agrinatoth and' with the rest of the sentence buried under the sea floor. Digging for an hour uncovers 'your lives are forfeit. Grovel heathens'

**Second:** A thermal vent cracks open under the party sending a stream of super heated water and chalky bubbles around them. Creatures in the vent take 6d6 fire damage or half damage on a successful dc 16 dex check.

**Third:** A group of 2-5 chull ambush the party from hiding under the sand. When they land a hit on the players they grapple one of their magic items instead of the players. They will attempt to escape with the magic items to their sunken ruin horde.

#### EXPLORATION

**First:** A gentle current can be felt sucking the players towards the side of the trench. If followed they will find a dark hole. Inside it is a small crack pulling the water in and 1-3 arrows of aberration slaying that have been trapped by the flow.



# SUNKEN RUIN

The ruins of a sunken city that has become the home of an aboleth. Small rifts to the elemental plane of water here are filling the oceans with more water slowly. (Level 5-9)

## 1. KELP FOREST

Tall columns of kelp surround the entrance to an ancient eldritch ruin. A group of 1-2 giant sharks and 1-4 hunter sharks prey on creatures entering the ruins. They attack from the cover of the kelp near the entrance and duck into its cover between attacks. The focus injured enemies.

## 2. STONE DOOR

A circular stone door blocks further progress into the ruins. In the center are 3 arm sized holes that are 2 feet deep. At the bottom of each hole is a latch that can be lifted and naturally falls back into place when not held. If all 3 latches are lifted at once the door can be rotated and opened. Tentacles are normally used to open the door.

## 3. MAGIC GUARDS

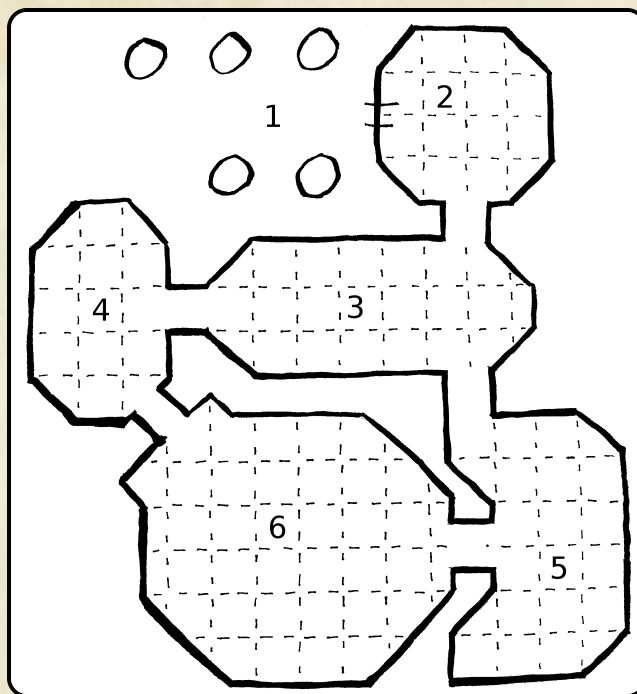
A row of 6 suits of armor (helmed horrors) line the room. They are encrusted with barnacles and some of them have fallen apart. If they sense magical items or magic then 2-5 helmed horrors come alive and attack. They only seek to bar passage and will not chase the players out of the room.

## 4. SPIKE TRAP

Magical spiked shells fill the room floating 4 feet apart from each other. If they are moved out of position they shoot water out of the sides to reposition exactly where they were. Moving through the room disturbs the shells causing chaos and the players to take 4d4 piercing damage or half on a successful dc 14 dex save.

## 5. CHUUL NEST

Tough strands of translucent flesh flow with the current and contain soft chuul eggs. A group of 2-5 Chuul secret a thick mucus on the flesh to provide nutrients. They will attack anything that enters the area and notice magic items that enter the area that should not be there magic them alert.



## 6. TREASURE HORDE

An aboleth or hydra with 0-1 merrow guards its treasure here (for levels 5-6 use the hydra). The hydra is a mindless guardian but the aboleth will offer secrets and power if intruders choose to serve it. The horde has 3k gold coins and Roll 2 times on the random treasure table.

### RANDOM TREASURE

1d6	Treasure
1	300gp Diamond
2	ring of x-ray vision
3	Tentacle Rod
4	pearl of power
5	Staff of Thunder and Lightning
6	Potion of Storm Giant Strength





## URBAN II

Traveling through a city's slums is a dangerous affair. A generally lawless area of a city, crime is common and the presence of law enforcement rare. A local thieves guild run by wererats has recently robbed a bank. (Level 5-9)

### SKILL CHECK

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

#### SUCCESS

**First:** A beggar pretends to have a terrible cough, has both his legs hidden like he is missing them, and acts blind with bandages wrapped around his head. He will beg for money so he can see a doctor. If passers-by refuse he will "curse" their health and the health of their families for a generation.

**Second:** A group of 6 guards stops travelers and questions them about their location the previous day. The Emerald Falcon was stolen from a bank recently and they are looking for the thieves. A dc 16 persuasion check convinces the guards the group wasn't involved and they will leave them alone.

**Third:** From an ally a rumor monger beckons the party to come close to him. He will feel them out to see if they are interested in buying information on a shop that sells stolen goods for half off for 5 gold or the location of a group of thieves laying low with stolen goods for 50 gold.

#### FAILURE

**First:** The party is approached by a pair of humans who warn them not to go down the current street they are traveling as there are muggers there. They instead suggest a sidestreet that goes around the ambush. If the players go down the side street they are ambushed by 3-9 wererats. If they ignore the warning the 3-9 wererats will attack from the sidestreet.

**Second:** A cart with a broken wheel blocks foot traffic in the area causing a large crowd. While waiting to pass the cart the characters are jostled by some street urchins. Have them make a dc 15 perception check. If they succeed they manage to stop the urchins from stealing their coin purse. On a failure they notice them stealing the money after they get away on a failure of 5 or more they don't notice the theft occurred.

**Third:** The party is attacked by 2-6 veterans who claim to be bounty hunters. They offer the party the option of coming with them dead or alive. A group matching their description has stolen the emerald falcon. Unless their party finds the real culprits they will continue to be hunted.

#### EXPLORATION

**First:** As the players are walking they can smell the foul stench of a rotting corpse. If they follow it they will find a garbage filled alley and under some trash the half eaten corpse of a human with the pipes of the sewers in one hand and a swarm of rats.



# WAREHOUSE

An abandoned warehouse has been transformed into a hideout for a gang of wererats who are laying low with their recently stolen goods. (Level 5-9)

## 1. CHAINED DOUBLE DOORS

Sturdy oak doors have been chained shut and sealed with a large metal padlock to prevent trespassing. A dc 14 thieves tool check opens the padlock. All the windows into the warehouse have been boarded up but there are small holes in the walls that allow rats entry to the building.

## 2. PHASE SPIDER NEST

Empty wooden crates fill the interior covered in dust and bits of web. Small spider web cocoons hold dead cats and dogs who have snuck in. A nest of 2-6 phase spiders try to kill and eat the party as they move around here.

## 3. TRIPWIRE

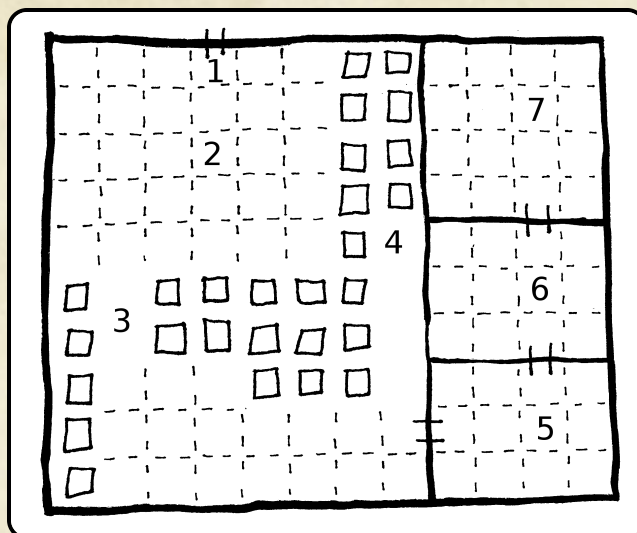
A trip wire has been rigged to collapse a wall of wooden crates. If triggered creatures within 20 feet of the wire take 3d10 bludgeoning damage or half on a successful dc 14 dex save. A passive perception of 16 notices the trap.

## 4. LOFT

A small loft can be seen overhead in the rafters. There is no clear way to get to it from the warehouse floor. It is 30 feet overhead and contains 2 days rations of dried beef jerky, 20 silver, a set of thieves' tools, and a small book on how to be a master thief that can grant proficiency in thieves' tools if 1 month is spent reading it and practicing.

## 5. GUARD HOUNDS

A pack of 2-6 hellhounds gnaw on cow bones and some bones that look disturbingly human in a scorched stone room. They will bark loudly and attack anything that enters the room. They can be distracted by giving them meat



## 6. POOL OF FILTH

The floor here has collapsed leaving room for a 40ft pool of filth that reeks. Creatures who enter the pool take 4d8 poison damage or half on a successful dc 14 constitution save. There are wood supports over the pool that can be crossed with a dc 16 acrobatics check. On a failed check the creature falls into the pool of filth.

## 7. CHAPEL

A wererat priest and 2-8 wererats all pray around an altar to the god of thieves depicted as a statue of a rat. Before the altar is placed an emerald falcon worth 1000 gold and 500 gold in small diamonds. The wererats will attack intruders and attempt to hide the offering in their pockets.



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