

One Page Adventures 3

By Tyler Monahan



A collection of 16 one page adventures for every
environment. Covers level 10-15

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 3 falls under the OPEN GAME LICENSE Version 1.0a

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ELEMENTAL PLANE OF EARTH

The plane of earth is pitch black and consists of endless earth and tunnels. Being crushed or starving to death are as dangerous as the inhabitants. If you survive those dangers you might attract the ancient evil here. (Level 10-15)

SKILL CHECK

check for seismic activity (nature), follow magic traces (arcana), recall planar reachings (religion), find tracks (survival), shift rock (athletics), notice carved path (insight)

SUCCESS

First: The clang of steel on stone can be heard ahead. You come out on a small duergar mining outpost with 30 duergar miners mining gemstones. The foreman Vondal will ask you not to go into their mine and is weary of the party. He will offer them 5kgp worth of gems if they kill the 3-5 xorn who have been eating their gems.

Second: As the party walks they enter a section of cave with a large clear crystal in the center. If they inspect the crystal they can see the cavern they are in recreated recursively inside it including them. If they try to exit the cave they appear turned around going back into it. As long as there is light in the room they are trapped in the crystal. If they try to break the crystal roll for a seismic activity event.

Third: The Galeb Duhr Granite lies in pieces on the ground and asks the party to help put him back together. If they can't mend stone he will ask them to take him to Aurum the golden palace where there is magic that can repair him but he warns there is darkness there. Garnet the Dao shattered him for not being willing to serve her years ago.

FAILURE

First: A sullen red glowing can be seen from ahead of the party. 4 magma mephites fly down the tunnel towards the party attacking them. From out of the floor and ceiling behind the party 3-5 earth elementals emerge and attack.

Second: The ground shakes for a moment and then 9-15 Ankheg burst out of the tunnel walls swarming the entire party at once. They are ravenous and desperate for food.

Third: Garnet the Dao and 2-8 gargoyles attack the party with the intent to enslave them and take them to Aurum the city of gold to serve the Dao and the evil force that they serve. Garnet will focus on dividing the group and use hit and run tactics by moving into stone. Garnet will flee if she fails to capture anyone.

EXPLORATION

First: A small fissure to the side of the tunnel exhausts a warm air current. It is small enough for a medium creature to barely squeeze into it. If they go down it they squeeze 60 ft through bends and see a stone face that is hot to the touch with two gem eyes. A gem of brightness and a gem of seeing.

FEATURE

roll a d20 each day for seismic activity on a 1-5 nothing happens on a 6-15 rocks fall and players take 55 (10d10) damage or half on a dc 15 dex check. On a 16-19 increase the damage to 99 (18d10) with a dc of 20. On a 20 the tunnel the players are in collapses over 2 turns killing them if they can't escape.

AURUM THE GOLDEN PALACE

The golden palace of Aurum is a fantastical Dao building constructed out of gold. While the city is dazzling a dark force pervades the city and all of the gold in it. Treasure: There is 50 million gp of wealth here if the players can carry it. It is all tainted however and drives anyone in possession of it mad indefinitely after 1 month. (Level 10-15)

1. DAO RACE

The Dao Malachite greets the party from his golden chariot pulled by a copper Gorgon. He challenges them to a chariot race around the place. If they accept the race consists of 5 dueling animal handling checks with the person making the most winning. Malachite has a +5 bonus to animal handling. If they refuse or win the race Malachite becomes enraged and he and 1-2 gorgons attack the party

2. HUNGRY HUNGRY XORN

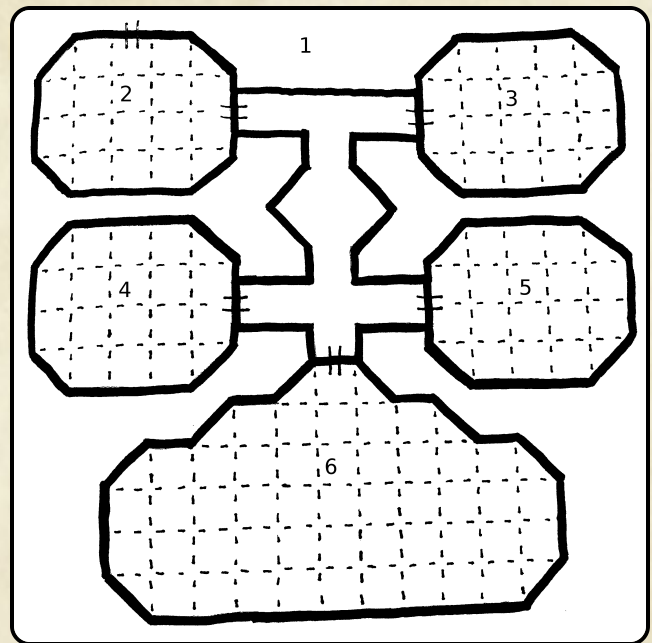
The party hears the sound of bickering and 3-6 xorn carrying sacks of dull gems comes into sight. When they see the players they drop their bags and crowd around them asking for any metal they might have or any gems saying they want to eat surface metals to see if they taste different. If the players refuse to feed them they attack.

3. DIAMOND POOL

A bathroom tiled with marble with a gold and lapis trim has a large pool filled with diamonds the size of sand grains. 3-6 medusas made of black marble are bathing in the pool. They shriek and attack the party on sight. The pool has healing powers and any elemental placed in it is restored to 1 health at the end of each round.

4. PUZZLE GOLEM

Two stone golems encrusted with gemstones hold a simple gray stone offering bowl. If the party approaches the giants say in unison "Place that which is valuable in the offering bowl and unlock the stars. Place that which is worthless in the bowl and perish" around the room are discarded gemstones, gold bars, and stone carvings. If the players place something that can't be obtained in the earth in the bowl it transforms into a robe of stars. Otherwise the golems attack.



5. TRAPPED GIANT

The stone giant Rolst sits inside a silver cage carving a tiny marble elephant (figure of marvelous power.) He is incredibly depressed and thinks he will be trapped her forever as a slave to the dao. If the party can rouse him to action he will work with them to escape.

6. GOLDEN GOLEM

In the center of a large obsidian room the players see an iron golem that is slowly being turned to gold. Guarding the inside of the door are two silver coated clay golems. If the party gets near the iron golem they spring into action attacking the party. The iron golem turns gold at the end of the day unless destroyed and seeks out the party to kill them if they have any treasure from the palace.



ELEMENTAL PLANE OF AIR

The plane of air stretches endlessly and is full of clouds, floating chunks of earth, and ever blowing winds. Clouds of pure light drift through some areas making them as bright as day and in other areas it is as dark as night. (Level 10-15)

SKILL CHECK

read the wind (nature), track birds (survival), sense magic flow (arcana), get directions from an aarakocra (persuasion), get a hippogryph to give you a temporary ride (animal handling), find historical way marker (history)

SUCCESS

First: A whale (killer whale stats) falls through the air letting off a pain filled moan. There are 2-3 cloaklers and 0-8 stirges attached to the whale slowly killing it. The whale has been on the plane of air for a few years and knows how to fall in any direction it wants.

Second: The party is approached by Ventus the Djinni who offers to grant whoever can give him the greatest prize a wish. Ventus has no interest in actually granting the wish and after getting the reward and hearing the wish he will instead run away laughing about dumb mortals.

Third: As the party is passing through a fluffy white cloud the cloud under their feet becomes solid and they find the interior of the cloud is hollow and faintly glowing. In the center of the cloud sits a Gynosphinx whose lair they stumbled into. They may be able to barter with the Gynosphinx to gain passage to their destination or she might use her powers to dump them out onto some other plane to avoid dealing with them.

FAILURE

First: The small birds flying around the party scatter as a piercing cry from 3-6 wyverns alerts the party to their attack. The wyverns are agile flyers and will attack from 10ft away with their bite and sting before flying out of range again.

Second: A black stormfront that crackles with lightning can be seen rapidly approaching the party. There is no way to avoid it but the party has 3 hours to prepare for its approach. Once inside the storm they must make 3 dex checks with a difficulty of 15 then 20 then 14. If they fail they take 55 (10d10) lightning damage or half that as thunder damage on a save. Players wearing metal have disadvantage on the save.

Third: An airship manned by 12 elves is under attack by 1 roc and 4-12 aarakocra pirates. The Aarakocra are swooping down and attacking the crew while the roc tears large gashes in the large balloon holding the wooden frame aloft. The elves will offer to transport the party on their ship if saved.

EXPLORATION

First: In the distance the players can hear a human voice screaming out for help but they can't see the source. If they investigate they see the human mage Vikare who accidentally shunted himself into the elemental plane of air and has been falling for the last 6 months. If you can get him off the plane of air he offers to give you his wand of magic missiles.

FEATURE

The plane of air has relative gravity allowing creatures to fall in any direction they chose if they have lived on the plane for an extended period. For visiting creatures who don't understand the nature of the plane they fall in the direction they think they normally would.

NUBES THE CLOUD CASTLE

Floating through the sky the castle Nubes made of clouds as solid as stone drifts. Home to a family of cloud giants. The castle contains the many wonders the cloud giants use to show their status. (Level 10-15)

1. CASTLE GUARDS

As the party approaches the castle cinder the smoke mephit approaches them and warns them to not enter the cloud giants domain. After giving his warning he flies off. If the party proceeds to approach the castle 3-6 chimera who attack as guard dogs attack the party. They will not chase the party past the general vicinity of the castle.

2. GIANT GARDEN

A garden contains pumpkins the size of carriages, carrots the size of people, and an apple tree with head sized apples. In the corner there is a giant wooden shed that requires a dc 20 strength check to open the door. Inside there are gardening tools and a bag of beans (magic) on the top shelf.

3. MENAGERIE OF BEASTS

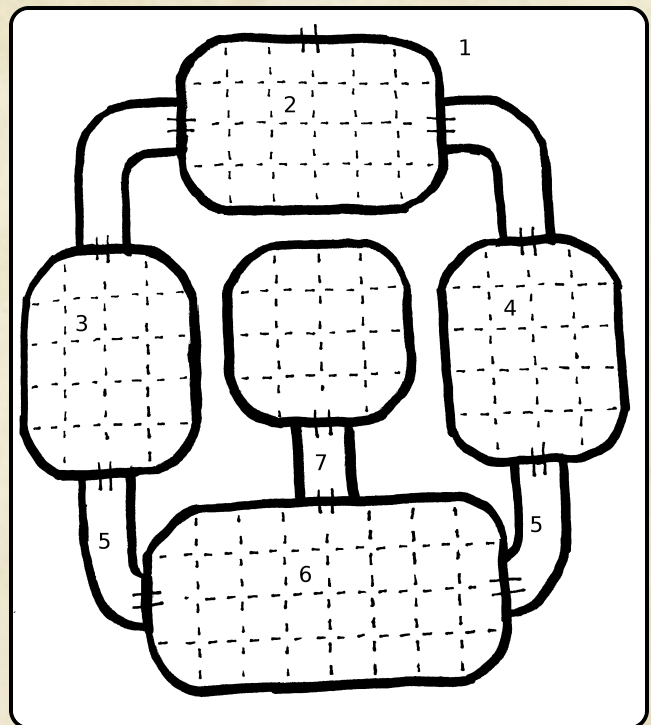
The cloud giants keep a menagerie of trained beasts caged and on display. Once the party walks halfway through this area the doors of all the cages swing open and they can hear a cloud giant chucking as 2-4 Griffons, 4 Lions, 2-3 Owlbears, and 2-4 Peryton surround and attack them.

4. GUARDED TREASURE

A silver horn of valhalla resting on a purple pillow floats in the center of the room. If the players take the horn 3-6 invisible stalkers attack the party with the intent to return the horn to its proper resting place.

5. TRICK COIN

In the center of the path is a single golden coin. If a player picks it up and puts it in their bag with other coins it sticks to another coin and teleports into the giant's vault. Another coin then appears on the ground. The coins are magical in nature if detect magic is used on them.



6. GREAT HALL

In a great hall where the clouds are colored like a sunset the cloud giant Nephos sits on his throne. He will offer to let the players become his servants and live in his marvelous homes. If they refuse 1-5 hill giant guards step out from alcoves in the hall and they attack the party.

7. TREASURE VAULT DOOR

The vault is behind a massive stone disk that requires a dc 26 strength check to move. Failing to move the stone door summons 3-6 air elementals. Each time a player touches a wall after the elementals are summoned the clouds turn black and a bolt of lightning shoots across the room dealing 1d6 lightning damage on a failed dc 13 dex check. Inside the vault is 30k gp of mixed currency.



ELEMENTAL PLANE OF FIRE

The plane of fire has fields and hills made of gentle flames much like a grassland. Cutting through the landscape are fast moving rivers of lava and fire storms race across the land. The sky above the fields is an ever burning sea of fire whose colors are ever shifting. (Level 10-15)

SKILL CHECK

follow magic (arcana), find path (survival), jump over lava (athletics), notice smoke signal (perception), ask a wizard for directions (persuasion), old way marker (history)

SUCCESS

First: The fire giant smith Bolg sits on a white hot iron bridge over a river of lava forging a longsword defender on the bridge like it was an anvil. He is engrossed in his work and is blocking passage over the 100ft long bridge. After 2 hours he completes the sword and notices the players. He grunts and moves out of the way. He is willing to give the players the sword if they bring him Efreeti Dux bound and captured.

Second: The ground under the players rolls and begins to liquify. They have time to get onto a solid chunk of rock but the ground around them for 1 mile has turned to magma. In the distance 3-6 Fire Elementals can be seen swimming in the magma. If they are chased away or killed the ground reverts to its solid form after an hour otherwise it takes a day.

Third: An Azer watchtower forged out of shining copper stands in the way of the path forward. There are 10-16 Azer manning this watchtower. They will demand a toll of the party to pass. The toll will be something that is rare on the plane of fire like wood or plants. They will also mention the Efreeti have enslaved some of their people in a nearby forge.

FAILURE

First: Black smoke fills the air around the party. After 12 seconds 3-6 Salamander slavers attack the party as the smoke clears. They intend to capture the players as slaves.

Second: On the horizon a storm of 20 yellow twisters can be seen approaching the party. After 1 hour the storm is at the party. The air is replaced by an inert gas that suffocates creatures trying to breathe it. Fire rains from the sky dealing 10d6 fire damage over 10 minutes. A dc 12 strength check has to be made to not be sucked into one of the yellow twisters. If it fails the player takes 10d8 fire damage from the twister and is spat out ~1 mile away from the party in a random direction. The storm takes 10 minutes to pass the party.

Third: The Efreeti Dux and his 4-14 magmin servants approach the party. Dux will greet them politely and immediately begin negotiating to buy various party members for gold while his magmin servants try to measure the players and rifle through their belongings. If the party refuses to sell members to Dux he is deeply insulted and attacks in a rage.

EXPLORATION

First: A loud bang can be heard in the distance and the ground shakes slightly. If the players investigate the bang they find 1-4 fire snake eggs inside a small crater. They will hatch in 1 week and imprint on the first thing they see.

FEATURE

While the plane of fire is made up of fire much of it is a gentle slow burning flame that does not harm most creatures. The heat of the plane gives creatures who are not resistant to fire a level of exhaustion each day or every other if they consume 1 gallon of water a day.

ATER THE IRON FORGE

An efreeti forge where weapons are manufactured by Azer slaves and being shipped out. The forge here is a powerful magical artifact that can be used to create magic weapons but can't be moved. (Level 10-15)

1. FORGE GUARDS

The entrance to the forge is guarded by 2 fire giant mercenaries and 0-8 magma melphites who patrol the exterior and assist the giants if combat starts.

2. STABLES

A stone stable with 8-12 nightmares in locked stalls. As the party is crossing by the stables 2 magmins release the nightmares from their stalls and the nightmares charge the party in an attempt to feast on their flesh.

3. HELL HOUND KENNEL

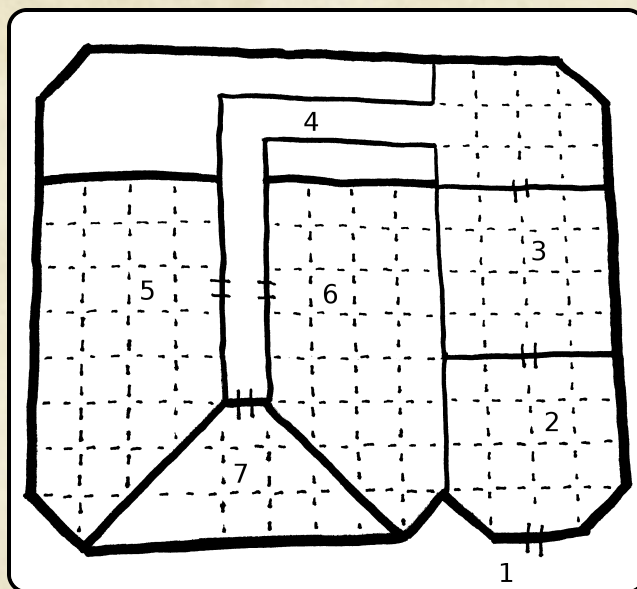
An Efreeti hound master sicks 1-6 hellhounds at the party. As they fight he flies up into the air and hurls fire down on the party. He will cry out in anguish whenever a hell hound is killed and focus his attacks on the person who killed it.

4. LAVA WALKWAY

A metal walkway over a pool of lava used for the forge. There are 3-6 salamander guards inside the lava who will attack before ducking back into the lava to avoid counter attacks. If they grapple a player they will drag them into the lava. If a player starts their turn in lava they take 8d6 fire damage and can only move 5ft a round.

5. BLACK SMITHS

A steel door bars entrance to this part of the forge where 6 Azer slaves toil away crafting +1 swords and hammers. It takes 25 strength to break down the door or a dc 18 thieves tool's check to open the door. Each Azer is shackled and there is a dc 20 check to free them. (strength or tools) They will not believe they can actually escape unless persuaded to by the players through word or deed.



6. AZER PRISONER

An Azer with a metal collar is chained to a wall in this chamber. In the center of the room is a glowing magic glyph that periodically shoots a lightning bolt at the metal attached to the Azer causing him to scream out in great pain. Entering the room causes the glyph to fire a bolt of lightning that does 6d8 lightning damage with a dc 16 dex save to take half. The lightning bolt fires once every 2 rounds at the largest source of metal within 30 feet. A dc 20 strength check can break the chain on the Azer or a dc 16 thieves tool check.

7. ELEMENTAL FORGE

A 1 ft metal sheet bars entrance to the heart of the forge. The sheet does not open like a traditional door and is instead super heated until it is semi liquid making it possible for a fire immune creature to pass through. Inside the forge is a super hot elemental forge and a mythrill anvil that can be used to forge magical weapons by characters with smithing proficiency. Rescued Azer can forge items.



ELEMENTAL PLANE OF WATER

The elemental plane of water is a shifting world with areas of oppressive darkness and faintly glowing patches teeming with bioluminescent algae. For those that can breathe water and swim it is much like any other ocean. (Level 10-15)

SKILL CHECK

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

SUCCESS

First: The wreck of a wooden ship sinks into view. A large rent in the side gives easy access to the inside of the ship where the players see 3-6 skeletons in dimensional shackles. If they disturb the ship or the remains 3-6 wraiths come howling out of the bones and attack.

Second: A wooden pirate chest can be seen floating in the water. If any one touches it they become stuck and the chest is reeled in by Orest the storm giant fisherman. He will demand an amusing story in order to unstuck his catch after which he lets the person go on their way and casts his bait out again.

Third: A mermaid transformed into a small newt crawls onto one of the player's arms and clings there trying to communicate. She will persistently try and get the party's attention and after 1 day reverts to her normal form. She explains her home was taken over by some dark magic and she was transformed into a newt as she fled.

FAILURE

First: The party swims through a tangled web of seaweed which acts as difficult terrain. Large sacs full of air can be seen growing on the seaweed which can be punctured to breath from momentarily. A hydra that has been eating the air sacs to survive attacks the party.

Second: The party gets near a strong current and 3-6 giant sharks swim out of the current and try to grapple the players and drag them into the current. After the first round they all go back into the current and speed away at 60 feet per round if any have managed to grapple someone.

Third: Suddenly the marid seated on a throne on a small coral platform with 4 pools around the throne is propelled into the middle of the party by the marids control water spell. Once in the center of the party he creates a whirlpool and attacks along with 1-4 water werids from the pools on his platform. He intends to knock them out and take them as slaves.

EXPLORATION

First: The party passes through a cold current with bits of ice floating in it. If they follow the icy flow they will find a frozen barbarian inside a glacier clutching front brand (greatsword). It requires a dc 20 strength check to break the ice or any source of thunder damage.

Second: A slight clinking noise can be heard in the distance. If the party follows it they see an unstopped decanter of endless water bouncing off the side of a large pumice rock. The decanter has been endlessly spouting water and if they stopper it then the flow stops.

FEATURE

Being underwater requires some form of water breathing to avoid suffocation. Movement is also halved unless a character has a swim speed.

ALTUS THE GREAT REEF

A mass of free floating coral that forms a colorful reef. Its maze-like interior has become the dwelling of an aboleth and its many thralls. (Level 10-15)

FEATURE

The water in the reef has been fouled with slime by the aboleth living there making it difficult terrain.

1. HAG LAIR

Outside the reef 5-9 coven sea hags that have become thralls to the aboleth are disguised as fish headed and human legged mermaids. They will beckon the players into a sleeping chamber to rest and attack them in their sleep. If the party refuses the invitation to rest, the sea hags attack.

2. TRAP CLAMS

Along the walls and floor are 6 giant clams that lazily open and close their shells revealing a watermelon sized pearl in each worth 2k gp. If a player tries to take a pearl the clam snaps shut with a +12 attack bonus and 22 (4d10) if it hits.

3. THE MAD BARON

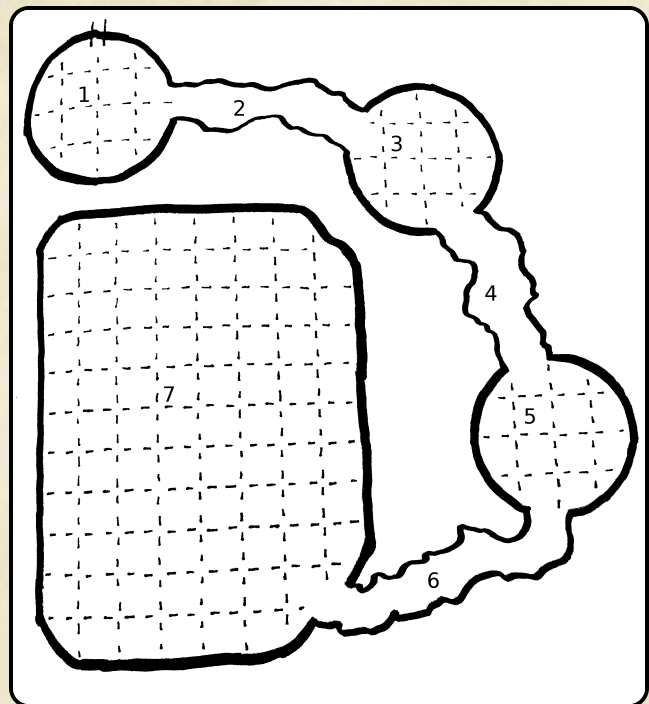
Riptear the Sahuagin baron swims in this room tearing into and eating seaweed from the walls. He has made a deal with the aboleth who is projecting the image of fighting and killing sea elves into his mind as a reward. Riptear will see the party as fellow Sahuagin and will invite them to join him in killing the sea elves. If they manage to convince Riptear that he has been tricked he will tell them about the aboleth and where it dwells before departing.

4. VOLCANIC VENTS

White hot bubbling water from an elemental vent comes up through the floor and obscures a 15 for radius here. As the party moves through it they are attacked while divided by 6 steam mephits and 3-6 water elementals.

5. TREASURE HORDE

A large air bubble contains 10k gp worth of gold, a brooch of shielding, a medallion of thoughts, and a wand of web. The bubble is made out of the same slime that coats everything in the reef. Attempts to puncture the bubble fail but anything coated in the slime can pass through the bubble.



6. ANEMONE TUNNEL

The tendrils of 3-6 large sea anemone block passage. The sea anemone uses the stat block of ropers with water breathing and the bite is replaced by spraying poison for the same amount of damage. After consuming food a sea anemone retracts into a small ball.

7. ABOLETH LAIR

An aboleth slumber with 1-6 chuul guards. The party's approach awakens it. The aboleth will first try to sway the party to its side offering it whatever they desire in exchange for serving the aboleth. It can sense their desires and it has been alive longer than the gods and can tempt them with ancient knowledge. If they refuse the aboleth attacks and do not fear death as it will just rematerialize later.



ELEMENTAL PLANE OF DAWN

The plane of dawn is eternally lit by the rising sun coming up over the mountains barely lighting the endless forests of the plane. The plane is home to fey and celestial creatures and creatures often slip in and out of the plane without intending to while lost in the woods. (Level 10-15)

SKILL CHECK

Ask a dryad for directions (persuasion), find faerie trail (nature), find forest path (survival), recognize a bread crumb trail (insight), wade through a quick river (athletics), entrain a fairy for directions (performance), find a trail marker for the forest god (religion)

SUCCESS

First: A green hag walks through the woods passing by the party. She carries a small sprite in a wooden cage that calls out to the party for help. The sprite tried stealing some poison mushrooms from the hag who captured the sprite and is punishing him for his crime. If attacked the hag drops the sprite and turns invisible to flee.

Second: Faelys the wood elf stops the party and asks the party for help. She has been stuck here for 100 years and can only return to her home if she manages to pluck an apple from the branches of a pear tree but she has yet to be able to accomplish the task. She promises her boots of elvenkind as a reward if the party can help her.

Third: A flock of Satyr lie on the ground rolling around and moaning. If questioned they inform the players they drank century wine and have been hungover for the last four days. They will beg the players to cure their hangover or journey to a nearby shrine to get aid.

FAILURE

First: The party wanders into a sacred grove protected by 1-2 treants and 1-4 awakened trees who uproot themselves and attack the party as they enter the center of the clearing. If the party retreats from the grove they do not follow and return to their resting place.

Second: The party becomes trapped in a pocket dimension. For every mile they travel through the forest they pass a 6 foot tall boulder. Each time they pass it a tally mark is carved into it. Moving the boulder reveals a pitch black hole. The party can jump through the hole and land next to a boulder with one less tally mark. If they jump through a hole from a boulder with no tally marks they are free and land in a clearing.

Third: A group of 3-6 elven warriors using the gladiator stat block attempt to ambush the party from the trees. They are painted black with war paint and if the party tries to reason with them they will tell them in elvish they have trespassed on sacred ground and must die.

EXPLORATION

First: A rustling sound can be heard of in the undergrowth to the right. If the players go into the undergrowth to investigate they see a deer eating beans from a bean stalk. As it bites down on one of the beans after the players see it the deer explodes into a geyser of wine and dies. The bean stalk contains 3d4 magic beans from a bag of beans.

FEATURE

Each day roll a d10. On a 1 player lose track of time and spend a day bewitched by nature. On a 2-8 nothing happens. On a 9 one poison or disease afflicting a player is cured. On a 10 greater restoration is cast on a character.

NEXUS OF THE FOUR SEASONS

A temple that serves to control the four seasons in the material plane. Single clearing with an obelisk. Touching the obelisk changes the clearing to a different season and reveals a new obelisk they need to touch to move to the next season. (Level 10-15)

1. GLADE GUARDIANS

In the center of a faintly glowing clearing stands a black obelisk. There are 3-6 unicorns standing guard in the clearing and will warn away anyone who enters the clearing in sylvan. If they refuse to depart, the unicorns attack with the intent to drive them out of the clearing.

2. OBELISK

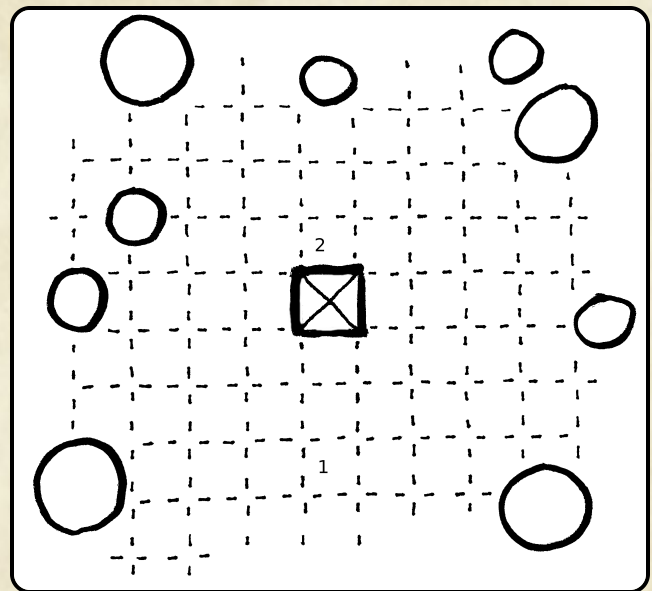
A black obelisk with runes down each of its four sides. Touching it causes the season to change and a challenge the players must overcome before touching it changes the season. After each activation one side of the runes glows. Once all the stages have been defeated the players can use the obelisk to cast control weather 4 times a day. The obelisk weighs 2000 pounds and can be moved.

2A. SPRING

Flowers burst into bloom in the clearing and pollen fills the air. Players make a dc 14 con check and on a failure become immobilized for 1 minute. They can repeat this save at the end of each of their turns. Then 5-10 Couatls attack.

2B. SUMMER

Storm clouds boil out of the top of the obelisk and rain begins to pour down from the sky. Players must make a dc 15 dex check every round or take 2d8 lightning damage and be knocked prone. Then black thorny vines spring up in a 30ft radius around the obelisk pushing players back away from it and creating difficult terrain and dealing 2d4 damage for each 5 ft moved through the area.



2C. FALL

The leaves turned red and yellow and began falling from the trees around the clearing. A deva disguised as a forest gnome steps out from behind a tree and tells the party they have broken the curse trapping him here. He offers to guide them to a wellspring of healing 1 days travel to the north as a reward. He is attempting to trick them to get them away. If they ignore his offer he summons 1-10 owlbeats and attacks.

2D. WINTER

All the remaining leaves fall from the trees and turn black. A cold wind cuts through the clearing and snow starts to fall. A throne of ice slowly forms and a planetar appears seated upon it. There are 0-10 sprites fluttering around in the trees around the clearing. The planetar's voice echoes coldly from his throne 'You have desecrated this shrine and offended the gods. You will pay for your crimes with your lives' He then attacks the players along with any sprites in the forest.



ELEMENTAL PLANE OF DUSK

The plane of dusk is eternally dark with only the stars and the moon providing light. The plane is a transit for the souls of the dead and is home to those who have not moved on yet. It is a dark and dangerous place. (Level 10-15)

SKILL CHECK

follow stars (arcana), recall landmark (history), follow dried river (survival), follow soul (religion), notice rotted sign (perception), climb tree for view (athletics)

SUCCESS

First: One of the members of the party starts having nightmares and their hit point maximum is reduced by 5 each night because of a night hag. On the third day after this starts a night hag disguised as an old woman approaches the party and offers to sell them a necklace that prevents bad dreams for 50 gold. If worn the necklace transforms the player into a night hag over 7 days

Second: The river styx blocks the party's path forward. It stretches 100 ft across and anyone who enters the waters must make a dc 18 wisdom check against losing all of their memories. A zombie ferry man will row a raft up to the shore and hold out his hand to take a fair as passage across. He will only accept things like fruits and vegetables that are rare here as payment.

Third: A lich who has forgotten his name approaches the party. He has no interest in fighting or killing anyone and simply wishes to read all the written material the party might have on them. If the party refuses or can't convince him to go away he will follow the party and use his magic to try to get at any written material he thinks they might have without killing them.

FAILURE

First: The mage Kennan Strife and his 2-5 flesh golem servants approach the party and demand a tribute of 10k gold and 3 corpses for his lord Zaff. Anything less than complete obedience will result in them attacking. The golems will protect the mage and all of the mages spells do lightning damage.

Second: Even the earth appears to have died here with large rocky protrusions jutting out of the earth like broken ribs. A Young Red Shadow dragon and 0-8 of its shadow servants attack the party. The dragon will use hit and run tactics while the shadows engage the party. If reduced to 50 or less life the dragon flees.

Third: During the night 1-2 vampire spawn and 5-6 werewolves attack the party. They are attempting to kill or capture the party to take them to Zaff the vampire lord's mansion. If they are all killed the players find a letter indicating as much.

EXPLORATION

First: The sound of footsteps can be heard in the distance. If investigated the party sees a pair of boots of speed running directly away from the party at 60 feet per round. They move like they are attached to a person but there is no one there. If the players stop the boots they cease to move and become inanimate.

FEATURE

Anything that produces light illuminates half as much here. Saving against being frightened has disadvantages. Any food the party has starts to spoil and rots away completely after 7 days.

VAMPIRE MANSION

The vampire lord Zaff lives in a gothic mansion that shines like a beacon atop a hill. Zaff projects his power out from this mansion and in his old age he has grown arrogant. (Level 10-15)

1. MANOR GUARD

A decapitated death knight holds his head in one hand and his sword in the other. He informs the party they must turn back as lord Zaff is not interested in company. He will defend the entrance to death.

2. GREENHOUSE

An Oni disguised as a groundskeeper beacons the party to follow him to where it is safe. He leads them to a compost area and tells them they need to hide inside them so that Zaff doesn't see them as he is leaving. The mounds are actually 2-5 shambling mounds that attack alongside the oni while the players are prone inside the mounds.

3. MAIN HALL

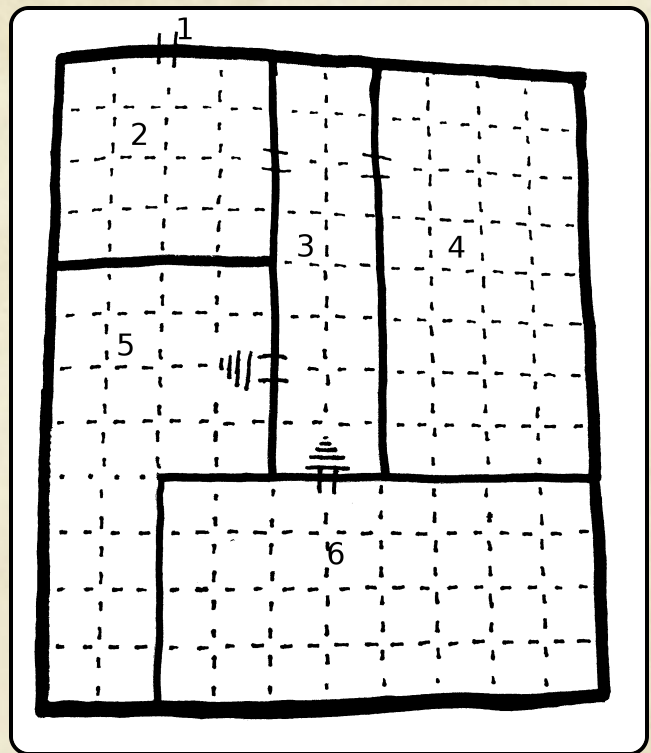
This long room has a balcony at the other end above the door. The moans of zombies can be heard from 12 zombies held to the ceiling by a large net. Once the party starts walking 1-2 assassins release the zombies from the net who rain down among the party and then the assassins attack with their crossbows from the balcony.

4. DINING ROOM

A long dining room table with plates full of rotting food has 3 wraiths and 1-5 ghosts mimicking the action of dining. When the players enter one of the wraiths will invite the party to join their feast. If the players eat the food they must each make 3 dc 14 constitution checks against vomiting before finishing the meal. If they vomit or refuse the feast they are attacked.

5. CRYPTS

A stone crypt beneath the mansion houses Zaffs confin. The crypt is filled with a deadly poison that requires a DC 20 constitution check on the start of each turn in the crypt. On a failed save a character takes 55 (10d10) poison damage or half on a successful save. Half way through the poison cloud is an iron portcullis that requires a dc 20 strength check to lift. In the back of the crypt Zaffs confin rests closed on a platform. Getting within 10 feet of the confin activates a glyph of fear which requires a dc 18 wisdom save. On a failed save creatures flee away from the confin and cannot approach it. The confin can only be harmed by radiant damage.



6. BALLROOM

Zaff the vampire lord plays a pipe organ in a ballroom where 10 ghosts wallace in pairs and 1-3 vampire spawn stand in attendance. If the players interrupt the performance the ghosts flee and Zaff flying into a rage attacks the party along with his vampire spawn. If they wait for him to finish he will talk with the party once he is done offering them a place as his servants. He talks of being able to take control of more of the plane if they work for him and he is willing to offer the gift of vampirism if they are willing to be loyal to him. Treasure: vorpal sword, amulet of health.



ELEMENTAL PLANE OF ORDER

The plane of order is a labyrinth of white stone hallways and cavernous rooms each labeled. The denizens of this plane store and catalog information here.
(Level 10-15)

SKILL CHECK

decipher sign (history), read rune (arcana), find tracks (survival), notice trap (perception), understand markings (insight), planar knowledge (religion)

SUCCESS

First: The party is commanded to halt by 3 Tridrone. They can see a swarm of 50 molondrones repairing a complex mechanic door behind them. A pentedrone will then approach the party and inform them per protocol 4951 he is ordering them to help subdue escaped specimens. It will require them to verbal acknowledge they will comply with the order before allowing them to move on. If the players attack an alert sound and from 3 tubes in the ceiling an unending stream of molondrones will fly out and attack the party.

Second: A purple worm comes crashing through the halls towards the players. It will attempt to devourer them and has already devoured 1-3 black puddings which it has been unable to digest. If a player is swallowed and regurgitated the black puddings escape with the player and attack the party otherwise they escape when the worm dies.

Third: A Nalfeshnee 0-3 shadow demon can be seen destroying what looks like a control room. Piles of dead and dying modrons can be seen littered about.

FAILURE

First: As the players walk through a hall filled with displays of various ornate china they hear a crash and a roar as a mated pair of 2 Tyrannosaurus Rex burst into the room and attack the players. They are accompanied by 0-12 Pteranodon who harass the players from the air.

Second: The party took a wrong turn and instead of traveling down a hallway they entered a containment cell. A 2 inch thick metal plate closes preventing the party from leaving the cell. It has 18 ac and 200 hit points. A web of electricity then springs up from a metal ball in the ceiling covering the walls and exit. Players who get within 10 ft must make a dc 15 dex save and they take 4d10 lightning damage or have on a save. Four grates from the ceiling then pours a liquid giving the players only 6 rounds to escape or they become paralyzed.

Third: Two pit fiends corner the players in a large open room with no visible ceiling. They offer the players a deal if they want to live. Sign a contract requiring them to at any point in the next year surrender control of their body to the pit fiends for 1 minute. Each member of the party must sign this or be killed.

FEATURE

Chaos is suppressed. whenever anyone rolls an odd number on a d20 treat it as a 10 instead.

HALL OF CONTRACTS

A section of the plane or order where devils keep all contracts that have been signed by devils to ensure they are followed to the letter. If you ever wanted to get out of a contract destroying it here would do so.
(Level 10-15)

1. RECEPTION

A hallway with the words Hall of Contracts above it stretches around a corner. If the players try to pass it a Horned Devil and 1-4 barbed devils will appear in a puff of smoke blocking their path. The Horned Devil won't let them pass but will let them make a contract or inquire about an existing contract they have signed.

2. INFORMATION DESK

An imp sits behind a tiny desk with a sign that says information above it. It is not his job to do security so he doesn't care that the players shouldn't be there. He will provide the players any information they want and when they leave he rats out the door guards to his boss for a promotion.

3. RECORDS ROOM

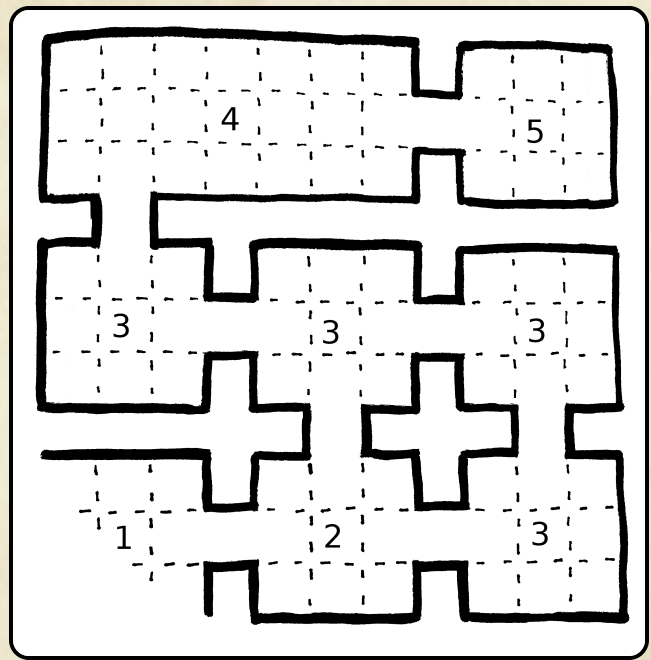
An endless expanse of shelves containing sealed scrolls of completed contracts, spells, and records. A sign on the entrance lists two rules. Keep quiet and do not touch the scrolls. If a scroll is taken off the shelf, roll on the random scroll table to determine what it is. If either rule is broken 2 bone devils and 0-5 spined devils crawl over the shelves and attack the party.

RANDOM SCROLL

1d6	Scroll
1	Record of all Cabbages Sold
2	List of most popular baby names in the year 618
3	Completed contract to build a dungeon
4	Scroll of Sequester
5	Scroll of Control Weather
6	Scroll of Foresight

4. PROCESSING ROOM

A roped line with 8-12 bearded devils waiting in it blocks passage forwards. They are waiting to walk up to a desk to sign an enlistment contract which is 89 pages long and requires over 100 signatures. The devils pay the players no mind and it takes them 6 hours for the line of demons to finish the paperwork. If the players cut they attack otherwise the players can wait in line to bypass this encounter.



5. PACT ROOM

A pillar of pacts stretches hundreds of feet up with the different active contracts contained within shelves. There are 1 Erinyes and 2-10 imps who maintain the contracts and will attack the party from range to prevent them from taking their ward. If a contract is taken an alarm goes off and a Erinyes will arrive once every minute in the hall to find the contract.



ELEMENTAL PLANE OF CHAOS

The plane of chaos is ever shifting and inhabited by demons and other monstrosities. Some of the souls of the damned are lost here. (Level 10-15)

SKILL CHECK

Divine Guidance (Religion), Demon Trail (Survival), soul trail (Arcana), history of the plane (History), avoid demons (Stealth), navigate fires spurts (Acrobatics)

SUCCESS

First: A small mane approaches the party as they are traveling and introduces itself as Nargolf and offers to guide them and assist them in return for protection. His goal is to use the party to kill other demons, taking their power and then turning on them if he thinks he can kill them. He can provide them with general information on other demons and terrain. After each demon encounter he feeds on the demons and goes to the next highest or demon of your choice.

Second: A towering 100ft wall of fused together humanoids block the path forwards. For every 30 feet a character climbs along the wall roll a d20 on an odd roll a random humanoid is dislodge from the wall and falls to the ground and then runs away from the wall attracting the attention of a flock of 3-6 chasme who kill them and get back to their perch. If the players save one they attract the chasme's attention and are attacked. The humanoids are mad and will babble about being crushed in the wall and devoured by demons only to reform inside the wall.

Third: In the center of a cavern is a sphere of darkness. From inside a Glabrezu calls out for help. He explains he is the wizard Zag Ruble and he has been cursed to be stuck here in darkness until he gives away all his possessions. If a player reaches into the darkness he will give them a magic item. First a berserker axe, second a bag of devouring, and the third he attacks.

FAILURE

First: A foul stench fills the air and after a few moments 1-2 hezrou leading 4-12 manes come into view 40ft away. They charge the party in a frenzy attempting to rend their flesh.

Second: The ground rumbles for a moment and then the players can see huge jagged white teeth burst out of the ground 100ft in front of them and the earth titles backwards. The last thing they see before everything goes dark is the fiery red sky being blocked out by a massive toothed maw snapping closed. They land at the bottom of a 200ft by 200ft cube that is completely black made of stones with white stone teeth closed shut covering the ceiling. Acid starts to fill the room dealing 4d6 damage at the start of each turn and fills the whole room after 10 minutes.

Third: The ground under the party starts to break apart becoming difficult terrain and falling into an all consuming black fire below 30ft below them. If a player doesn't move 10ft a round they fall 30ft into the fire taking 8d6 fire damage at the start of each of their turns. Once they move 100ft the ground stops collapsing under them. A flock of 3-6 vrocks are attracted to them and attack using their screech to try and have the players fall into the fire.

FEATURE

Roll on the wild magic table any time a character rolls a 1 or a 20. Any time a character makes a death saving throw here they have disadvantage.

THE SNARL

A moving tangle of reality that pulls in everything around it, twisting it into a new form and leaving it behind as it passes. Lost objects tend to find their way here becoming trapped inside the snarl. Seeing the snarl pulls you into its heart as the world around you stretches and reforms inside. (Level 10-15)

1. CENTRAL NEXUS

The player's surroundings have been twisted into the shape of a large room with 4 floor to ceiling openings leading out. An escher staircase bends up at an impossible angle to climb veers a few times in random directions along the walls and then ends on the ceiling so you would be standing upside down on it. Walking through the openings leads them back to this room. They can only exit by walking on the staircase that only looks impossible to travel and walking through an opening from the ceiling.

1A. RETURNING TO THE NEXUS

Returning to the center room after successfully leaving it results in the players encountering 1 Death Slaad and 2-6 doppelgangers who impersonate different members of the party. Before combat starts the room violently shifts requiring a dc 18 perception check to keep track of who is who. The monsters then attack the party and mimic them trying to sow confusion. **Treasure:** A deck of many things

2. SLAAD ROOM

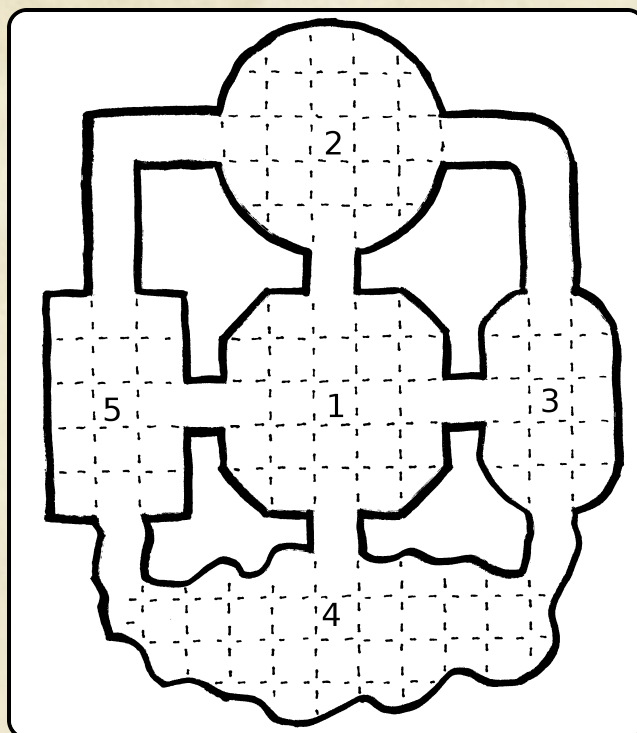
In the center of the room 3-6 Red Slaad stand in a circle. After the party makes any action the players and the Red Slaad switch places in the room. The Slaad attack the players while they are disoriented attempting to infect them.

3. ACID CLOUD

As the party travels this room a rain cloud forms above them and rains down acid in a 10ft cube. If they leap out of the acid rain they must make a dc 17 dex save and take 22(4210) acid damage on a failed save or half on a success. The cloud follows them for 3 rounds with a save each round and despite appearing harmful it is only safe inside it.

4. LIVING PAINTINGS

This room is split into two phases. In one the players can see 1-2 Green Slaad in the center of the room who do not speak and cast spells without making noise. In the other the players see 2-6 Gibbering Mouter painted on the walls. If any of the players speak they are instantly transported into the painting on the wall until they stop speaking and then they are transported back at the end of their turn.



5. MAD TRAVELER

An old man can be seen huddled in the corner of this room with a long flowing white beard. He has gone mad and doesn't respond to the party entering. If the party talks to him he just mumbles, not real, not real. If they can cure his madness or convince him he is real he will tell them he has been wandering in circles for 100 years and hasn't escaped.

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VERSION 1.0A

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