

Tahoma



A wilderness exploration adventure

INTRODUCTION

This book is a collection of tools for running a modular sandbox adventure. Every single page was written and designed to be runnable as a standalone resource. This means you can use the entire book for your campaign or you can pick individual sections out and easily drop them into your game. The content is also designed with reusability in mind allowing you to restock locations on the map and dungeon encounters.

There are three chapters to this book covering a point crawl, factions, and dungeons. The point crawl has simple travel mechanics for a sandbox play experience and houses the factions and dungeons in the later chapters. The dungeons don't include monsters and are instead populated with encounters from the factions chapter allowing you to populate dungeons with whatever enemies you prefer. Finally the factions have simple encounters that are tied together and can be used to fill in any dungeon or just peppered into an adventure at any time.

This book is a fairly large experiment for me and is based off [Re-Running the Megadungeon](#) by Justin Alexander which inspired me to try and write a modular mega dungeon that could be easily restocked and replayed. My play group isn't much for mega dungeons though and what I ended up with was a wilderness point crawl. Over the course of play testing this campaign I learned a lot and honed the idea into this book.

The point crawl ended up working well for the threat of the mind style my group prefers. My players ended up sticking to the story hooks they found instead of roaming the wilderness but the pointcrawl still worked well for getting from A to B. The most surprising element of the point crawl was players getting lost and encountering things I stocked the area with at unexpected times. This led to the story evolving in ways I didn't expect and gave me the same sense of exploring the unknown that my players got to experience.

Factions similar to the point crawl system ended up surprising me in the way it played out. I rarely found myself using it during prep to stock dungeons and the events were not often needed to introduce the factions. The people, guards, traps, rooms, patrols, and boss section were immensely useful. I often found myself pulling encounters from those sections when my players did something unexpected, making them an easy improv tool to fall back on. I could easily take a random location and make a quick 5 room dungeon from a faction list whenever I needed one.

The dungeons were the least useful tool that I built. My play group just wasn't interested in exploring complex dungeons. I was still able to use encounters in them; they were just less useful. With another group in the future I might be able to explore reusable stock dungeons more.

QUICK OVERVIEW

This is a resource book. Use what interests you in your campaign and throw away the rest. This is a good resource to have in your back pocket if you don't have time to prep for your game or if players go somewhere unexpected and you need something to occupy while you plan.

POINT CRAWL

This is a complete point crawl system. You can use each location on its own or you can link them together using your own map or the suggested one. The locations are stocked with things from this book but you can use your own enemies/dungeons or just not include any of the discoveries and use the points of interest for travel.

FACTIONS

These are collections of monster encounters for an enemy faction for your players. There are loads of encounters you can use to fill dungeons as well as story beats for the faction you can include or replace. This section is the most modular and doesn't depend on anything else.

DUNGEONS

A collection of dungeons with no monsters inside. There are a lot of terrain encounters, secrets, traps, and treasures. You will most likely want to know what monsters you want to put in each room or use the faction pages to populate these dungeons.

APPENDIX

Various other resources I used to run a campaign with these tools. Has optional setting information, towns, some treasure, and player options for the optional setting.

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CHAPTER 1: POINT CRAWL

A collection of 13 valleys based on the ones around Mt. Rainer in Washington state. These valleys can be used on their own as encounters; you can fill a hex crawl with or in tandem as part of a region in a wilderness exploration game. A more abstract alternative to a hex crawl is a point crawl where you simply define specific areas the party can move between. Here are some suggested rules if you would like to run these adventures as part of a point crawl.

TIME RULES

While moving or exploring in a pointcrawl time is a factor. The day is broken up into the morning, afternoon, and evening. This means you have 3 actions per day which can be either moving to a new area or exploring an area.

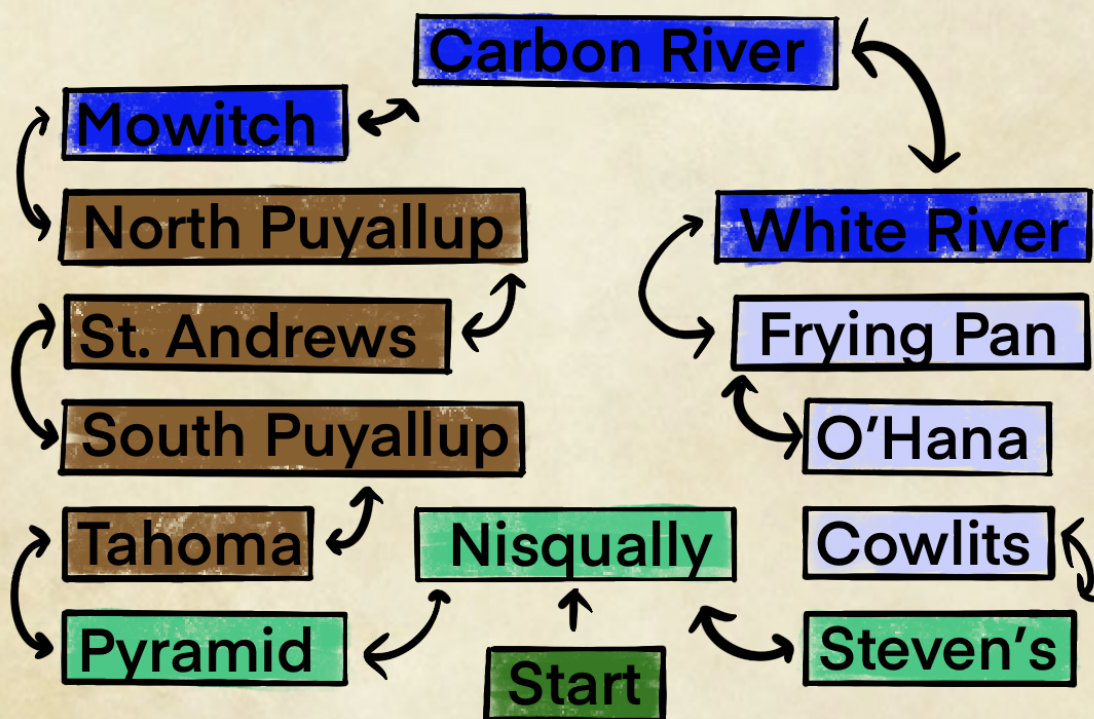
MOVEMENT RULES

An unburdened group can move up to a new connected area in the point crawl for a single action. A ground that is burdened by treasure or moving through difficult terrain requires 2 actions to move to a new connected area. Adverse weather conditions can make it more difficult or impossible to travel from one area or into another area.

EXPLORATION RULES

To explore a location choose an exploration target and make a survival check with a dc of 8 + the area's level range (lower number). On a success you arrive at your destination. On a failure you roll on the discovery table associated with the location. Exploration Target: You can name any type of target even if it doesn't exist in the location. For example you could search for a goblin cave. If you succeed and the cave exists you arrive at that location. If you succeed and the cave does not exist you roll on the discovery table but become aware of whatever you discover before it impacts you.

POINT CRAWL CONNECTIONS



NISQUALLY VALLEY

A heavily forested valley where natural hot springs bubble up from the ground creating marshy terrain. The longmire family took advantage of the springs to create a resort that is used as an outdoor getaway.

REGION INFORMATION

Level: 1-3

Local Faction: (kobolds)

Local Dungeon: (steam cave)

Local Treasure: (dwarven)

DISCOVERY TABLE

d6 Encounter

- | | |
|---|-------------------------|
| 1 | Ironfur's Cave |
| 2 | Mudflats |
| 3 | Local Faction Encounter |
| 4 | Character Encounter |
| 5 | Longmire Resort |
| 6 | Local Treasure |

CHARACTERS

Banker The dwarf Dain Frostbeard is a rich banker who came here to clear up a nasty cough he couldn't shake.

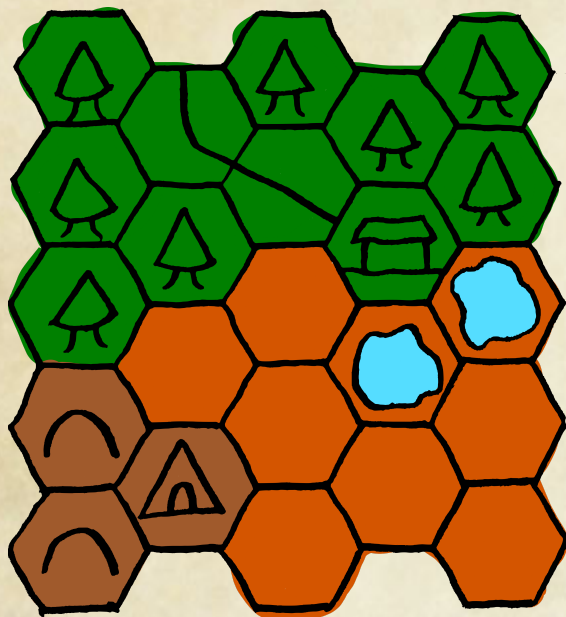
Bard Ewyn the human bard plays the lute and is hoping to make it big and find a patron playing for the rich travelers.

Body Guard Scrag the half orc bruiser guards the Heiress and greatly dislikes the Bard because he flirts with her.

Heiress The lady Sorrow is a Tiefling who wears a great deal of jewelry and talks about her large inheritance.

Gambler The scoundrel Melech is a Tiefling gambler who cheats at cards and steals from people with too much money.

AREA MAP



LONGMIRE RESORT

A two story manor made of logs with many rooms for guests. Longmire is famous for its hot springs which are said to have healing properties. The resort is a frequent vacation destination for the well off traveler.

Feature 10gp per night includes a high quality meal, a very nice room, and access to the natural hot springs behind the resort which cures bathers of common diseases.

Owner James Longmire built this resort after the healing waters saved him from a bad case of dragon cough and has been serving guests enthusiastically for 20 years.

Hidden Investigating behind the resort reveals the orange waters of Kautz Creek which cures bathers of common diseases and does not require payment.

MUDFLATS

Orange mud covers large stretches of the ground where ponds made from natural hot springs bubbling out of the ground has dried up. Now there is a marshy grassland on the edge of the forest.

Chef Eddie Tealeaf the halfling in a muddy white apron is fruitlessly trying to catch gray frogs who leap away before he catches them. Panting he will offer anyone he sees 1 gold and Fried Frog Legs if they help him catch a basket of frogs. Creatures can make a dc 14 dex check to sneak up on a frog and attempt to grapple it.

Fried Frog Legs Crunchy and delicious after eating them you can cast the jump spell once in the next 24 hours. Fried Frog Legs go bad after 3 days.

Idea Eddie is a culinary assassin and can be used in a murder mystery inside the Longmire Resort in a blizzard.

IRONFUR'S CAVE

A rocky protrusion with a dark entrance into a small cave. A chewed up human skeleton can be seen at the mouth of the cave with a few coppers strewn around it and more leading inside the cave.

Old Ironfur A grizzled owlbear that stalks the forest. He has a broken spear stuck in his back which has been there for years. He violently attacks humanoids but if the spear is removed he will calm down immensely.

Treasure A skeleton wearing Adamantine Ring Mail or Chain Shirt. Small leather purse with 25 gold. If looted Old Ironfur appears and attacks unless previously befriended.

STEVENS VALLEY

A forested valley that straddles the alpine zone. The lower section is fully forested and the upper section consists of highland meadows. A traveling geomancer has taken up residency and spiders infest the forests.

REGION INFORMATION

Level: 1-3

Local Faction: (goblins)

Local Dungeon: (mushroom cave)

Local Treasure: (dwarven)

DISCOVERY TABLE

d6 Encounter

- | | |
|---|-------------------------|
| 1 | Spiders Hollow |
| 2 | Paradise |
| 3 | Local Faction Encounter |
| 4 | Character Encounter |
| 5 | Tortoise Tower |
| 6 | Local Treasure |

CHARACTERS

PILGRIM

Sethrekar the dragonborn pilgrim has come to the mountain to seek out a vision from his god the Chromatic Dragon. He wants to know why his god did nothing when the kingdom of Aurasong wiped out his clan for knowing magic. He doesn't understand how his god can claim to love him and is all powerful but allowed everyone he loved to die.

PROSPECTOR

Vondal Darlan the mad prospector has a small tent setup on the mountain side. He will erratically talk about staying in the light where it is safe or scratch himself and talk about needing to dig deeper into the mountain. He hasn't slept in 4 days and refuses to sleep out of fear of the dark.

AREA MAP



TORTOISE TOWER

On a rocky hill that looks vaguely like a sleeping tortoise a moss covered stone tower precariously perches as if a stiff breeze would knock it over. A gnomish Geomancer named Calgrim lives here.

Feature The Geomancer is willing to buy any fossils that travelers might find for 100-1000 gold each based on size.

Geomancer Calgrim An absent minded scholar who often forgets he is talking to people and is engrossed in the study of fossils. He has an earth elemental protector and a fossilized triceratops that he animated. He is not a powerful wizard but given time he can animate fossils.

PARADISE

A highland meadow covered in grasses, streams and flowers during the summer and in the spring and covered in feet of snow during the winter.

Feature A dawn the fairy queen Ophelia holds court until the sun finishes setting. Gifting her odd presents wins her favor and is rewarded.

Rewards A billowing cloak, candle of the deep, pole of collapsing, orf of direction, or a hat of vermin

Ophelia Believing herself to be the most beautiful thing in the world she values gifts that are impermanent like a beautiful song or bouquet of flowers. If it would last forever it reminds her of her mortality and she angrily discards it.

SPIDERS HOLLOW

A dark subalpine forest made of mountain hemlocks (pine tree) covered in a thick layer of spider webs. The ground and trees are heavily webbed.

1. Rustling causes 1-4 giant spiders to descend from the canopy on webs and attack travelers.
2. Webbing knocked aside reveals 2-4 swarms of insects (spiders) that attack but flee from light.
3. An ettercap Silk Farmer attacks with 0-1 giant spiders. If he can't kill his targets he will offer them spider silk to leave.

Silk Farmer Kissk the ettercap crawled up from the depths of the earth and wants to block out the sun with a forest of webs. He breeds giant spiders and shepherds them as they spread through the forest. He hates non spiders but will offer spider silk to those too strong to feed to his pets.

PYRAMID VALLEY

An old growth forested valley with a large mountain in the center that looks like a natural pyramid for which the valley gets its name. A river winds its way along one side of the mountain through ancient trees.

REGION INFORMATION

Level: 1-3

Local Faction: (seekers of the way)

Local Dungeon: (lava cave)

Local Treasure: (dwarven)

DISCOVERY TABLE

d6 Encounter

- | | |
|---|-------------------------|
| 1 | Serpents Ruins |
| 2 | Pyramid Peak |
| 3 | Local Faction Encounter |
| 4 | Character Encounter |
| 5 | Sphinx's Rest |
| 6 | Local Treasure |

CHARACTERS

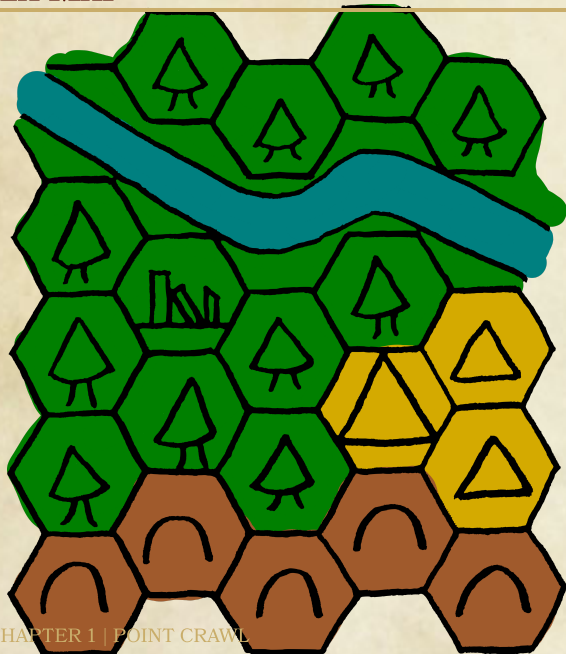
MONSTER

Thromm the ogre lives in a small cave that reeks of offal and rotting meat. He is motivated only by hunger and will try and catch and eat anything he can. If offered a large gift of food he can be temporarily befriended. He may help fight his friends' enemies one day and forget they exist the next day.

ARCHEOLOGIST

Iris Johnson is studying pyramid mountain and the surrounding ruins. She has a theory they are related and that pyramid mountain isn't a natural mountain and was artificially constructed. She occasionally starts scratching her head and pondering about ways she might dig under the pyramid to search for some sign to affirm his theory.

AREA MAP



PYRAMID PEAK

A tall rocky mountain shaped like a pyramid in the center of the valley that the pyramid river curves around. The surrounding valleys are visible from the peak. Different challenges away those who try to climb the peak.

1. Lose rocks must be navigated. Make a dc 14 athletics check on a failure creatures behind you must make a dc 14 dex save and on a failure they take 1d4 bludgeoning damage from falling rocks.
2. A vertical climb requires a dc 16 athletics check. On a failure the creature falls 40 feet.
3. Harsh winds during the winter deal 1d6 cold damage unless a dc 14 constitution save is made.

Feature Advantage on perception checks on the surrounding regions. Auto spot signs of habitation life fires.

SPHINX'S REST

A large stone sphinx with the head of a sneak rests among the trees. It appears ancient but is in surprisingly good condition.

Feature Carved into the base of the statue in draconic is the following riddles or one of your choice. If a character answers the riddle the magic spell zone of lies enters their mind and they can cast it once. The riddle on the statue disappears after the riddle is answered but may reappear with any other riddle after 24 hours.

Riddle "What is the creature that walks on four legs in the morning, two legs at noon and three in the evening?" This riddle is answered with Man or any other good answer

Zone of Lies Functions like a zone of truth spell except it prevents the truth from being spoken instead of lies.

SERPENTS RUINS

A ruined stone temple to some kind of ancient snake god that is now mostly rubble. The ruins are mostly grown over but are extensive. Creatures who enter have an ominous feeling of being watched.

1. A swarm of poisonous snakes writhes out from under the rubble and attacks anything it can sense moving.
2. A black guard drake hidden in the shadows of the ruins leaps out to ambush a vulnerable target.
3. A rotting Mummy with snake fangs attacks. If it is destroyed the curse on the ruin is lifted.

Feature Humanoid creatures who enter this area must make a dc 13 wisdom save or be cursed for 24 hours to only be able to speak in draconic.

TAHOMA VALLEY

A rocky valley that has recently been cleared out by a lehar. A new growth forest is springing up but the trees are still young. A biomancer has moved into the valley and her mad creations roam the valley.

REGION INFORMATION

Level: 4-6

Local Faction: (Clan Gloomhammer)

Local Dungeon: (Silver Deep Mine)

Local Treasure: (dwarven)

DISCOVERY TABLE

d6 Encounter

- | | |
|---|-------------------------|
| 1 | Roost Rock |
| 2 | Biomancer's Laboratory |
| 3 | Local Faction Encounter |
| 4 | Character Encounter |
| 5 | Rainbow Falls |
| 6 | Local Treasure |

CHARACTERS

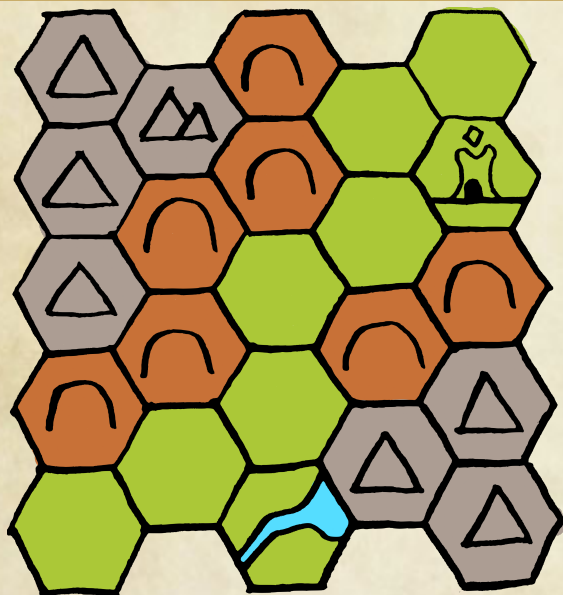
CRAB ARM

One armed Korag is a half orc berserker who lost his arm long ago. He heard about the biomancer and paid her a small fortune to replace his arm. He curses her name for giving him a giant crab arm instead of a normal arm but he begrudgingly admits it crushes things good.

CLERIC

Tural the aasimar war priest had a vision from a god of order instructing him to stop the biomancers experiments which infringes on the domain of the gods. Tural has sworn an oath of pacifism but will try to convince others to do violence on his behalf.

AREA MAP



BIOMANCER'S LABORATORY

A stone building with a courtyard containing cage animals that have been spliced together with other animals. A cacophony of animal noises are ever present.

Feature Can pay to be spliced with different animals. 100 gold for a minor splice (visual traits), 500 for a moderate splice (claws, eyes, ears), and 1000 gold for a major splice (limbs). She will also pay for exotic animals.

Chimeras Crab, frog, fish, squirrel, rabbit, deer, hawk, owl, eagle

Biomancer Morean the elf Transmuter was exiled from her home for her experimental spells to splice creatures together. She is friendly though expresses interest in splicing people with strange things to "improve them."

RAINBOW FALLS

A gleaming waterfall that cascades off the valley's cliff face and runs bright with all of the colors of the rainbow. Strange misshapen objects wash up on the banks of the waterfall from pigments in the water becoming real.

1. Some old pitons can be seen hammered into the rock going up along the falls. The rope has long since fallen apart but rope could be attached to them to scale.
2. A foot wide ledge up near the top of the falls just under the lip of the falls. From the ledge a cavern can be seen behind the water that has a bright blue trickle of water coming from it but it is a 20 ft jump to reach it.

Treasure Behind the waterfall are 3 small primary color pools containing 1 pot worth of marvelous pigments that have leached out of mushrooms on the rocks. After collecting the pools can be collected again after 1 year.

ROOST ROCK

A sheer rock outcropping protrudes 100 feet above the valley floor. A large nest is the home of Orthus the chimera. Humanoid, deer, and other corpses litter the area.

Orthus A vile chimera who enjoys tormenting creatures more than eating them. Will attack a traveling group pack animals, demand tribute or destroy their supplies unless hungry enough to attack when near its nest.

Treasure Inside the nest are 3 chimera eggs which are worth 100 gold each and if kept warm will hatch into baby chimera in 1 month.

SOUTH PUYALLUP VALLEY

Thickly forested and difficult to access, this valley has the feel of primal nature. Those with a strong connection to the Earth are drawn to the valley. Any attempt to tame the land is seemingly resisted by nature.

REGION INFORMATION

Level: 4-6

Local Faction: (Devouring Earth)

Local Dungeon: (Hall of Agriculture)

Local Treasure: (dwarven)

DISCOVERY TABLE

d6 Encounter

- | | |
|---|-------------------------|
| 1 | Peryton's Hollow |
| 2 | Puyallup River |
| 3 | Local Faction Encounter |
| 4 | Character Encounter |
| 5 | Shaman's Hut |
| 6 | Local Treasure |

CHARACTERS

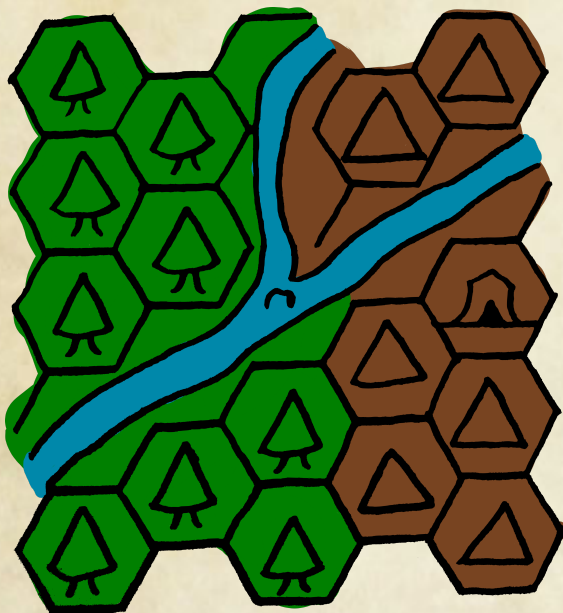
PARIAH

The orc Gell was struck blind and crippled by his god when he refused to kill a human he had fallen in love with. Now an outcast of his tribe he roams the valley making a meager existence. He will tell his story to travelers and beg for food.

RANGER

Tara the tabaxi ranger roams the wilds with her wolfhound helping travelers in distress. She dislikes civilization believing people belong in nature where they have a connection to the land. Hates people who dispoil the land.

AREA MAP



SHAMAN'S HUT

Summary: A mud and stick hut with a grass roof. Small animal bones hang from strings around the hut making musical notes. A shaman who worships the mountain lives here.

Feature: For a fee of 10 gold the shaman will craft a totem out of animal parts provided to her. The totem can be used up to 3 times to give it's bearer advantage on an ability check that matches the animal's highest attribute.

Shaman: Grezwyn the firbolg shaman believed the mountain is a god who provides everything she needs to survive. She sees it as her duty to protect the mountain. Tends to be dismissive of other gods who don't provide food and shelter like the mountain.

PUYALLUP RIVER

Summary: The swift running river has a rocky bank. In the center of the river a rocky outcrop has a lone crab apple tree that has a single apple year round the regrows after one week. A dryad calls the tree home and protects it.

1. A dc 17 strength check is required to swim through the strong current to get to the tree. Failing the skill check pulls you down stream and bashes you on rocks for 1d6 damage.
2. The Dryad Gala protects the tree but can be persuaded to give up the tree's apple with a dc 16 persuasion check. On a failure she demands fruit from another plant in trade.

Crab Apple: A magical apple that never goes bad. When eaten it will cast either bark skin, pass without a trace, or heal them for 2d8 depending on what would be most helpful.

PERYTON'S HOLLOW

Summary: A large fallen pine tree whose roots have been clawed open to form a hollow for a flock of peryton. The branches of the tree have been sharpened and impaled animals and humanoids with missing hearts decorate it.

Feature: If someone with a pure heart is fed to the Perytons they transform into wicked humans.

1. The shadow of two humans pass over the party as two Peryton swoop down and attack. They will flee at half health.
2. A peryton drops the corpse of a heartless deer on the party from above. DC 14 dex save or take 1d6 damage.
3. Arrive in front of the Peryton's Hollow where 4 feeding Perytons see and attack you.

ST. ANDREWS VALLEY

A valley on the edge of the tree line where large trees have died off and western hemlocks grow short and twisted. The realm of the dead bleeds over causing strange phenomena.

REGION INFORMATION

Level: 4-6

Local Faction: (Burning Band)

Local Dungeon: (Hall of Industry)

Local Treasure: (dwarven)

DISCOVERY TABLE

d6 Encounter

- | | |
|---|-------------------------|
| 1 | Chapel Ruins |
| 2 | Dead Wood |
| 3 | Local Faction Encounter |
| 4 | Character Encounter |
| 5 | Wicker Man |
| 6 | Local Treasure |

CHARACTERS

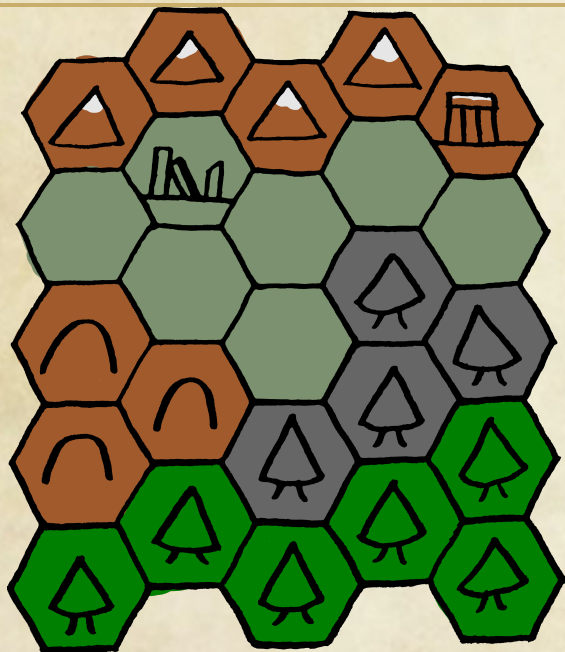
GRAVE ROBBER

Nicholas is a grim covered bearded old man who searches for adventurers who have been buried and digs up their corpses to steal the coins placed on their eyes so they could cross the river styx. He will ask travelers he meets about anyone they might have lost in their adventures in an attempt to find out where they are buried.

SHEPARD

Clas the Goliath berserker tends a herd of sheep in the grass lands above the treeline. He spends most of his time alone but will happily share his fire and some of his beer with the company passing by. He has a vested interest in dealing with any threats to his flock of sheep.

NOTES



WICKER MAN

A large wicker man has been built inside a stone shrine. Creatures who come here can dedicate themselves to the wicker man and follow his tenets of renewal through fire to receive his gifts.

Skill Check A dc 13 history or religion check reveals the purpose of the shrine and why people might come here.

Feature A creature who dedicates themselves to the wicker man gains favor by destroying people and things with fire and bringing their ashes to this shrine. Better rewards require more favor and a higher level.

Rewards Spells using charisma that can be used once a day. control flames, searing smite, flame blade, flame arrows, fire shield, flame strike, investiture of flame

DEAD WOOD

A grove of dead big leaf maple trees that is devoid of animal life. In the center there is a clearing with a hill that can see above the trees and has a henge atop it.

Henge A small henge made of stone that is designed to frame the sun rising over the mountain's peak during the winter solstice. A dc 20 history/religion check reveals the henge is used to speak with the dead during the winter solstice. If the check is failed by less than 6 they know it is related to the winter solstice.

Feature During the winter solstice this area intersects with the realm of the dead and the living can speak with the ghosts of the past if they call out the dead's name.

CHAPEL RUINS

The ruins of the chapel of St. Andrews which gives the valley its name. The ghosts of the chapel still haunt its grounds in eternal torment, their bodies strung up in the center of the chapel by chains and spikes.

1. Shrouded in dark robes, 3-8 specters attack. Bright torch light or fire drives them off.
2. A ghost appears and tries to scare people out of the valley but not kill them. Possession will have the person flee the valley at which point the ghost leaves their body.
3. The banshee form of St. Andrews haunts his chapel. He will knock intruders out and bury them alive in coffins in the graveyard behind the chapel. Dc 12 strength check to force your way out of the shallow grave. 8 hours of air.

Feature If the bodies in the chapel are given a proper burial they will pass on into the next life.

Skill Check A dc 13 history check reveals St. Andrews believed the gods most people knew were just powerful entities and that there was one true god above them. They were slaughtered as heretics

NORTH PUYALLUP VALLEY

A high altitude valley covered with snow and small pockets of sub alpine whitebark pines. A hag claims the valley and makes snow storms worse.

REGION INFORMATION

Level: 7-9

Local Faction: (Servants of Sulgiest)

Local Dungeon: (Pools of Corruption)

Local Treasure: (Demonic)

DISCOVERY TABLE

d6 Encounter

- | | |
|---|-------------------------|
| 1 | Hag's Igloo |
| 2 | Permafrost |
| 3 | Local Faction Encounter |
| 4 | Character Encounter |
| 5 | Hearth Glade |
| 6 | Local Treasure |

CHARACTERS

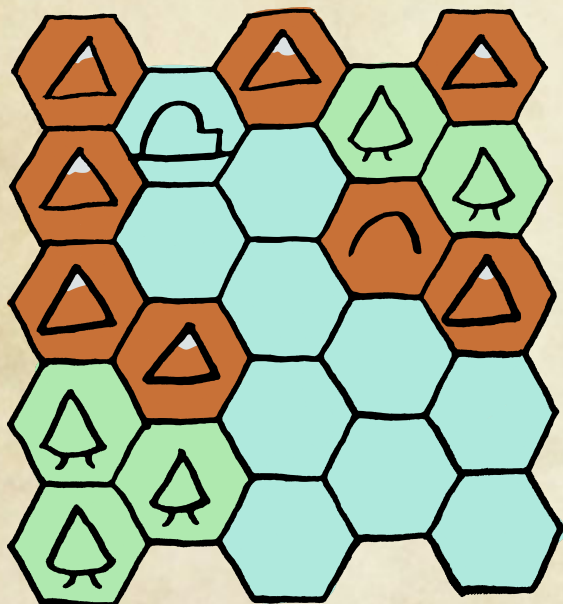
FUR TRAPPER

Harbek Frostbeard is a dwarf with wiry black hair who is clothed in bear pelts. He has a malamute called Atka who is his constant companion. He travels the valley trapping deer and rabbits and tans their hides. Come winter he loads them on a sled and leaves to sell them.

SNOW MAD

Milosh was a human treasure hunter who was trapped in the mountains during the winter. He was the only one in his party to survive by eating shoe leather and eventually his companions. Ever since then he has wandered the valley digging holes in the ground madley looking for his dead friends rambling about them being below while scratching his arms.

AREA MAP



CHAPTER 1 | POINT CRAWL

HEARTH GLADE

A small glade of whitebark pine is home to white tail, an old centaur seer who was abandoned by his herd.

White Tail Though too old and feeble to travel far he still has some of his magical ability. He often forgets what he is doing but gets by in his small camp.

Feature Trade supplies for white tale to cast Identify, Detect Magic, or Augury

OMENS

1. Your weapon will fail you soon. (weapon breaks on next nat 1)
2. You will come into wealth soon. (find 100 platinum after next nat 20)
3. A yeti will seriously wound you. (next yeti encounter gets nat 20s against them)

PERMAFROST

The ground here is frozen and only short grass can grow. Patches of ice make it difficult to travers.

Feature one day can be spent here to collect elemental ice which lasts for 5 days or until used.

Elemental Ice When a handful of this ice touches water it instantly freezes connected water in a 10 foot radius. Ice will freeze to skill if touched with bare hands. Faintly magical.

Skill Check Creatures traveling in the permafrost must make a dc 15 dex check against falling while traveling. A failure results in 1 level of exhaustion and a failure by more than 10 results in 2 levels of exhaustion.

HAG'S IGLOO

A very large Igloo houses a Bheur Hag and 1-2 yetis she keeps as pets. Yeti: likes eating people they hunt together in blizzards and torment travelers.

1. During a sudden snow storm 3-5 yetis attack in a howling fury.
2. Humanoids make a dc 14 wisdom save against being compelled to take someone else's food, warm clothes, or supplies.
3. Encounter with Bheur Hag and 1-2 yetis at the hags igloo.

Feature roll a 1d6 while traveling in the valley. On a 1 or 2 a blizzard occurs.

MOWICH VALLEY

Lush forests full of western red cedar fill the air with their scent. The valley is home to Mowich lake which is the largest in the area. A Roc nests in the valley and can often be seen soaring overhead.

REGION INFORMATION

Level: 7-9

Local Faction: (Broken Water)

Local Dungeon: (The Depths)

Local Treasure: (Demonic)

DISCOVERY TABLE

d6 Encounter

- | | |
|---|-------------------------|
| 1 | Roc Nest |
| 2 | Mowich Lake |
| 3 | Local Faction Encounter |
| 4 | Character Encounter |
| 5 | Spray Falls |
| 6 | Local Treasure |

CHARACTERS

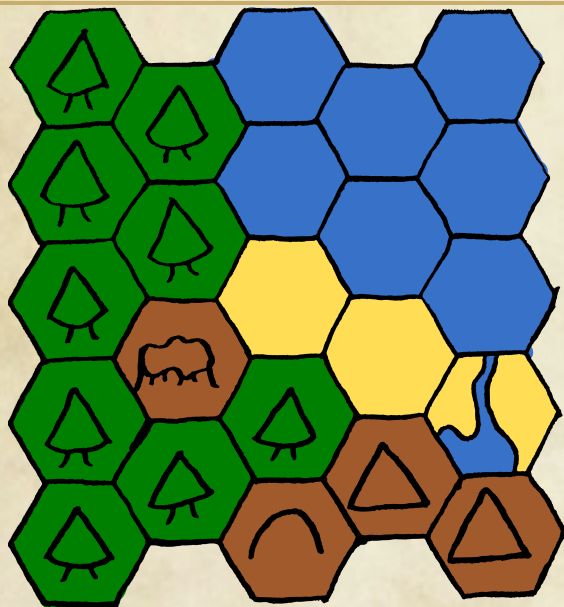
FISHERS

A group of fishers led by Thomas Oakshield are fishing up smelt with large nets. They will leave others alone generally. They are collecting the fish to burn as an offering to the goddess of the harvest in hopes of appeasing her so she does not spoil their harvest this year.

EGG HUNTER

Rocco the goblin is an entrepreneur and a pioneer in the business of acquiring and selling roc eggs. He will say it's a trade secret how he got into the business but the first egg he acquired and sold he found after an adventuring party and roc fought to the death leaving the egg for the taking. He will try to have people help him get the egg a town for a 50/50 split on profits.

AREA MAP



MOWICH LAKE

A large freshwater lake made from glacial melt. The crystal clear waters reveal massive boulders and fallen trees on the lake bottom. A strange barnacle-covered statue with its arm holding something can be seen sunken in the deep part of the lake.

Fishing Creatures can fish in the lake using a fishing pole. A dc 16 strength check is needed to reel in bull trout on a success roll 1d8 to determine how many fish are caught in 1 hour. A single fish is worth 1 ration.

Statue It requires a dc 14 athletics check to be able to swim down to the statue and a dc 14 constitution check to hold your breath long enough to get there. In the statue's hands is a potion of water breathing that can be used 12 times before running out. From the statue an entrance to the local dungeon can be seen deeper under the lake.

SPRAY FALLS

A wide cascading waterfall that is fed from the mowich glacier. The spray from the falls can be felt at a great distance and the cold water sends shivers down spines.

Unicorn The defender of the spray falls. It tends to stay hidden but if those who have done evil deeds try and enter its mystic waters the unicorn attacks them.

Feature The cold waters have been blessed by a Unicorn and heals 1d8 per round. Creatures must make a dc 16 constitution check to stay in the water each round after the first otherwise they get out or suffer exhaustion from the cold

ROC NEST

A massive nest made out of entire trees that is up on a rocky ledge. A mother Roc is nesting here with her eggs that are the size of boulders and baby roc.

1. The Roc steals any large animals to feed her newborns. If attacked the Roc tends to fly away for different prey.
2. 3 baby Roc (giant eagles) try to hunt for smaller medium sized prey under their mother's watchful eye.
3. The Roc grabs medium sized prey and carries them back to her nest to feed her children.

Treasure The roc egg inside the nest is worth 10,000 gold if taken whole which is difficult due to its size and weight.

CARBON RIVER VALLEY

A temperate rainforest north of the mountain has the Carbon River running through it. The river is frozen and passable in the winter but during thaw the river runs fast and high and is almost impossible.

REGION INFORMATION

Level: 7-9

Local Faction: (Sparkcharmer's Archeological Society)

Local Dungeon: (Bloody Swamp)

Local Treasure: (Demonic)

DISCOVERY TABLE

d6 Encounter

- | | |
|---|-------------------------|
| 1 | Frog Marsh |
| 2 | Floating Rock |
| 3 | Local Faction Encounter |
| 4 | Character Encounter |
| 5 | Mosshide Lumber Mill |
| 6 | Local Treasure |

CHARACTERS

CRYSTAL PANNER

Reverence is a female tiefling who pans the carbon river for crystal fragments that have some magical energy that is prized by magic users. She generally doesn't trust others and tells them to mind their business so they don't steal her idea or her treasure.

DELVER

Lucy the halfling adventurer is bubbly and always happy to share a story or a campfire. She likes to find ways into the depths of the earth and scratches her head whenever she talks about trying to find a new way deeper.

AREA MAP



MOSSHIDE LUMBER MILL

An old moss covered lumber mill that is falling apart. The only thing that is in good condition is a large bear carved out of wood in front. A single lumber jack operates the mill and its attached cottage.

LumberJack Bjorn is a werebear who avoids civilization. He is short on words and doesn't like people much but he is willing to trade wood for supplies he needs. He is a good person and will ask travelers who trade with them if they have met a halfling adventure called Lucy who he is fond of but won't expand on why he is asking ever.

Feature Can trade supplies like food/tools/medicine here for lumber or firewood. Area around the mill is safe.

FLOATING ROCK

A large floating rock that hovers 100ft above the rushing waters of the Carbon river. Its flat surface has the ruins of a once proud castle but now only the barest outline remains. A pair of violet Faerie Dragons nest in the ruins and play tricks on travelers.

Faerie Dragons The mating pair doesn't want to fight or injure anyone. They just enjoy playing pranks on travelers and are very territorial about their nest on the floating rock.

1. A violet Faerie Dragon uses hallucinatory terrain to make the carbon river appear to be solid ground under the floating rock so travelers fall into the rushing water and are carried away.
2. An invisible violet Faerie Dragon uses suggestion to make a humanoid trying to get onto the floating rock instead cartwheel/hop/crawl far away instead.
3. A violet faerie Dragon polymorphs anyone who makes it to the top into a small turtle and then flies away from the floating rock and drops them from ~50ft above the ground.

Feature A teleportation circle is etched into the stone in the center of the ruins.

FROG MARSH

Fetid water that smells of sulfur bubbles up through the marsh grass. A froghemoth calls the waters home.

1. A group of 6 bully wug raiders try to capture or steal food for the froghemoth. They are easily scared of being injured or threatened.
2. A sprite ventriloquist plays a trick on humanoids by making a frog on a stump sound like a prince or princess who has been cursed by an evil hag and only a kiss will free them.
3. The froghemoth attacks travelers from marshy waters. The ground here is difficult terrain and creatures who fall prone must make a dc 12 strength check to get up from the mud.

Feature Marsh is difficult terrain and injured creatures must make a dc 14 constitution save or be poisoned until they finish a long rest.

WHITE RIVER VALLEY

Subalpine meadows on the Eastern side of the mountain make for good grazing. Giant apes call the lowland forests home and an interplanar smuggling operates in the hills.

REGION INFORMATION

Level: 13-15

Local Faction:

Local Dungeon:

Local Treasure:

DISCOVERY TABLE

d6 Encounter

- | | |
|---|-------------------------|
| 1 | Ape Forest |
| 2 | Blackwell Hideout |
| 3 | Local Faction Encounter |
| 4 | Character Encounter |
| 5 | Pool of Rebirth |
| 6 | Local Treasure |

CHARACTERS

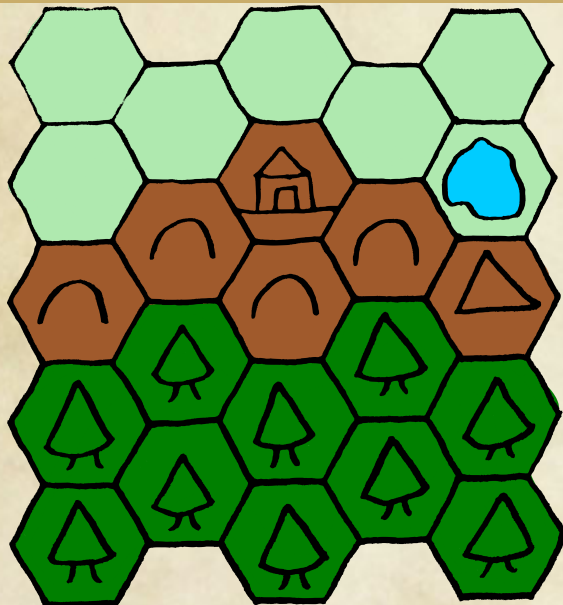
THIEF

Helen Honeyhill is a halfling thief who has stolen a rather expensive crystal necklace from a vengeful sorceress. She is on her way to Blackwell Hideout to sell it to her fence but is quite happy to meet new people though she dodges questions about where she's from and where she is going.

ZOOLOGIST

Vondal the dwarven zoologist is an odd little dwarf covered in ink stains and carrying a small library of diaries. He is studying from afar the giant apes of the Ape Forest for a paper he is writing about the evolution of giant apes long ago into giants. He will argue that while many believe giants were created by the giant gods he thinks there might be evidence of an ancient half giant half ape ancestor that proves giants evolved instead of being created by a divine being.

AREA MAP



POOL OF REBIRTH

A pool of chalk white water that is perfectly still. The pool is surrounded by smooth gray stone and the edges have druidic writing carved into it. The pool sends shivers up the spine of mortal creatures who approach it and has an air of powerful magic.

Druidic Writing "The waters of life, reshape the broken, the end leads to a beginning, the cycle continues"

Skill Check A dc 18 arcane check can reveal the pool has potent healing magic capable of healing the living and the dead but that it is not entered lightly.

Feature Living creatures who enter the pool have the regenerate cast on them but gain 5 levels of exhaustion. Dead creatures who enter the water have reincarnate cast on them.

BLACKWELL HIDEOUT

A small wooden house that has been painted black sits nestled in the hills of the alpine meadows. The Rakshasa Gero has protected the structure against divination and hides various stolen goods. He is willing to pay to have the stolen goods transported.

Rakshasa Gero deals as a go between for stolen goods and transporting them so they can't be found. He doesn't enlist people who look weak and will probe them to see if they are

Feature Pays 1000 gold to deliver arcane crystals to various locations successfully. Cash on delivery but some one often tries to intercept the goods.

1. Deliver an arcane crystal to a hole in a tree a few miles away where a dryad will take it from you. If not protected from scrying the archmage Roland shows up to reclaim the crystal.
2. Deliver an arcane crystal to a pool of water a few miles away where a mermaid will take it from you. If not well hidden, Firefang the adult red dragon will try to steal the crystal from you.

APE FOREST

Below the tree line twisted trees give shelter to giant apes. The apes are territorial and roam the forest and meadows as they search for forage and hunt. Sleeping in the forest canopy the apes only come down during the day.

1. A group of 2-4 giant apes hurl rocks from the tree tops at travelers. They keep out of range and after 2-3 rounds they will swing away screaming into the forest.
2. A pit trap with spikes fashioned by the apes. Dc 12 perception to spot. Creatures heavier then 40 pounds fall in the 20 foot covered hole and take 3d6 damage.
3. A group of 2-4 giant apes try to ambush travelers from the tree tops. They attack in a furious rage against trespassers in their territory.

Feature beasts instinctively refuse to enter the apes territory but can be forced with a dc 15 animal handling check. Giant ape scent can be used to ward off beasts.

FRYING PAN VALLEY

A tall ridge line that is covered in snow year round. Travel is difficult and remorhaz are a constant danger for travelers. Forgotten artifacts are buried in the snow, some left intentionally where they wouldn't be found and others lost. A silver dragon makes its lair here.

REGION INFORMATION

Level: 13-15
Local Faction:
Local Dungeon:
Local Treasure:

DISCOVERY TABLE

d6 Encounter

- | | |
|---|-------------------------|
| 1 | Killing Grounds |
| 2 | Astral Transport |
| 3 | Local Faction Encounter |
| 4 | Character Encounter |
| 5 | Clear Sky Longhouse |
| 6 | Local Treasure |

CHARACTERS

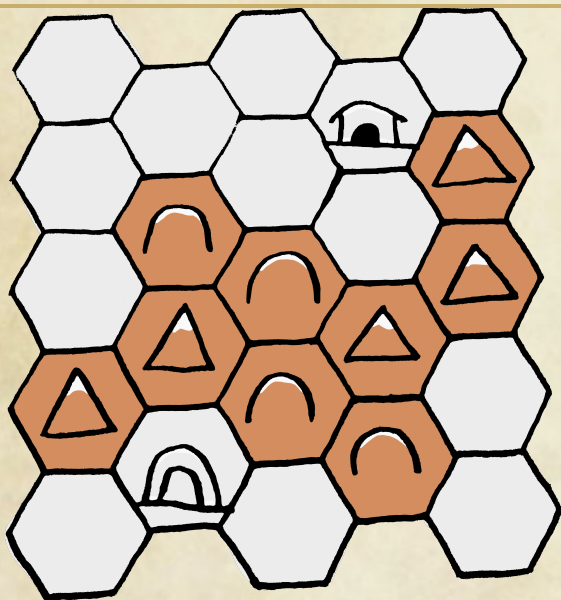
SHEPHERD

Yamir the frost giant who lives alone keeps a flock of giant goats. He is friendly towards travelers and will invite them to his home for food and shelter. Inside his home he has a normal sized goat with fur made of gold that he treasures.

TROPHY HUNTER

Haba is a dwarven hunter whose right arm was devoured by a silver remorhaz. He has replaced it with a prosthetic ax that is connected just before the elbow. He is seeking revenge on the silver remorhaz but all the hunters he has brought with him have perished. He will seek to enlist any help he can against the devilish beast.

AREA MAP



ASTRAL TRANSPORT

A 30ft wide hexagon made of stone rests in the ground. Magic runes line the edges and create the outline of smaller hexagons in the interior. The platform can be used to travel to the astral or the ethereal plane. An identifying spell reveals all the properties of the stone.

Skill Check A dc 20 arcana check reveals the exact nature of the platform. If the check is failed by less than 5 you determine if a copper or silver bell activates it but not what it does, if you fail by 10 or more you think it is some kind of summoning circle.

Feature When a silver bell is rung creatures on the platform are teleported to the astral plane. When a copper bell is rung creatures on the platform are teleported to the ethereal plane. Ringing a bell again teleports creatures back to the platform from what plane they are on.

CLEAR SKY LONGHOUSE

Clear blue skies surround a bright yellow longhouse. The magic of Torinn the Adult silver dragon keeps weather from affecting his home. The dragon adores any kind of visitor and loves having large meals prepared by his kobold servants.

Torinn A 700 year old silver dragon who has set up a small museum in his mountain home. He will try to get guests to stay for as long as possible as his scale of time a short visit might be a few years. He loves to buy and collect historic items but isn't really interested in current history.

Feature Historic artifacts can be sold to Torinn for 50 platinum each. He can often also provide background information on artifacts as he is a history buff.

KILLING GROUNDS

Glimmering fields of snow stretch on towards icy peaks. The unbroken snow hides the presence of remorhaz who hunt the land by burrowing under the snow.

1. A goat is being devoured by 1-2 young remorhaz and watched by 1 remorhaz from under the snow. They will attack any new prey that they notice.
2. Deep trenches dug by remorhaz covered by thin ice and snow collapse when more than 50 pounds cross over it. Creatures fall 40 feet and the snow above starts to bury them over 30 seconds.
3. A mating pair of 2 remorhaz wait under the snow to ambush prey. They will flee back under the snow to lick their wounds if they lose half their health but if one dies the other flies into a rage.

Treasure Deep under the snow remorhaz eggs are buried. They are prized by magicians and worth 1000 gold. They can be used as part of magical spells in place of spell components.

O'HANA VALLEY

An old growth forest full of ancient trees, dripping moss, and waterfalls. The thick primal forest full of black cottonwood and vine maples is hunted by wyverns who claim the valley as their hunting grounds.

REGION INFORMATION

Level: 10-12

Local Faction:

Local Dungeon:

Local Treasure:

DISCOVERY TABLE

d6 Encounter

- | | |
|---|-------------------------|
| 1 | Wyvern Nest |
| 2 | Silver Falls |
| 3 | Local Faction Encounter |
| 4 | Character Encounter |
| 5 | Great Tree |
| 6 | Local Treasure |

CHARACTERS

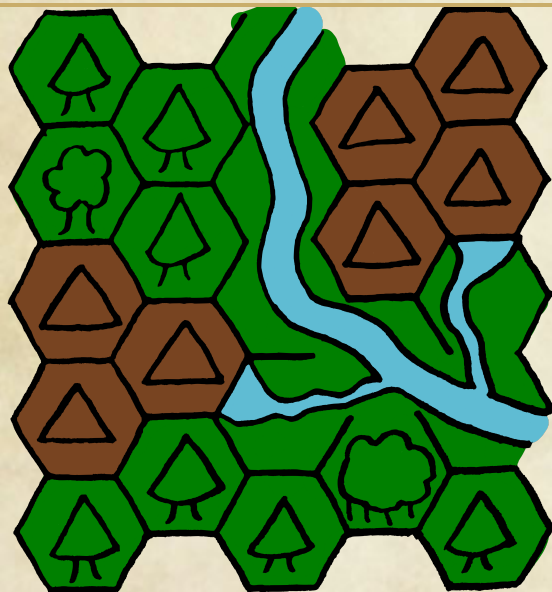
MOSS BEARD

An ancient tree ent that walks the woods. He will peacefully stop people from chopping wood or lighting fires in the area. Creatures who befriend him find woodland creatures leaving collections of vegetables and berries in their camp in the morning. Those who anger him have a harder time traveling with thicker undergrowth, roots tripping them, and branches falling on them.

LUNA

A tabaxi arch druid who stalks the valley in the form of a mountain lion. Will actively hunt down people she sees practicing arcane magic and attempts to drive them out of the valley. Is otherwise friendly after observing travelers and may share information about the area.

AREA MAP



GREAT TREE

A large big leaf maple tree with the face of an ancient man on it. The tree who has no name can speak slowly and will invite travelers to rest under his branches. Squirrels, birds, and other woodland creatures often spend time around the tree.

Tree The tree passes no judgment on others and believes everything is proceeding in its natural order. Nothing can anger it and all things are accepted as inevitable.

Feature The Great Tree can cast animal messengers to send messages offering this service freely.

SILVER FALLS

A massive waterfall that torrents down 100ft feed from the rushing waters of O'hana river. The crashing sounds of the water can be heard for miles around. Behind the rushing water is a secret shrine that contains an ancient idol.

1. The crash of water and constant spray makes it difficult to notice but a stone staircase can be seen near the base of the falls on a successful dc 18 perception check.
2. Getting behind the falls is incredibly difficult and requires a successful dc 20 strength check to muscle past the falls. On a failure a creature takes 1d6 bludgeoning damage from falling.
3. Past the falls the stairs have collapsed and a 20 foot water slick wall must be climbed to reach the silver idol that can clearly be seen. Climbing gears are needed to ascend the wall.

Idol An untarnished silver statue of a mermaid on a rock. Touching the idol transforms your lower half into a fish giving you a swim speed equal to your movement speed. Touching the idol again transforms you back into your normal form and you lose the swim speed you gained.

WYVERN NEST

A cluster of trees have had their branches interwoven into a large wooden bloob that a group of wyvern use as a communal nest. Holes in the side of the nest allow the wyverns to move in and out as they go out to hunt during the day.

1. A Group of 2-3 wyverns attack travelers trying to move through the area. They glide down from the tree tops and do hit and run attacks in and out of the canopy.
2. A venom troll who was attacked but not killed by wyverns attack travelers. It is in constant agony and is lashing out in anger to try and make the pain go away.
3. Arrive in front of the wyvern nest. 3-4 wyvern are guarding the nest and clutch to the outside. They prevent anyone from getting up to the nest and stay near it. They can be goaded away.

Treasure A cluster of wyvern eggs rest on top of a pile of copper/silver/gold and shiny rocks. The coins are worth 5,000 gold in mixed currency and the shiny rocks have no value.

COWLITZ VALLEY

A cold alpine area that is full of flowers in the summer and multiple feet of snow in the winter. A group of yeti terrorize the valley.

REGION INFORMATION

Level: 10-12

Local Faction:

Local Dungeon:

Local Treasure:

DISCOVERY TABLE

d6 Encounter

- | | |
|---|-------------------------|
| 1 | Skull Rock |
| 2 | Pool of Time |
| 3 | Local Faction Encounter |
| 4 | Character Encounter |
| 5 | Shrine of the Huntress |
| 6 | Local Treasure |

CHARACTERS

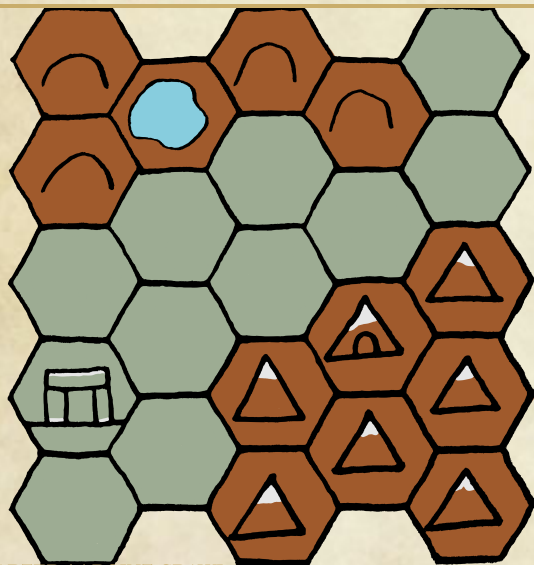
MONSTER HUNTER

Caldir is a goliath hunter of the Thulkurant tribe who is on a vision quest to track down an abominable yeti. He believes that painting himself in its blood will give him the strength to challenge the clans leader Halvar and defeat him in combat to become the next leader of the clan.

ORACLE

Carric is a wizened old wood elf who in ages past drank from the pool of time and has been addled and confused ever since. Hundreds of years ago he saw a vision of a nearby volcano erupting in the pool of time and ignored it and his village was destroyed the next day by the eruption. Maddened by grief he threw himself in the pool but instead of drowning went mad. He will ramble about trying to save his village from all sorts of different disasters he has envisioned. A greater restoration spell cures his madness.

AREA MAP



SHRINE OF THE HUNTRESS

A small glade with a stone altar in the center. Dried blood can be seen on the stone and animal bones are spread out around the shrine. The Huntress is an unnamed goddess of the wilderness and hunting.

Feature Place a part of a beast or monstrosity that a creature hunted down on the altar grants them a blessing from the huntress that lasts 24 hours and builds favor with her. A dexterous offering grants the blessing of the cat, a wise offering grants the blessing of the owl, and any other offering grants the blessing of the huntress.

- Blessing of the Cat: Advantage on stealth checks.
- Blessing of the Owl: Prevents opportunity attacks
- Blessing of the Huntress: Advantage when tracking

POOL OF TIME

A still pool of water that reflects the mountain and the surrounding area. The waters always reflect tomorrow and never anything from today. If you were to look into the pool you wouldn't see your own reflection but instead maybe a bird on a tree from the next day.

Skill Check A dc 20 arcana check reveals the water is imbued with the essence of time and it reflects tomorrow instead of today. A failure by 5 or more reveals the waters are reflecting yesterday. A failure by 10 or more reveals the waters are reflecting a parallel world.

Feature The reflection of the pool can be used to make easy predictions like what the weather will be the next day. It could also predict a bad omen like the mountain erupting or a dragon. If a creature drinks from the water roll 1d4. On a 1 they are paralyzed for 24 hours as they are stopped in time, on a 2 they have the slow spell cast on them for 24 hours, on a 3 they have blink cast on them for 24 hours and on a 4 they have haste cast on them for 24 hours.

SKULL ROCK

A natural cave whose exterior features were carved into the shape of a skull by previous inhabitants. Now it is the lair of an Abominable Yeti who hunts the valley with other yeti searching for prey and the opportunity to cause mayhem.

1. A light snow storm blows in as 4-8 yetis let out horrific howls. They attack viciously but will break and retreat if a strong fire is used against them.
2. The howling of the yetis can be heard constantly. Creatures trying to rest must make a dc 16 wisdom save or they are unable to gain the benefits of any rest they are taking.
3. A piercing howl announces 1-4 yetis lead by an abominable yeti. With the benefit of leadership they will not retreat from fire unless their leader is killed.

Treasure Yeti hides are prized for their cold resistance. A yeti pelt can be used by a skilled tailor to create a cloak of cold resistance. An abominable yetis hide can offer a further +1 ac bonus.

CHAPTER 2: FACTIONS



A collection of factions created for levels 1-12 that are intended to give game masters an easy way to introduce enemy factions into their game. Each faction's page contains a basic summary, tactics the faction would use, a series of events that can be used to introduce the faction and act as hooks, and three people related to the faction with information and their goals/flaws. Each faction page also includes encounters with the faction that can be used to fill dungeons, hideouts, bases of operation, and anything else you might want.

QUICK DUNGEON

To make a quick 5 room dungeon using one of the faction sheets string together different combinations of guard, trap, room, and patrol encounters. The boss encounter is optional and you may want it as the cap stone for a quick dungeon or if you want to keep using the faction you might save the boss encounter for later. An example would be using one encounter from these sections in order guard, trap, room, patrol, room. You can take some items from the treasure section and add them to a specific encounter or reward it all after the boss is defeated.

REFILLING THE DUNGEON

A basic concept for mega dungeons is to add new monsters to a dungeon level after it has been cleared. Faction sheets were designed with this in mind so you should be able to refill your dungeons with encounters from a faction and if a faction is eliminated you can choose a different faction to fill its spot. This concept works well for any size dungeon if your players are likely to revisit it.

USES OUTSIDE DUNGEONS

While a lot of the encounters are mainly useful in a dungeon setting factions are still useful outside that setting. The encounters can be used anywhere and are a useful tool to have something interesting happen if things are stalling out. The patrols can also be used in the wilderness if your players are traveling or exploring. The different characters outlined under people can show up in a lot of different settings for good role playing opportunities as well.

GREEN SCALE KOBOLDS

A nocturnal tribe of scavenger kobolds. They work for the young green dragon Rytha and collect artifacts for her to add to her horde. At night they send out scouts with torches to try and find new treasure to give as tribute. (level 1-3)

TACTICS

The green scales will try sneaking past obstacles first and will attempt to take or steal what they want without being noticed. If they are found out they will try to flee and if they can't they will beg or fight to survive. When forced to fight they prefer hit and run tactics and employing traps.

EVENTS

1. A group of 4 kobolds can be seen digging a hole with crude shovels. There is 1 kobold that is keeping watch and if he notices any one approaching he will shout and the kobolds scatter. At the bottom of the hole is a large copper bell that the kobolds were unearthing from the ground.
2. A group of 2 kobolds lead a mule with 2 large sacks containing two copper statues of a fish worth 25gp each. The kobolds will try to convince anyone who asks that the sacks are full of rabbits and they want to be left alone. If that fails they will offer the treasure for their lives.
3. A group of 4-12 kobolds are looting a small stone building they unearthed containing 5000 copper coins. They have already looted half of the coins and stone chests are cracked open and empty. They will fight viciously to keep intruders out of this site but if things go poorly they will flee with handfuls of coins spilling in their wake.

PEOPLE

LEADER

The kobold sorcerer Daz leads the tribe of kobolds. He is the strongest kobold in the tribe because of his magic and is smart enough to try and keep the tribe out of trouble.

- Collect tribute for Rytha so she doesn't eat them
- Make sure her tribe is safe and well feed
- Is in love with Rytha and ignores her faults

HERO

The kobold dragon shield Vrop is a legend in his tribe. He saved the clan during the winter of the hungry bear and defeated the giant spider that hunted in the dark.

- Protects the tribe and leads the fighters
- Seeks out impressive treasures
- Is obsessed with doing heroic deeds

PATRON

The young green dragon Rytha the Resplendent controls the green scale tribe of kobolds. She prefers to stay in the shadows and makes deals before resorting to fighting.

- Grow her horde and gain rare artifacts
- Added new and stronger servants to her employe
- Always tries to negotiate first with enemies

GUARDS

1. A kobold with a horn hides in a bush watching for intruders. If he throws a jar containing 1-3 swarms of beetles at the intruders and runs to get help.
2. Kobold with a spear watching for people. If they don't look scary he will talk to them and ask them to turn around.
3. A tiny hole in a stone wall that only small creatures can squeeze through.

TRAPS

1. Murder holes that have hot oil poured down them. Creatures take 2d4 fire damage or half on a successful dc 12 Dex save.
2. Pressure sensitive pit trap that triggers when a medium sized creature stands on it causing them to fall 20 feet.
3. A trip line 5ft in the air that causes darts to be shot that have +4 to hit deals 1 damage and poison the target on a failed DC 12 con save.

ROOMS

1. In a small workshop 1-3 kobold inventors and 3-8 kobolds work marking traps, poisons, darts, and other day to day items that the kobolds use to sustain their tribe.
2. A small common area where 4-12 kobolds prepare food over a large fire, eat, and socialize with each other often playing throwing games trying to hit a target with a rock.
3. A nesting room that contains 4-12 kobolds who are sleeping during the day or watching over the tribe's eggs at night. They often place coals in the room to heat it.
4. A kobold dragon shield and 1-8 kobolds practice hit and run tactics or their knife fighting skills. There are spears and daggers spread around.

PATROLS

1. 4-12 kobolds are out looking for enemies, food, or treasure. They are quick to run from real resistance.
2. A pair of kobold hunters and a mule are resetting rabbit snares in the area and collecting the rabbits. They avoid enemies.
3. 2 winged kobold scouts are looking for enemies or tribute for Rytha. They will follow enemies and try to steal from them at night.

SIGNS

1. Kobolds leave small footprints and tail prints.
2. Pit and dart traps that have already been triggered
3. Small carvings and paintings of a dragon on the walls

BOSS

The kobold sorcerer Daz leads the green scale tribe of kobolds. He always has 1-8 kobolds with him and spends a lot of time trying to build up their tribute horde.

TREASURE

2500 copper coins, 2 healing potions, 1 potions of climbing, cloak of billowing, orb of direction, stone vase worth 50gp, wooden elk carving worth 25gp, ruby worth 75gp, diamond worth 100gp

SNOW RAIDER GOBLINS

A small family of goblins that raid the surrounding area for food and live meagerly in caves. Normally run by the toughest goblin a pair of bugbears have taken over and are getting fat on the goblins' hard work. (Level 1-3)

TACTICS

during the winter the goblins use worg as sled dogs to raid for food. They prefer hit and run tactics or waiting to ambush victims. During the summer they stay near their home to hunt and gather food.

EVENTS

1. A group of 1-6 goblins riding sleds pulled by 1-3 worg attack travelers on the open snow. They pepper the targets with their short bows as they speed by. If anyone is killed they will wait for the body to be left before scavenging it.
2. A group of 3-9 goblins attempt to steal any animals around a camp or settlement. They will avoid fighting and some of them will distract any guards by leading them away while the theft occurs.
3. A group of 3-9 goblins sneak up on a camp or settlement at night and raid it, taking goods and setting buildings/tents on fire as they run through the area. After filling their bags they retreat back to their sleds and flee.

PEOPLE

Ex-Boss

The old goblin boss stink foot is still respected and feared but has to obey the bugbears. He has cunning where he lacks strength wants to be in charge again.

- Kill the bugbears to get revenge on them
- Take over as leader of the goblins again
- Eat and sleep more like when he was in charge

Boss

Srugs the bugbear took the goblins over after he and his brother got kicked out of their tribe for being weak. Now he is living the high life and bullying the weak.

- Eat more than anyone person should
- Beat up those weaker than him for fun
- Doesn't think about anything

TASKMASTER

Gigs the bugbear is the brother of the Boss Srugs and makes sure the goblins are doing work while his brother eats and lazes about. He is crueller than his brother.

- Enjoys fighting and seeks it out
- Is greedy and will take what he wants if he can
- Has no loyalty and will serve the strong

GUARDS

1. 2-6 worgs have been left to guard this area. They are hostile to new smells and surrounded by chewed bones.
2. A crude door made out of bound together sticks. Can be broken or picked with a DC 12 check.
3. Bogo the ogre us being paid in food to guard this spot. He is not very smart and is easy to trick. distracted by food.

TRAPS

1. Metal caltrops hidden under leaves walking over them deals 2d4 damage or half on a successful dc 12 Dex save.
2. A clay pot containing a scorpion has been buried underground. Creatures on top of it make a DC 14 Dex save or step into it. The scorpion stings them for 1 damage as they must make a DC 13 con save or be poisoned.
3. A 20-foot deep pit trap. The person in front falls in.

ROOMS

1. A group of 3-9 goblins stand around a small pit. They're watching two chickens fight to the death. A skinny goblin is taking copper bets on which chicken will win. The goblins have disadvantage on perception and initiative rolls.
2. A large room where the goblins sleep. At night it's packed full of 6-18 sleeping goblins who are fitfully sleeping. During the day 1-3 goblins clean the filth out of the room.
3. A nilbog jester entertains a group of 1-8 goblins. He dances atop a log juggling burning torches, Occasionally a goblin will try to throw food or a rock at him and either miss or flub the throw and start complimenting its clothing.
4. The bugbear Gigs is training 1-8 goblins in hand to hand combat. He isn't pulling any punches and seems to be taking joy out of beating up the goblins.

PATROLS

1. A pack of 1-6 goblins and 1-3 worg patrol the area looking for the trail of anyone who doesn't belong in their area.
2. A group of 3-9 goblins skulk in the shadows and behind any cover they can get. They wait to ambush travelers.
3. A goblin hunter and a single worg drag the carcass of a deer they killed back to the rest of the goblins.

SIGNS

1. Small humanoid footprints and large wolf prints
2. A hide with a white wolf drawing on it
3. Carved or painted graffiti with goblin swear words

BOSS

The bugbear boss Srugs lounges on a bed of grass and is fed scraps of meat by 1-8 goblin servants. He will try to intimidate intruders and attack if they don't obey him.

TREASURE

A leather sack with 2000 copper coins, a keg of beer worth 25gp, a wheel of cheese worth 5gp, 70gp worth of turquoise, a silver mystery key, a tankard of sobriety.

SEEKERS OF THE WAY

A smaller cell in the Reformation, an elemental cult. Entry level members join the seekers and if they show promise and loyalty they are promoted to a higher level cell. Mostly recruiters and saboteurs. (level 1-3)

TACTICS

The seekers try to blend in with society and recruit those who are outcasts. They hole up in out of the way places and have new members commit crimes to prove loyalty. They employ magic and elementals for defense.

EVENTS

1. The halfling Recruiter Magnus is buying drinks for patrons at a bar or inn trying to get them drunk. If they get drunk he starts steering the conversation towards how unfair life is and how it's bullshit that the gods aren't helping people down on their luck like you and him.
2. Anyone who is recruited by Magnus is taken to the Priest Zephyr who explains how the seekers of the way are trying to find a way to be free of the gods rule. Asks recruits help in a ritual to summon a dust mephit.
3. A group of 2-5 cultists smuggle 1-5 magma mephits inside barrels into the local inn or another building at night. Once they are inside they open the barrels up and let the mephits start torching every. The cultists are all new initiates tasked with proving loyalty.
4. The cycle repeats with the halfling Recruiter Magnus reaching out to anyone who lost family in the disaster and prompting them to blame the gods for not saving them from the disaster that befell them.

PEOPLE

LEADER

The seekers are led by a man called Cinder Graves who was orphaned and kicked around by society from birth and seeks to destroy what he couldn't have.

- Trying to move up into the Cleansing Fire cult
- Cause a natural disaster to harm nearby town
- Loses temper when things don't go right

RECRUITER

The halfling Magnus Payne recruits people to the seekers. He finds people who don't like society and validates their views and offers them food and money.

- Build relationships with potential members
- Inducts new members who are ready to join
- Alcoholic who spills secrets when drunk

PRIEST

The wood elf Zephyr believes deeply in the cults' message the gods are not our friends and that the seekers can find a way to be freed from the gods power.

- Convince people the gods are all evil
- Find a spiritual release from the gods cycle
- Will not question superiors in the Reformation

GUARDS

1. There are 1-3 death dogs that have been set to guard this area. They are bored and will toy with anything they can kill.
2. Small statues of mice litter the ground near 2-6 cockatrice that have been placed here to kill anyone passing through.
3. Thick mud in this area conceals a group of 2-8 mud mephit who try to incapacitate Intruders for their masters.

TRAPS

1. A glyph of fire activates creating a wall of fire that deals 1d6 fire damage or half on a successful DC 12 Dex save.
2. An earth glyph causes the ceiling to collapse dealing one 1d8 damage or half on a successful DC 13 Dex save.
3. A water glyph activates filling the room with 20 cubic feet of water. Creatures who fail a dc 10 strength check fall prone.

ROOMS

1. A summoning circle drawn in chalk fills the room. A group of 2 cultists and 1-4 smoke mephit are chanting a day long ritual to summon a random type of mephit to them.
2. A metal door seals this room shut. A bad ritual opened a small permanent rift to the plane of fire and 2-6 out of control magmin have torched the room attempting to escape.
3. A large common and sleeping area where 2-8 cultists sleep or rest. There may be 1-2 magma mephits helping cook a melee or 1-2 ice mephits keeping fresh meat cold.
4. Bubbling mud and steam fill a hot room where 1-2 magma mephits, 1-3 steam mephits, and 1-3 mud mephits all rest while they are not needed.

PATROLS

1. A group of 2 cultists and 1-4 magma mephit roam the area and burn anything that is flammable.
2. A group of 2 cultists and 1-4 dust mephit hunt for animals and cast sleep on them to take back as sacrifices.
3. A group of 1-4 smoke mephit and 1-4 steam mephit scout for potential victims or places of interest to the seekers.

SIGNS

1. Objects arranged to make 4
2. Scorch marks or broken Earth
3. Unnatural pools of water

BOSS

The leader of this cell of the seekers of the way is Cinder Graves a cultist fanatic guarded by 0-2 steam mephit. He tries to convert people by railing against life's unfairness and the promise of an afterlife free of the judgment of the gods.

TREASURE

Scroll of conjure minor elementals, scroll of conjure elementals, scroll of magic circle, javelin of lightning, elemental gem (blue sapphire). 2000 silver coins.

THE BURNING BAND

A mercenary band led by the wizard Telanor who is seeking the sapphire dragon mask. They recently slew a dragon and are using it to turn themselves and random forest creatures into half dragon monsters. (level 4-6)

TACTICS

The Burning Band is full of itself and is composed of bullies. They will demand information they need or any treasure they want that is on display. If they don't get what they want they do a frontal brute force attack.

FEATURE

Members are half red dragons. They gain resistance to fire damage. Once a day they can breath fire as a bonus action for 2d6 damage or half on a successful dc 12 dex save in a 15ft cone. When under half health it deals 3d6 fire damage.

EVENTS

1. A group of 1-4 berserkers led by the Veteran Hugo set fire to a section of forest. The fire spreads through the area moving 1d6 x 10 feet per round. It will burn down 1d20 miles of forest if not stopped.
2. A group of 3-9 bugbear foot soldiers break open a sealed stone door to an ancient crypt and then scamper away to hide as 2-3 mummies crawl out of the tomb and start roaming the land seeking living to kill. (50gp in tomb)
3. A group of 1-4 bugbear are using 1-4 dire wolves to hull rocks from a hole into the side of a mountain or dungeon. They are dumping it in a nearby stream causing it to be blocked up. After 1d4 days they finish digging.

PEOPLE

COMMANDER

The Tiefling Transmuter Telanor leads the burning band. His main goal is collecting magical artifacts and finding his men a convenient way to gain them.

- Collect rare magical artifacts for study
- Try out strange new magical rituals on people
- Not well liked and doesn't care about his men

LIEUTENANT

The bugbear chief Ronk is in charge of the bugbear foot soldiers that make up a large chunk of the burning band. He is an old veteran and is gruff.

- Make sure his boys do the work they get paid for
- Keep himself safe as he is getting on in age
- Only wants to do just enough to stay employed

SCOUT

The Veteran Hugo leads a small group of berserkers and wildmen who provide scouts, foraging, and specialist duties for the band. The light the candle at both ends.

- Find something new, fantastic, and valuable
- Spend every cent he makes on a good time
- Doesn't know what the word caution means

GUARDS

1. A squad of 3-9 bugbears have been ordered to stand guard in this area. Every 6 hours the guards are changed.
2. A pack of 3-9 dire wolves have been trained to guard the area. They roam around the target and are always moving.
3. A sturdy locked door or chest is used to guard something. It has a dc of 13 to pick or a dc of 18 to break down.

TRAPS

1. Two lab rats in a cage hanging from the wall will breathe fire. 4d6 damage or half on a dc 14 dex save.
2. A trip wire causes a barbed net to fall on a creature. It has +4 to hit and deals 2d4+2 damage and immobilizes.
3. A bear trap is triggered attacking with +6 to hit and 1d10 damage. Immobilizes and requires dc 15 to open.

ROOMS

1. A wrestling pit where 2-6 berserkers make wadgers and wrestling each other. They are not immediately hostile and will invite people to either place bets or goad an easy mark into wrestling them. 3 grapple checks.
2. Ronk a bugbear chief drills 1-7 bugbears on how to fight together. On the edges of the room are spears, bows, and swords they have been using for practice. Ronk will question people who shouldn't be in the area and detain them.
3. A small eating area with roasting pig and tents or bedrolls set out to the side for sleeping. There are 3-9 bugbears sleeping or eating depending on the time of day.
4. In bright red a ritual circle is drawn in the center of the room. There are bottles containing dragon's blood and sulfuric incense burning. The circle is used to make half dragons and is guarded by 2-6 normal guard drakes.

PATROLS

1. 1-2 veteran and 1-4 spies scout out the area looking for signs of treasure or opportunities for the band to profit.
2. A singular of 2-6 giant boars covered in red scales tear up the earth and squeal roaming the area in constant agony.
3. A group of 1-4 bugbear riding 1-4 dire wolves have been out drinking and riding. They might pick a drunken fight.

SIGNS

1. Scorched earth and tiny red dragon scales on the ground
2. Broken beer bottles, chewed bones, humanoid waste
3. A black banner depicting a red dragon's claw on fire.

BOSS

The Tiefling Transmuter Telanor and 1-5 of his animated armor servants work in an arcane laboratory. There are half made potions that can be thrown for 2d6 fire damage. Telanor always tries to buy his way out of problems.

TREASURE

Spell scroll with a ritual to become a half dragon. A gallon of dragon's blood is enough for 1 transformation. Four platinum bars worth 100 platinum. Wand of secrets, scroll of feather fall, knock, tiny servant, and animate objects. Alchemy Jug

CLAN GLOOMHAMMER

A dying Duergar clan that is desperately trying to find a great treasure to present as tribute to the clan they serve. If they fail they will be cast out from their stronghold. The clan thane has no interest in anything but plunder leading to a lack of good craftsmen to support the clan. (Level 4-6)

TACTICS

The clan is orderly in everything they do. They set up a base of operations and send parties out from it. They stay underground in caves avoiding the surface.

EVENTS

1. A missing poster goes up for Henry, a local mushroom gatherer. He was last known going into his usual cave to collect mushrooms and hasn't been seen since. There is a 50gp reward for finding him from his wife Sally.
2. Inside the mushroom cave there are signs of a struggle and then footsteps leading deeper into the mountain. It looks like people have been back recently gathering mushrooms but there are no recent tracks out of the cave.
3. The cave system splits and the section of the floor with tracks has been wiped completely clean going down the left fork. Going down that fork leads to a dead end with 2-6 ochre jellies oozing out of cracks in the wall to hunt.
4. Deeper in the tunnel there is a small cave with wooden crates full of mushrooms. Henry can be seen chained to the wall in one corner. Nalmura the Duergar Mind master and 2-6 duergar are loading a cart with the mushroom crates. If conflict arises Nalmura will either fight or offer to sell Henry for 50gp to resolve the issue.

PEOPLE

THANE

Rangar is a Duergar Warlord and leads his clan poorly. He focuses more on combat than the prosperity of his crafters. He is quick to anger and fight but also has cunning.

- Acquire treasure or wealth to pay his clans taxes
- Gain personal glory in combat for the clan
- Won't earn an honest living to save his clan

SLAVER

Nalmura is Duergar Mind Master and she is in charge of slaves. She is new at her job and is trying really hard to build the clans slave power back up to normal levels.

- Find more slaves for the clan with useful skills
- Make sure new slaves learn their place
- Doesn't think about repercussions of abductions

CAPTAIN

Dolrum is a Duergar Knight charged with protecting the clan. He is stoic and reserved following his duties calmly no matter the situation. He is oblivious to the clan's decline.

- Protect the clan and its interests with his life
- Train the next generation to protect the clan
- Unable to adapt to change or use other strategies

GUARDS

1. A stone door with 2 Duergar behind it who can open the door. It has a dc of 20 to break and has no keyhole to pick.
2. There are 2-6 Duergar Stone Guards who have been tasked with guarding this position with their lives.
3. A false wall has been put in to guard this area. It requires a dc 16 perception or investigation check to find and open.

TRAPS

1. There are 1-3 Duergar hiding behind cover. They will attack once with a thrown javelin then turn invisible and run.
2. There are 1-3 Duergar who fire heavy crossbows (1d10) through arrow slits in the wall at passers by.
3. An invisible Duergar activates an acid sprayer dealing 4d4 damage to creatures under it or half on a dc 15 con save.

ROOMS

1. A stable for the clans female steeder. There are 2-6 female steeder in the stables and 1-3 Duergar stable hands who release the steeder to attack if in danger.
2. A large workshop contains 2-6 duergar xarron at work benches making acid, repairing armor, and weapons. They will take up the damaged weapons and fight if attacked.
3. A barracks has been set up with bed rolls or permanent stone beds for the military. There are 3-9 Duergar sleeping here at any given time. Weapons are under their beds.
4. Slave pens have been setup to house captured slaves when they are not working. There are 20 kobolds/goblins in the pens with a dc16 lock. 2 Duergar guards the pens.
5. A meditation room where 3-9 Duergar Soulblade meditate in a circle and levitate small stones in front of them. They do not notice people entering the room unless disturbed.
6. 2-6 duergar hammer or 2-4 duergar screamers mining.

PATROLS

1. There are 1-3 duergar kavalrachni riding 2-4 female steeder looking for potential slaves. Maybe Invisible
2. A group of 3-9 Duergar lead 8 goblin or kobold slaves back to their base in chains after capturing them.
3. The area is being searched by 1-3 Duergar Mind Masters and 2-4 Duergar Soul Blades looking for an escaped slave.

SIGNS

1. Medium footprints that grow to large ones in a few steps
2. Dwarven writing indicating natural hazards and resources
3. A gray banner with a black war hammer

BOSS

The clans Thane Rangar is a Duergar Warlord and has 0-3 duergar with him at any given time. He doesn't turn down a fight if he thinks he can win but will turn invisible and retreat if he starts losing the fight if he can get to his clan mates.

TREASURE

Adamantine Plate armor, animated shield, short sword of warning, Elemental gem containing an earth elemental. 800gp of dwarven art (statues, tapestries, stoneware)

EARTH ELEMENTAL CULT

Devouring Earth a cell of an earth elemental cult. They have an artifact known as a hive stone which can be used to control intelligent insects and are attempting to build up an army to eventually take over the surface with. (Level 4-6)

FEATURE

Cultists all know druidcraft, mold earth, primal savagery, absorb elements, earth tremor, inflict wounds.

TACTICS

The cult believes in gathering overwhelming odds underground before unleashing their minions on targets. Members of the cult rarely try to engage directly in combat, preferring to let elementals and monsters do the dirty work.

EVENTS

1. The earth caves in on a farm or in a cave revealing strange tunnels cut into the earth. People don't know what to make of it but there are large chunks of what looks like insect shells mixed in with the turned earth.
2. A swarm of 2-6 Adult Kruthik attack the players or civilians near where the players are. If this is in a populated area it causes a large panic in the population. The Kruthik are being tested by the cultists to see how destructive they are. A single hooded cultist can be seen escaping during the attack.
3. The clans Enemy Reidat Ironbarrel approaches the party and tries to recruit them to help him go after a Medusa that killed his wife. He has 200 gold and he wants to pay them to hire them as mercenaries to help him.

PEOPLE

BOSS

The medusa Panora leads the Devouring Earth. Once a beautiful woman she was cursed by the gods for her vanity and now seeks revenge on the goddess of beauty.

- Breed and control more Kruthik
- Create stone cursed and summon elementals
- Obsessed with petrifying beautiful people

HIVE LORD

Kurrik the Kruthik Hive Lord was enslaved by the Boss's hive stone when he was young and has been mentally controlled all his life. Desires freedom or release.

- Follow orders and protect the hive from danger
- Kill, eat, breed
- Tries to herd intruders its killing to the hivestone

ENEMY

Reidat Ironbarrel the dwarven veteran was attacked by the Boss and his wife and co adventurer Helmora who was petrified and added to Panora's statue collection.

- Use a slave he has to unpetrify his wife
- Kill the Boss to avenge his wife
- His loss has made him insanely reckless

GUARDS

1. A swarm of 2-6 Adult Kruthik are burrowed here as guards. They attack if the ground isn't tapped 3 times.
2. Muddy earth covers 1-3 basilisks and 1-3 mud mephit set to guard this area. They try to ambush non cultists.
3. Magical stone blocks the passage. Speaking the words "Devourer" makes the stone permeable.

TRAPS

1. Stone spikes burst out of the ground dealing 3d8 damage or half on a successful dc 13 dex check. A magic rune on the bottom of a rock can be tapped to disable the trap.
2. A magic rune causes the ground to turn to mud in a 30ft area. The area counts as difficult terrain for 10 minutes.
3. A magic statue causes entrances to be sealed shut. Sand pours from its mouth and fills the room in 10 minutes unless it is destroyed. Ac 20 with 100 health.

ROOMS

1. Kruthik Hive full of loose dirt protecting eggs. The terrain is difficult for creatures who cannot burrow and the eggs are guarded by a Kruthik Hive Lord and 0-10 Young Kruthik. The Kruthik burrow underground for protection after attacking but if their eggs are destroyed they stop fighting cautiously.
2. A large room with a 20ft tall hive stone that is intricately carved with winding runes. Young Kruthik are brought to this stone to enslave them and allow cultists to control them with small hand held hive stones. Guarded by 3-9 Stone curses who look like statues of adventures decorating the room.
3. A summoning room where 2-6 cult fanatics are all chanting to summon 1-2 earth elementals with 4 incense burners. If the burners are put out the ritual is stopped, otherwise after 3 rounds the earth elementals are summoned and obey the Summoners or rampage.

PATROLS

1. A swarm of 1-5 Adult Kruthik lead by a cult fanatic controlling them with a hive stone. If they spot potential food they will burrow and ambush prey from underground.
2. A flight of 2-6 gargoyles patrol the area perching on ledges and flying overhead. They are for intelligence gathering.
3. There are 1-2 Xorn treasure hunters looking for gold or gems for the cult. They will try to steal and run if possible.

SIGNS

1. Recently disturbed earth like something burst out
2. Chitin segments from Kruthik and human footprints.
3. Carving of an erupting volcano the symbol of the faction

BOSS

1 medusa and 0-6 cultists guarding her. She likes playing with her prey and wants to add people to her art collection.

TREASURE

6 human adventurers who have been turned to stone and are worth 100-1000 gp if sold. Sending stones, stone of good luck, ioun stone of protection.

ARCHEOLOGY SOCIETY

Sparkcharmer's Archeology Society is a collection of wizards who raid and loot ruins to find magical artifacts to study and sell with the help of mercenaries. (Level 7-9)

TACTICS

The society sets up a secure base camp in or near the ruins they are scavenging from. They then send out clockwork, mercenaries, and use magic to find and then retrieve artifacts. They have no qualms about offing their competition or acquiring artifacts someone else owns.

EVENTS

1. A humanoid stone statue is half buried in the ground. Black diamonds are embedded in its eyes. If the gems are removed 8 star spawn grue are summoned into the area who attack. (bronze scout takes gems after 1 minute)
2. Earth shaking booms can be heard. If investigated 4 Giff can be seen carrying a statue with gems for eyes towards wherever they are camped. They will explain what they are doing if asked and tell people to stay out of their business.
3. A fissure rips a hole in reality and through its black void 2 star spawn manglers emerge and attack anything nearby. The fissure does not close until the manglers are killed and every 3 rounds a star spawn grue emerges.
4. Around a hulking stone statue with 8 black diamond eyes is a warlock of the great old one with 1-2 Giff who are getting out a ladder to pry the eyes out of the statue. They will fight if anyone tries to stop them. If the eyes are removed a massive rift opens and a Star Spawn Hulk crawls out to kill anyone or anything it can.

PEOPLE

BOSS

Raz Sparkcharmer is an ancient gnome who has an obsession with making clockwork. He pays for his inventions by treasure hunting with mercenaries.

- Invent new clockwork creations
- Make as much money as possible
- Doesn't care about non gnomes

WARLOCK

Gizmo Gloomseeker is a gnome warlock of the great old one who has a dark and brooding nature. He seeks something for his master but he knows not know what it is.

- Find what his master seeks in the darkness
- Get rid of sources of light which hurt his eyes
- Sometimes speaks his thoughts aloud

MERCENARY

Tobias Stone is the captain of the Blue Wheel mercenary company. He has held the post for 3 years and is well respected. The company has prospered under him.

- Renegotiate his contract or find a new contract
- Ensure his men do not go unpaid
- Has a massive ego around company's reputation

GUARDS

1. 2-3 Iron Cobra are hidden nearby. A dc 17 perception check spots them. They ambush anything passing by.
2. 2 oaken bolters and 0-1 stone defenders protect this area from a long choke point or high ground.
3. A shield guardian has been tasked to guard this area. Its amulet is part of the treasure horde.

TRAPS

1. Small buried clay pots that detonate for 4d6 fire damage or half on a dc 13 dex save. (+50 pounds to trigger)
2. An illusion of the ground has been placed over a 50ft deep hole. It is 10ft wide and was cut by magic.
3. Floor tripwire triggers oil sprinklers and then fire darts that deal 1 damage +2d6 fire damage if oiled. +6 attack roll

ROOMS

1. A large room being used by 3-6 Giff for target practice. There are wooden dummies that they take turns firing their muskets at. They reload using black powder from 2 medium sized wooden barrels that explode like a fireball when lit.
2. 1 gnome Conjurer working on 1-2 Iron Cobra setup on a workbench. He is engrossed in the process of repairing them and has disadvantage on perception checks due to thick magnifying lens on his face. Room contains a tinker toolkit.
3. 1 gnome diviner with an owl familiar in a room with a large clockwork tub of water. Is either using the pool to scry of artifacts or is relaxing inside the pools heated bubbly water.
4. A barracks where the Mercenary Tobias has his office and 3-6 other Giff lounge about smoking tobacco or drinking away their wages. Intruders are treated like customers.

PATROLS

1. 2 Bronze Scouts that look for treasure or competition to spy on while burrowed. One reports back after a find.
2. A squad of 3-6 Giff doing a routine patrol. They march in lock step and look very professional as they travel.
3. 1 gnome Transmuter and 1-2 Stone Defenders drag a broken clock work (oaken bolter) back to be repaired.

SIGNS

1. Slick oil spills from clockwork
2. Medium sized scorch marks from black powder explosives
3. Areas of rock or dirt that have been dug up to find artifacts

BOSS

Raz Sparkcharmer is a gnome enchanter who is in charge of this expedition. He is guarded by 1-2 giff and 1-2 Stone Defenders. He is very wealthy and will try to charm his way out of a bad situation or buy his way out if that fails.

TREASURE

1200 gold in bars, shield guardian amulet, wand of magic missiles, wand of magic detection, wand of the wamage, oil of slipperiness, and potion of mind reading.

DEMON HORDE

Remains of demon lord sulgiests demon hordes. They have been magically bound to the elven cleric Corin for 500 years. If freed they would start a campaign of blood. (Level 7-9)

TACTICS

The demon horde's only tactic is to throw themselves upon enemies and tear them apart. If that fails they try it in greater numbers until it works. The more powerful demons have some cunning but most do not.

EVENTS

1. Journal entry 3 is clutched to the chest of a skeleton.
2. Journal entry 2 is impaled on a bone spike in the ground.
3. Journal entry 1 is blown past the party on the wind.
4. Journal entry 4 is held by the Glabrezu Trickster Gutcleaver who asks that party to kill Corin for him.

JOURNAL ENTRIES

1. "Thousands of elven soldiers were assembled. Their armor shone like the sun as they marched. The banner of Green River flew proudly above the proclaiming the inevitably of their victory."
2. "Elven steel cut it's way through an endless horde of demons into the base of the demon Lord's spire. The banner of Green River wavers as it's bearer is cut down but a warrior holds it aloft."
3. "The banner of Green River has fallen and our armies are routed. The demon lord dies with us as his spire collapses but his uncontrolled demons will ravage the land"
4. "I am not sure if I witnessed a miracle or a curse. The healer Corin prayed for our salvation and was answered. The demons are now bound to him. He has commanded us to leave while he prevents them from following."

PEOPLE

LEADER

The nalfeshnee Gnasher bullies the other demons to take out his frustration at being trapped.

- Find someone to kill his jailer
- Kill as many mortals as possible
- Will try to use intimidation to get what he wants

TRICKSTER

The Glabrezu Gutcleaver seeks to upset the Leader's control over the demon horde but is not strong enough to do so. He is willing to cut deals and deceive.

- Find a way to kill Gnasher the Leader
- Find a way to kill or disrupt the Jailer
- Cautious and won't try risky plans

JAILER

Corin the elven cleric of nature bound the demon hordes of Sulgiest within 1 mile to him 500 years ago. Since then he has stayed in a circle of protection in one spot.

- Keep the demons trapped with him
- If possible find a way to kill all of the demons
- Not creative and is trying to wait out problems

GUARDS

1. 2-3 bargura stand guard here. They occasionally throw a boulder as far as they can (~100ft) and one fetches it.
2. A pack of 3-6 hellhounds fight over scraps of a bargura in an area that looks like their den with other creatures' bones.
3. An Alkith is stretched out around the edges of a portal/door/window like a moss and attacks passers by.

TRAPS

1. Fleshy growths squirt acid at anything moving fast dealing 2d8 acid damage or half on a dc 15 dex save.
2. A gold coin on the ground causes paranoia when touched and causes disadvantage on intelligence checks.
3. Demon gords in the room burst into fire dealing 4d6 fire damage or half on a dc 14 dex save when 15ft from flame.

ROOMS

1. Thick and fetid air hangs around a pit where a group of 20 bulezau wrestle. The loser of each match is torn apart and devoured until only 3-7 well fed victors remain alive.
2. A pair of 2 Armanite charge each other in an arena while on the surrounding rocks a group of 12 quasit loudly cheer and take bets. One quasit can be seen moving around the group collecting silver into a bulging bag. (100 silver)
3. A group of 2-4 babau and 2 maw demons torment a single elf held in a cage of bones. They poke and prod an elf (Elric) who looks like they haven't slept in centuries. If freed the elf will sleep for 1 year before fully recovering.
4. The elf Corin sits cross legged in the center of a circle of protection. His armor is stacked next to him and his silk robes are threadbare. He will talk with anyone who engages him but won't leave the circle while demons remain as he bonds them to him and thinks he can still out wait them.

PATROLS

1. A pack of 2-6 ghouls led by a Maurezhi searches for creatures they can kill and eat. They primarily scavenge.
2. 2-5 dybbuk possessing the bodies of elven knights try to lead humanoids into traps. They move unnaturally.
3. Flying by with a dead bargura are 2 vrock who are carrying it to their nest for 6 baby vrock to tear apart.

SIGNS

1. All the surfaces here have claw or bite marks
2. The torn apart and broken bones of elven soldiers
3. A pile of black rocks that eternally burn and smell of sulfur

BOSS

The nalfeshnee Gnasher is in charge of the servants of sulgiest. He will order anyone he sees to obey him and kill them if they won't.

TREASURE

8 gems containing mortal souls, 800 red gold coins, demon armor, long sword of wounding, necklace of fireballs,

ELEMENTAL WATER CULT

Broken Water a cell of a water elemental cult. They seek forbidden power in order to strengthen them and call forth an unending stream of water to drown the world. (Level 7-9)

TACTICS

Spread runes that detect magic in an area and search it for sources of magic to dig up and claim. They will try to trade with other parties with magic items or push them out of the territory they have claimed.

EVENTS

1. The wizard Aberis appears in the dream of humanoids that believe in the gods and asks for help. He says he has been taken captive by cultists and is being enslaved.
2. A cultist disguised as a merchant approaches characters with magic items and offers up to 500gp to buy the items from them. He explains he is a collector and if they want more money then he has he will offer to take them back to his employer (cult hideout) and buy from him.
3. If any characters offered to help Aberis in their dreams an illusion projection appears before them at this point. He will again ask for help and he has time to answer 5 questions before the illusion is interrupted. He is frantic.
4. During the night 1-3 water elementals controlled by the cult attempt to drown sleeping creatures with magic items. Once they do they try to escape with their magic items.

PEOPLE

BOSS

The Marid Aquantis was summoned to lead the cult and while he is not invested in the cult their goals align with his. He is lazy and arrogant thinking most creatures are weak.

- Collect magical artifacts as status symbols
- Be entertained and live lavishly
- Cares about own pleasure more than cults goals

ENFORCER

The water elemental myrmidon Oceanis is bound to the goals of the cult and protects it and goes about its goals with fanatical devotion.

- Ensure members of cult are doing their jobs
- Make the cult more powerful
- Cannot disobey orders from cultists

SUMMONER

The wizard Aberis was captured by the cult and is being forced to summon elementals and craft magic runes for them against his will. Trying to free himself from the cult.

- Find a way to escape the cultists
- Get ahold of his spellbook again (Enforcer has)
- Values vengeance over getting away safely

GUARDS

1. A 40ft whirlpool. Creatures who enter or start their turn in the whirlpool pool are pulled 15ft towards it's center.
2. There are 8 small pools of water containing 3-7 water weird that attack anyone not wearing cultist robes.
3. The area is full of water and at the bottom is a door with a crank to open. It takes 5 minutes to crank the door open.

TRAPS

1. Bubbles fill the area. They pop when touched dealing 3d8 to creatures within 10ft on a failed DC 14 con save.
2. A geyser of water erupts from a rune. Creatures above it must make a DC 14 Dex save or be thrown 40 ft in the air.
3. A magic sphere forms in a 50ft radius and acts like a wall. The sphere fills completely with water after 1 minute.

ROOMS

1. A group of 1-2 kraken priests lead 4-6 sea spawn cultists in chanting in deep speech. They are begging for forbidden knowledge and offering their lives in exchange. They have disadvantage on perception checks.
2. The wizard Aberis is locked in a cage that is suspended above a deep pool of water. There are 2-3 Sahagin Barons that guard the wizard from the bottom of the pool. The wizard will beg for help and the sahuagin will attack anyone who attempts to free them and drag them underwater.
3. There are 1-2 water elemental myrmidon and 4 steam mephits guarding a huge elemental gem that contains an air elemental. They periodically splash them gem with water to create steam mephits under their command.
4. A group of 6 cultists are placing gold coins on a silver platter and chanting the name of a lavish food item and after 1 minute a small portal opens and a hand reaches through taking the coins and placing the food on the platter. The cultists then take the food to the marid Aquantis and repeat.

PATROLS

1. A group of 2 cultists and 2-3 chuil search the area for signs of magic items they can collect.
2. A group of 2 cultists commanding 2-3 water elementals who are setting up magical rune traps every hour or so.
3. A group of 3 sea hags who appear to be cultists are returning to their base holding writhing baskets of slugs.

SIGNS

1. Wet ground even in areas where there is cover
2. Runes carved into objects that glow around magic
3. A blue silk banner with a silver rainy cloud on it

BOSS

The marid Aquantis with 0-3 cultists servants feeding him and carrying his possessions. He treats people he meets as servants or entertainment and not real threats.

TREASURE

1000gp of magically charged crystals, a staff of the python, cloak of the manta ray. Portable hole, mace of terror.

ELEMENTAL FIRE CULT

Cleansing fire is a cell of a fire elemental cult. They seek to create an army of fire elementals under their command and incinerate the world to be reborn in the ashes. (Level 10-12)

TACTICS

Find a location where the material plane intersects with the plane of fire and use it to summon fire elementals. Setup defensive magic to protect the area and setup forges.

EVENTS

1. An unnatural heat makes the air feel like an oven. The magic from the cults summoning rituals causes spontaneous combustion in the surrounding area. Flammable objects within 120ft of the characters burst into flame and 5ft of fire can be put out with an action.
2. Black smoke fills the air as a side effect of the cult's rituals. Vision is reduced to 30ft due to the smoke which lasts for 1 day. The Wizard Felix approaches the party and asks for their help casting a spell to clear the smoke. If two of the people helping him with the spell make dc 14 arcana checks the smoke is blown away.
3. Black clouds fill the sky and fire rains down from above for 10 minutes. Creatures exposed to the rain take 1 fire damage a round. Easily flammable objects catch fire but harder to burn things like hardwood gets scorch marks.
4. A group of 2-5 fire elementals with intricate black bracers attack. They attempt to kill anyone they can see with an unnatural rage. After being destroyed the bracers are left behind and a dc 17 arcana check reveals they are used for controlling elementals but the command word used and how to bind with them is unknown.

PEOPLE

BOSS

Incendious is an Efreeti who leads the cult. He is arrogant and cruel, often preferring to make his victims suffer and play with them instead of killing them outright.

- Create an army of fire elementals
- Extend the plane of fire into the material plane
- Under estimates his enemies as powerless

BROOD MOTHER

The Ash Mother is a Salamander who spawns fire snakes that grow into salamanders. She cares not for her spawn.

- Spawn an endless number of fire snakes
- Eliminate any threats to her broods growth
- Doesn't care about the cults goals or purpose

WIZARD

The tabaxi archmage Felix has a vendetta against Incendious for destroying his village. He seeks to foil the cult's plan and take their power as his own.

- Capture Incendious in a magic lamp he owns
- Learn all the command words for the elementals
- Will use the elementals to make himself a king

GUARDS

1. A blazing fire that summons 2-3 fire elemental myrmidon to attack those who don't bear the cults mark.
2. A burning metal door. If any attempt to open it without the right key 2-5 fire elementals are summoned to attack them.
3. A wall of fire that deals 6d6 fire damage or half on a successful dc 16 con save to creatures who cross it.

TRAPS

1. A hidden spell glyph activates dealing 6d6 fire damage in a 30ft radius or half on a successful dc 16 dex save.
2. Portcullis (dc 16 to lift) traps creatures and a spell glyph casts heat metal on everything in the room. (dc 14)
3. Glowing red cracks in the ground cover the area. Vibrations cause fire to shoot up dealing 2d6 fire damage to any creature on the cracks or half on a dc 14 dex save.

ROOMS

1. The ringing of hammers sounds as 2 fire giant blacksmith forge black iron into intricate bracers made to bind elementals during magic rituals. They like to get humanoid bones and attack non cult members.
2. Invoking ancient magic 2-5 salamanders summon a fire elemental into a magic circle where black iron bracers will enslave the elemental. Any noise disrupts the ritual.
3. A large barracks that contains 6-12 cultists. During the day they ritualistically sear command words into their flesh that allows them to control bound fire elementals.
4. The Brood Mother with 1-3 salamander attendants and 3-6 fire snakes. They are curled up onto a pile of black rocky eggs that contain fire snakes who hatch if damaged.

PATROLS

1. A group of 2-4 cult fanatics and 2-4 hellhounds search the error for signs of intruders. The hounds sniff for odd smells.
2. A friend warlock and 1-6 azer slaves place magical traps and refresh traps that have been activated.
3. A pack of 2-5 fire elementals roam the area burning and destroying anything in their path.

SIGNS

1. Flammable objects have been charged or singed
2. Small fires burn where they wouldn't logically
3. A black banner with a ring of fire in the center

BOSS

Incendious the Efreeti sits on a black basalt throne and is attended by 1-4 Azer slaves who bring him food and feed the furnace that keeps his throne warm. He will offer foes a chance to serve him willingly or as slaves before fighting.

TREASURE

Furniture made of gold worth 2000 gold, brazier of commanding fire elementals, flame tongue, pipe of smoke monsters, 8 ever burning torches, scroll of fireball

CHAPTER 3: DUNGEONS

A collection of dungeon encounters that do not contain monsters. Each dungeon is designed as a location that can be explored multiple times. Each encounter works as a standalone or paired with a monster encounter as a terrain feature to make the combat more interesting. Some encounters will alter the dungeon permanently making sections dangerous or otherwise impassable requiring new strategies the next time the dungeon is visited.

RESTOCKING THE DUNGEON

A core concept to each of these dungeons is that they are intended to be run multiple times if needed. A dungeon can be stocked and restocked by taking a random monster table and rolling 1d8 and if you roll a 7 or an 8 rolling on the monster table and putting that monster in the room. You can also just choose encounters you want to do and fill the dungeon with those. There are a lot of different restocking methods so it is useful to try out different ideas to find one you like.

THE MAP

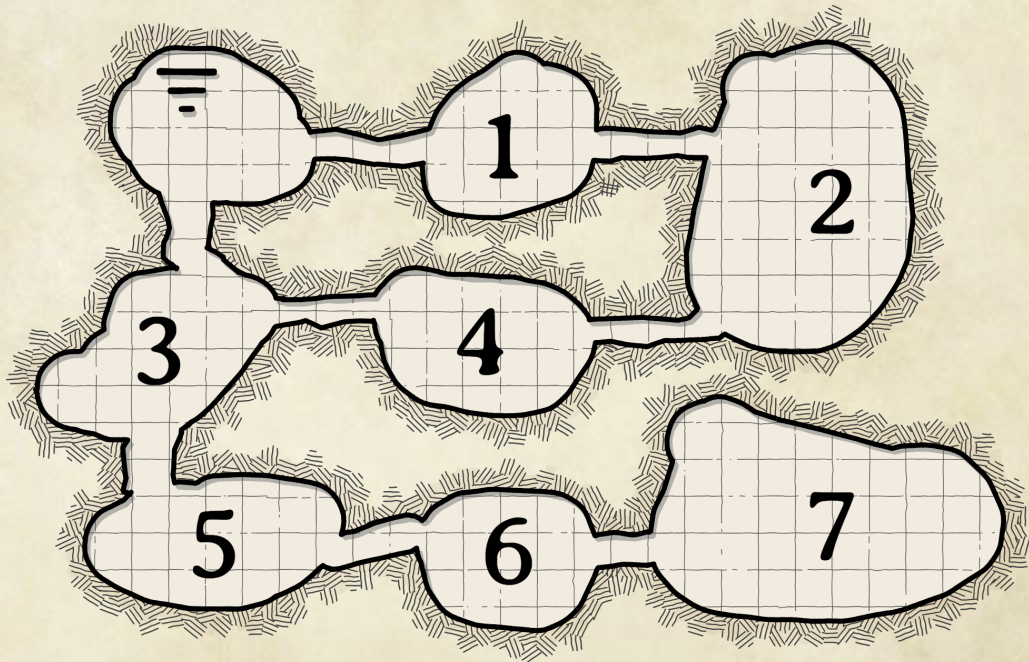
A simple map is included on each page. The encounters provided can be used to fill any dungeon however. You should include any combat encounters or other encounters in the different rooms that have features. By stacking encounters and features you can have more dynamic combats with terrain features or special interactions.

RUNNING AS A MEGA DUNGEON

Each of these dungeons can be strung together into a large multi level mega dungeon if desired. The intended order if you go down this route is using the page order they are printed in. You can choose to mix up the order or sub in other dungeons without causing issues.

WRITING YOUR OWN DUNGEON

The simple template to make a similar dungeon to the ones laid out here is to have a purpose, a trap, a secret, mapper changer (have warning there will be issues on first pass), terrain, puzzle, secret passages, a treasure for each dungeon. These will be spread out over multiple encounters and you may choose to have more than one of some or not include some. Having variety is important.



STEAM CAVES

Natural caves that have hot springs sprouting up and steam vents. It is connected to an underground lake and is a common place to fish for people in the mountains.

1. HOT SPRING

A 20ft pool of hot water that is a comfortable temperature for bathing. Creatures taking a short rest in the hot spring regain double the amount of hit points.

2. STEAM CAVE

A steam vent fills the cave with mist that obscures vision past 5ft and dampens sound. The ground is slick with water and creatures on the ground must make a dc 8 dexterity save or fall prone if they move on their turn.

3. STEAM VENTS

Periodically steam vents blast extremely hot steam into the caves dealing 2d4 fire damage or half on a successful dc 14 constitution save. Creatures can make a nature or investigation check to determine the signs for the vents and avoid them when they will trigger. During combat they trigger on an initiative of 10.

4. ROPE BRIDGE

A rope bridge spans 60 feet across a 300 foot deep chasme with jagged rocks at the bottom. The bridge can hold up to 150 pounds or the weight of 1 armored warrior crossing it at a time. If that weight is exceeded the ropes snap and the bridge swings down into one of the walls. There is a dc 16 strength check to hold onto the bridge if it breaks and if the weight still exceeds the bridges limit it will break again in 18 seconds and fall into the chasme.

5. FISHING POOLS

Multiple fishing pools have different types of fish that can be caught. They all connect to a large underground lake. A creature can spend 4 hours fishing at a pool and on a dc 14 tools check with a fishing rod or net they gain 1d4 days worth of rations in raw fish. The fish can be eaten raw the first day otherwise it must be cooked.

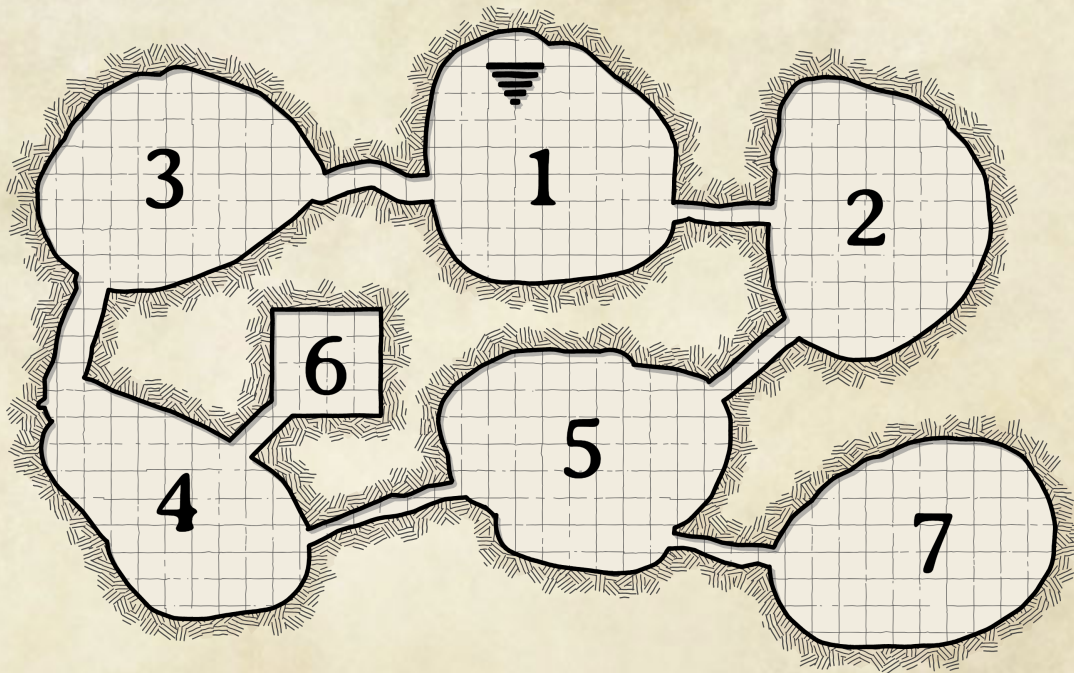
1. Steelhead trout tools used to fish in steelhead trout pools are degraded by their teeth giving them -1 each time.
2. Chinook Salmon +2 dc to catch and double rations reward
3. Cutthroat trout requires a dc 14 cooking check to prepare the fish to be edible due to tough exterior.
4. Bull trout is an oily fish that can be made into lamp oil. Each day's worth of rations can produce 1 hour of light.
5. 50 silver coins glint at the bottom of this 30ft deep pool of water. There is a swarm of quippers hiding in the rocks.

6. WATERFALL

A small hot spring hidden behind a waterfall is home to 6 pixies that bless the water each day. They will pester intruders by asking them for flowers and if they are given gifts they will let creatures fill a bottle up with spring water that heals 2d4+2 health for each gift.

7. MYSTERY HOLE

A small hole twists and turns 30 feet down. The smell of a rotting corpse can be smelt coming up from the hole. At the bottom a medium sized humanoid got stuck climbing down and died. If he is pried out 10ft passed where he got stuck the hole ends and a dagger that can cast misty steps once a day sits on a rocky ledge out of his reach.



LAVA CAVES

A natural cave made out of lava flows where the exterior hardened but the interior all flowed out leaving hollow tubes. The cave still has active lava flows in some areas and is constantly hot.

1. MAGMA CHAMBER

The room radiates with heat and in the center of the room the floor has broken away in a 5ft area and lava bubbles up out of the hole and then seeps back down. The rest of the room is safe to traverse.

2. LEDGE SECRET PATH

A ledge is visible 30ft up from here. It is a dc 12 athletics check to climb the wall up to the ledge. If a creature weighs more than 200 pounds the rock face crumbles as they try to climb it causing them to fall in a shower of rocks. This ledge has a secret path leading to area 7.

3. LAVA RIVER

A natural lava flow that alternates between hot and cool. Roll 1d6 and if the result is even the room is cool and can be traversed safely. If the roll is odd the floor is magma and deals 6d10 fire damage on contact.

4. LAVA TUBES

The basalt floor here is criss-crossed with hollow tunnels under it causing it to be brittle. If two creatures of medium size or large stand next to each other while crossing this area a 10ft area under them collapses dropping them into a 20ft deep pit.

5. RED CORUNDUM

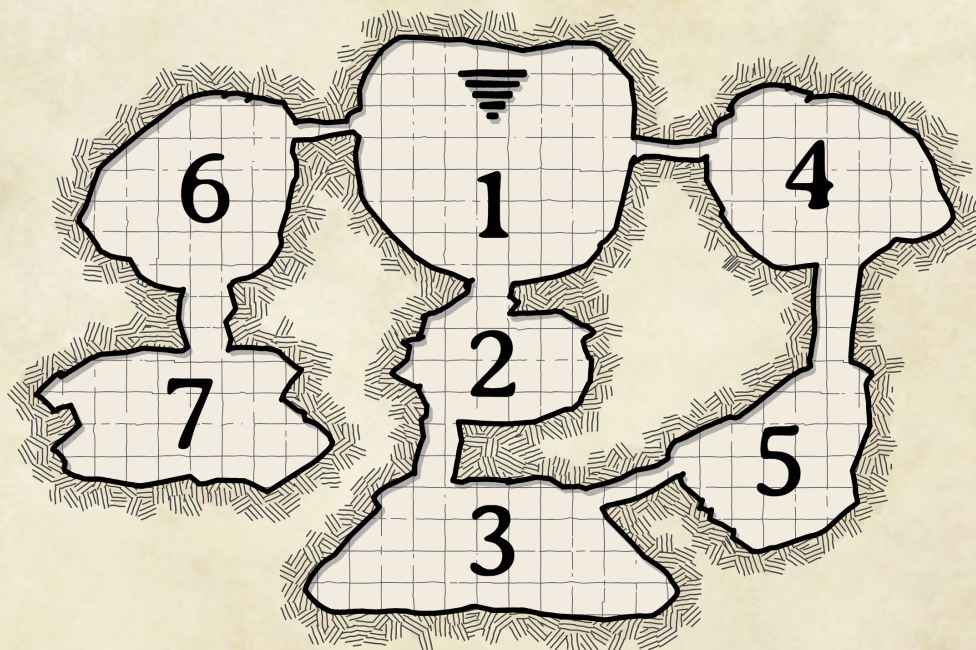
An elemental gem (red corundum) is embedded in the basalt wall of the cavern. A dc 15 strength check can break it free from the rock. Using a pick axe grants advantage. There is a pool of standing magma under the gem that has a 40ft radius centered at the base of the wall.

6. MAGMA GOBLET

A black iron goblet full of ever hot magma sits on a stone table. Inscribed on the rim of the goblet in primordial is "A draft that cannot be drunk. A prize for one who could drink it." The goblet cannot be taken from the room and refills with magma if not poured into a mouth. If it is drunk the drinker takes 10d6 fire damage each round for 10 rounds. At the bottom of the goblet is a ring of fire elemental command.

7. CRYSTAL CAVE

A crystal cave with the walls and ceiling lined with quartz. Once a week when a creature sleeps in this cave one of the following divination effects is cast for them. If they are worried about something happening Augury occurs in their dreams giving a sign of results of doing it. The 30 minute limit does not apply when Augury is cast. If you are looking for something or someone you have a dream of traveling in its direction and when you wake up you know the distance to it. If the item is not unique you know where the closest one is. There is a limit of 5 miles on this spell. If you are worried about what someone or thing might be doing the cave will try to sry on the target or cast a dream on them if they are asleep. The caves save for sry is 14.



MUSHROOM CAVES

A large wet cavern system that has established mushroom colonies. It is a highly valuable source of food and water. A frequent destination for those in need of food.

1. EDIBLE MUSHROOMS

Edible mushrooms fill the cavern. Up to 1d8 days worth of food can be collected here. One of the following 2 special mushrooms are also collected. A dc 15 nature or survival check can identify them.

1. Lost Fingers: 1d6 Grants advantage against poison all day
2. Eye Milk: 1d6 Grants 40ft of dark vision for 8 hours

2. ERODING CAVE

The cavern here is slick with water running along the ceiling and is covered in cracks with glow moss growing out of it. As players walk through this room chunks of the ceiling collapse and they must make a dc 14 dex check or take 1d8 damage. On restock this area collapses blocking access.

3. UNDERGROUND LAKE

A large lake stretches 400 feet across this room and is very deep. Large mushrooms with 10ft wide caps line the shore. The dark water is infested with 20 quipper swarms which will attack swimmers 2-4 swarms at a time.

4. CARNIVOROUS FUNGUS

Purple and brown mushrooms fill the cavern but 3-10 violent fungus are mixed into this patch. Other than the purple color (darvision can't see color) that marks them the violent fungus looks like the other mushrooms. Once moved into the patch the fungus ambushes them.

5. GORGE

A large gorge makes this area almost impassable. The gorge is 200 feet deep and 250 feet across. Players would have to scale down the sheer cliff face and then climb up the other side to pass without assistance. A tunnel at the bottom of the gorge is out of sight unless you are at the bottom and leads to area 7.

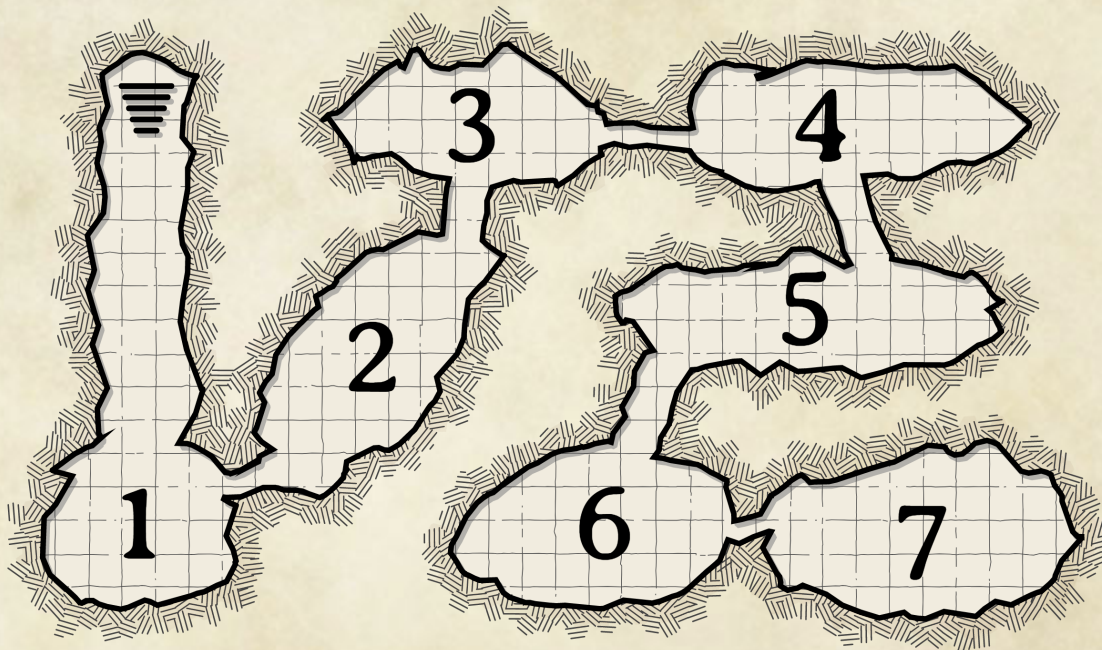
6. EVERSMOKE

A large gray cloud has formed at the top of the cavern by an ever smoke bottle that was left open on a ledge that is now obscured. A waterfall rushes over the ledge and crashes down 120ft to the floor below and due to the smoke it looks like a raincloud pouring water out the bottom. Mist from the waterfall gives disadvantage on checks to climb. The cliff requires 3 successful dc 16 athletics checks to scale.

7. DANGEROUS MUSHROOMS

Edible mushrooms fill the cavern. Up to 2d8 days worth of food can be collected here. One of the following 2 special mushrooms are also collected. A dc 15 nature or survival check can identify them.

1. Ear Wart: 1d6 Grants 30ft blindsense for 1 hour
2. Death Cap: 1d6 deals 4d6 poison damage. Dc 15 con save



VERTICAL CAVERNS

A series of caverns designed to challenge characters to use grappling hooks, harness, ropes, and pitons to traverse them. This is meant to act as a tutorial and a natural barrier for a group that isn't equipped for climbing.

GRAPPLING HOOKS

Throwing a grappling hook successfully has a dc of 10 +2 for every 10 feet thrown capping at 50 feet. A creature can add its dexterity modifier to the throw and they have disadvantage throwing past 30 feet. When failing the roll by more than 5 the grappling comes loose while being climbed after 1d6 rounds.

1. DESCENT

Characters start out on top of a large cavern. In the center of the cavern's roof is a 10ft hole that drops 50 feet directly down into the cavern. There is nothing to climb down and the best way down is to climb down a rope tied to a piton.

2. DIFFICULT CLIMB

Slick rocks lead up a 30 foot incline that counts as difficult terrain. For every 5ft moved a creature must make a dc 12 dexterity save or fall prone and roll down the incline taking 1d6 damage for each 10ft they fall. If a creature is wearing a harness they can be anchored in with ropes to prevent falling. If they are only anchored with ropes they take 1 point of damage when they slip due to the rope constricting.

3. HOLE IN THE CEILING

A dead end except for a hole in the center of the ceiling 30 feet overhead. The walls cannot be climbed to get to it but jagged rocks around the hole makes it possible to throw a grappling hook up to the hole and climb up a rope.

4. MOSS HIDDEN PASSAGE

Moss coats this damp room and conceals a side passage that leads to area 6. A creature with a passive perception of 14 will notice the air flows oddly in this chamber and a dc 14 investigation check will reveal the hidden passageway.

5. UNSTABLE CAVERN

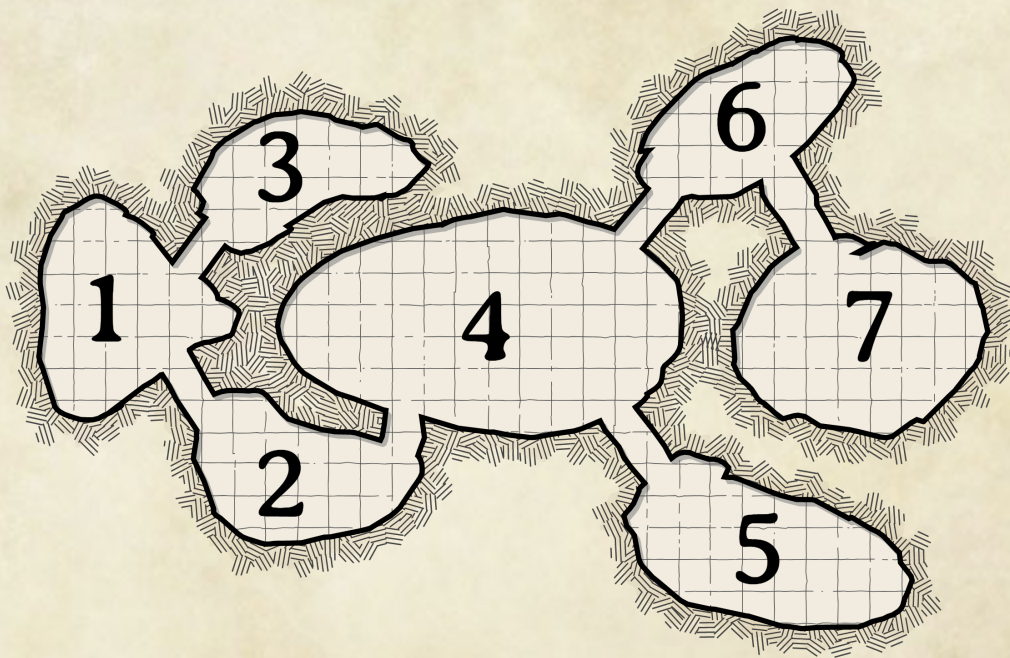
Cracks in the cavern have made this area unstable. The ground shakes and small rocks fall for every 200 pounds that pass through this cave. After 1000 pounds have passed through the entire cavern collapses in on itself.

6. CLIMB DOWN

An overhang that drops 1000ft into an empty cavern. There is a ledge that leads further into the cave system 30 feet under the overhang and 20 feet back. If a creature hangs over the overhang they could see it and throw a grappling hook onto the ledge to pull themselves onto it.

7. SHRINE TRAP

Embedded halfway in the side of a 30ft deep hole is a small shrine. It is carved into the side of stone and looks like a small open house. In the center is placed a figurine of wondrous power (onyx dog). If the figurine is picked up the stone around it instantly closes up trapping anything that moved it. If it is released the stone releases its hold.



ORGANIC DUNGEON

A massive lizard whose body is big enough for other creatures to enter. Small creatures maintain the inside and mostly pay no mind to creatures inside. There are no straight lines and everything inside is curved, damp, and slightly squishy.

1. ENTRANCE

An entrance into the creature is protected by large barbed hairs that cover the floors, ceiling, and walls and are 4-6 feet long. The area counts as difficult terrain and creatures moving through them must make a dc 14 acrobatics/athletics check or become tangled (grappled) by the barbs on the hairs. Creatures can break free as an action but take 1 damage if they do so.

2. WOUND

A gash in one of the walls allows movement through this area. Small white slimes can be seen being extruded from walls and gathering on the ragged edges of the wound. After 4 hours they will have completely closed it with their bodies but will be soft enough to push through. After 8 hours they have died making a hard shell that doesn't break.

3. VEINS

This chamber acts as a valve system for blood. Every 6 seconds the entrances close for 6 seconds and acidic blood pumps through the chamber. Creatures covered in the blood take 2d6 acid damage at the start of each of their turns and they must make a dc 14 strength check or they are swept up by the blood and deposited in area 4.

4. HARVESTED SECTION

There are multiple parts of the dungeon that can be harvested and used. When something is harvested the walls spray acid in the area dealing 3d8 acid damage or half on a successful dc 14 Dex save.

1. Bones. Can be used like mithril by bone carver
2. Blood. When placed in a bottle acts like acid vial
3. Liver. Can be squeezed for an ooze that cures poison
4. Muscle. Large slabs of meat worth 4 days rations

5. STOMACH

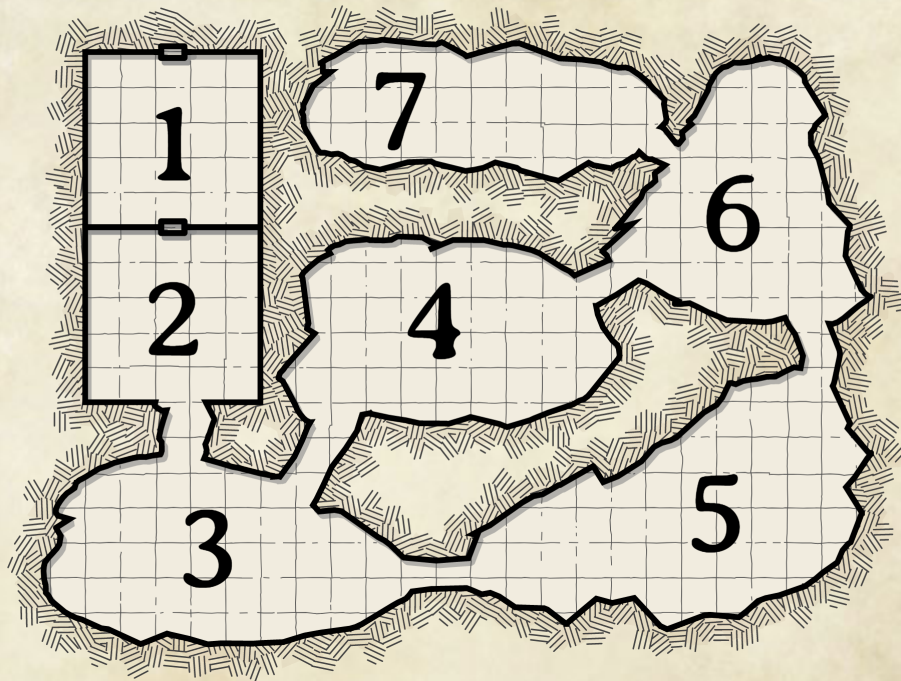
A muscle flap in the floor holds water in as the room slowly fills with 4ft deep water over 3 hours. Once it fills up the muscle lifts allowing it to drain into a lower chamber to be absorbed. The lower chamber is 50ft by 50ft has an adventurers skeleton with a medallion of thoughts. You can roll 1d4 to determine how much water is in the room.

6. IMMUNE SYSTEM

The creature's immune system attacks anything not coated in the creature's fluids in this room. Red ooze drops from the ceiling dealing 4d4 acid damage or half on a successful dc 14 dex save. If the save is failed by more than 5 the ooze hardens on the creature to immobilize them. They have 5 health and 8 ac. After dropping oozes crawl back up the walls into the ceiling to reset themselves. Respawns every 24h.

7. NERVES

Exposed nerves criss-cross the entire chamber. Roll 3 d20 and place them randomly in the room as nerve centers. On the number on the d20 counts as its initiative and at the start of each nerve turn it sends out a pulse of electricity that deals 2d8 lightning damage or half on a successful dc 13 dex save.



SILVER DEEP MINE

An abandoned mine once used to extract riches from the earth. With the fall of Silver Deep it has fallen to disuse and once safe passages have now become treacherous.

SILVER DEEP

A buried dwarven fortress that was abandoned during a volcanic eruption. Once a paradise with great wealth and abundance it is in shambles now but still has many great treasures locked away.

1. ENTRANCE

A magic door blocks passage into the mine. The stone archway above the door has the dwarven word shout carved into it. If the word shout is said in dwarvish the door opens. It has no handle or lock on the outside. It can be pushed open from inside.

2. ELEVATOR

An elevator powered by a crank attached to a chain can lower creatures down to area 7. Every time the elevator is used, roll a d4 on a 4 or higher after being used the chain breaks and the elevator cannot be used further. After each use add +1 to subsequent rolls.

3. MINECART TRACKS

A minecart track twists 40ft off the side of a ledge above a fissure. At the end of the track a minecart loaded with gold ore sits. Putting weight on the track causes the metal to grove and if additional weight is on it for 6 seconds the track breaks. The wheels on the cart are no longer able to roll freely and require a dc 16 strength check to move. The ore can be processed into 1000gp bricks and weighs 3000 pounds.

4. SHORED UP CAVE

Ancient wooden pillars hold up the ceiling in this room. The ceiling has cracked and is only held up by the pillars. The pillars have 14 ac and 10 health. If destroyed it causes rocks to fall dealing 2d6 damage or half on a successful dex save to everyone in the room. Once all of the pillars are destroyed the room collapses after 6 seconds.

5. TOXIC GAS

The floor descends to get to this area where a toxic and invisible gas is trapped. When a creature starts their turn in this area they take 2d10 poison damage or half on a successful dc 15 constitution save. Creatures who are poisoned start coughing and have issues breathing for 24 hours after being exposed to the gas.

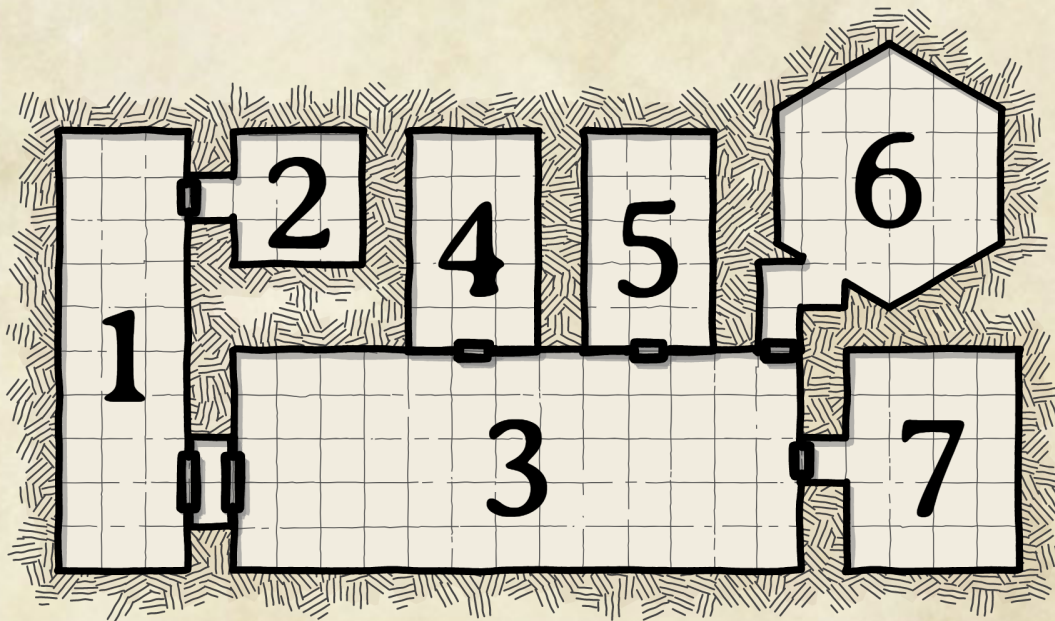
6. SECRET STORAGE ROOM

There are four ever burning torches in scones on the wall. One of them can be rotated 90 degrees to open a nearby secret door. Inside the secret room is a card table with chairs, a deck of cards, and a set of dice. In one corner is a standing harp and in the other a cask of dwarven ale worth 50gp with glasses. A pair of throwing axes with the returning property are mounted on the wall.

7. ORE VEINS

Old veins of ore have been exposed and are partially mined. A creature with a mining pick can spend 1 hour to mine and excavate 50 pounds of raw ore. After doing so they must make a dc 10 Constitution save or gain a level of exhaustion. The difficulty is reduced by the creature's strength modifier. 100 pounds of ore = 10 pounds of metal.

1. Gold ore. 25% chance to only mine rock instead of gold
2. Iron ore
3. Copper ore
4. Adamantine ore. Requires adamantite pick to mine



HALL OF AGRICULTURE

A section of silver deep containing the entrance, great hall, and rooms dedicated to agriculture. Some of the equipment here is still usable but most things have rotted away.

SILVER DEEP

A buried dwarven fortress that was abandoned during a volcanic eruption. Once a paradise with great wealth and abundance it is in shambles now but still has many great treasures locked away.

1. EXTERIOR DEFENSES

A network of halls with spear and crossbow slots in them. Used as the primary defense for the fortress allowing the defenders to attack invaders and retreat without being attacked. Contains hidden doors and iron doors. Creatures attacking through the defensive wall cannot make opportunity attacks against creatures on the other side.

2. HIDDEN GUARD POST

A hidden room placed in the defensive network as a fall back point. A dc 18 perception check will notice a seamless door and a dc 15 investigation check can find the pressure plate to open it. Inside is a smoke barrel that when lit creates a 100 foot cloud of smoke that obscures vision for 30 minutes as well as flint and steel.

3. GREAT HALL

The great hall is a massive room with many dining tables. There are 4 chandeliers with burnt out candles hanging on a chain inside the room. Winches are used to raise and lower them along the wall. The chains have 5 hit points and 18 ac. If broken the chandeliers fall dealing 4d6 damage or half on a dc 16 dex save to creatures in a 10ft radius under them.

4. STABLES

Stable containing small stalls with the bones of mules inside. Long dead black mold coats the floor in this area. It is harmless unless something walks through it kicking it up into the air. If that occurs creatures within 10 feet of the disturbance must make a dc 14 constitution save or they become poisoned for 24 days. Once a creature has made the save they are immune for 1 minute.

5. BREWING ROOM

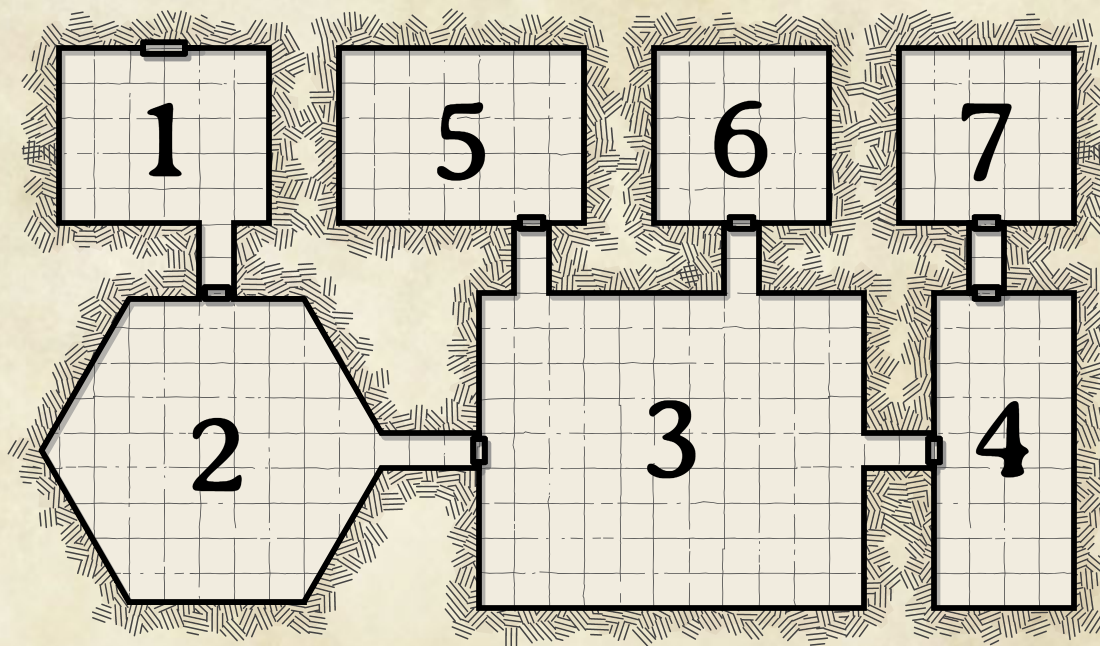
Equipment for brewing beer lines one wall and the rest of the area is occupied by racks of beer barrels with long ago spoiled beer. If the barrels are damaged they spray beer in a 10ft area and anyone hit has to make a dc 12 dex check or fall prone.

6. MILL

A 3 story room for milling flour. The first floor has a chute that milled flour pours out of into a cart. A ladder leads up to the second where the mill stones would spin. A final ladder leads to the 3ed floor where a hopper feeds the mill stones with wheat. A pull system can pull wheat to the top. An axle with 4 shafts used to be pulled by mules for power.

7. KITCHEN

A very large kitchen with rotted and spoiled food. Water can be seen pouring out of a broken pipe jutting out of the wall. It has pooled in a corner of the kitchen where a sinkhole that has begun to form. Traveling through the room casus the sink hole to widen and 24 hours after the room is entered the entire floor collapses into the sinkhole.



HALL OF INDUSTRY

A series of workshops once used by dwarven crafters. Metals were processed, gems were cut, and songs were written.

SILVER DEEP

A buried dwarven fortress that was abandoned during a volcanic eruption. Once a paradise with great wealth and abundance it is in shambles now but still has many great treasures locked away.

1. FURNACE

A massive furnace full of coal has been cracked open and its contents cover the floor. Any source of fire ignites fine coal dust and the room becomes a furnace dealing 4d6 fire damage to creatures who start their turn inside it. A coal chute will keep the fire feed for 30 days.

2. ARMORY

A small armory spirals 100ft up. The walls hold racks of armor and weapons but the stairs up to them have collapsed. Traveling through the rubble requires a dc 14 dex check and on a failure the walls tremble and weapons and armor rain down on everyone in the room dealing 1d4,1d6,1d8 damage or 1d10 on a successful dc 14 dex save. The weapons and armor have decayed over time.

3. WORKSHOP

A large workshop used for any kind of crafting. There are workbenches setup for woodworking, pottery, jewel craft, alchemy, glassblowing, painting, sculpting, tinkering, weaving, and cobbling. There is half finished work on all of the workbenches in various states of decay. At a scribe's desk are copies of the songs "Ballad of Yek", "Eye of the Beholder", and "Play that Fungal Music." A note attached to the music says "The vault code should be delivered to the thane."

4. WAREHOUSE

A multi storeyed warehouse full of crates. Most of the contents are industrial goods like wood, nails, stone, rope, oil, and finished products like chairs, beds, silverware, pots, and pans. Creatures have the advantage hiding in this area due to an abundance of cover.

5. VAULT

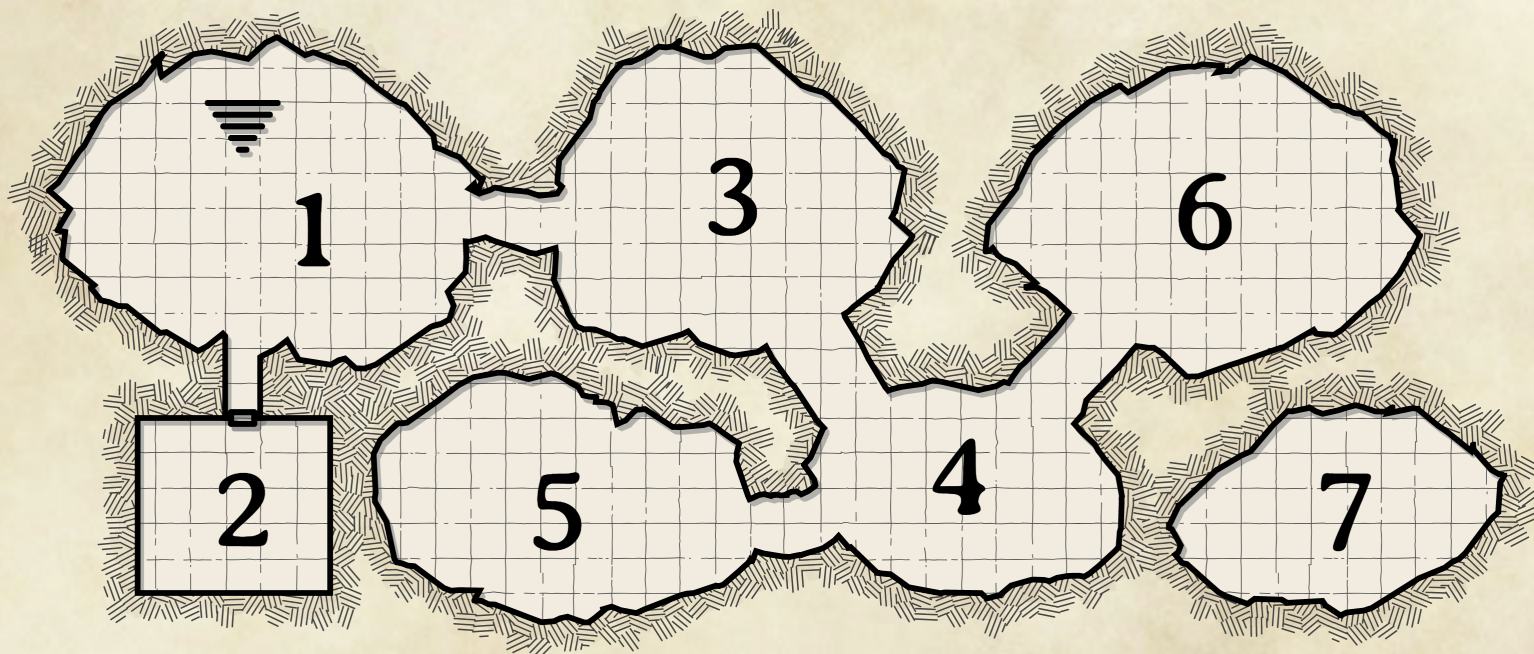
This vault is encased in 4 feet of stone with a 1 foot steel lining on the inside. It is indistinguishable from its surroundings from the outside. The doors' edges glow faintly when music is played nearby. The door is tuned to open when the "Ballad of Yek" is played. If the wrong song is played the glowing stops and it can't be opened until the next dawn. The vault contains paintings/tapestries/statues of dwarven families.

6. FOUNDRY

A still working foundry kept hot by thermal forces. A large metal nozzle overhead can be pulled by a chain to be above any square in the room. A lever near the door can be pulled to release molten slag from the nozzle overhead that deals 8d10 damage or half on a successful dc 16 Dex save. A mold for silver ware is in the room.

7. SECRET VAULT

This vault is encased in 5 feet of steel and has two large cast iron dwarven statues in front of the door each holding aloft an ax. The door can be opened by a specific key that is not in this section of the dungeon and that you should place. It can be picked with a dc 25 thieves tools check. Any attempt to open the vault without the key causes the two statues to animate into iron golems who defend the vault. The vault contains 4k in rubies/diamonds/emeralds/sapphires.



THE DEPTHS

An underwater cave beneath that contains the top of the spire. No light reaches this far down and the twisted stone of the spire pokes up out of the mud in the lake bed.

FEATURES

This area is underwater. Creatures can hold their breath for 1 minute + their constitution modifier. Movement speed is halved. Attacks with weapons other than tridents and spears have disadvantages. Roll 1d4 after each encounter. On a 4 one of the creatures has a key for area 3.

1. DEMON WEEDS

The room grows thick with demon weed which is leafy and black. It will attach to anything passing through wrapping around limbs and faces to prevent breathing and seeing. As an action a creature can make a dc 12 strength check to remove the weed from a body part.

2. DEMON DOOR

Doors made of black wrought iron bar all of the entrances to this area. The door requires a dc 22 thieves tools check to open or a dc 25 strength check. There is a black key somewhere in the dungeon that can be used to open the door. Inside the room a longsword of life stealing is planted in the ground. Creatures who touch it are attacked by 2-4 shadow demons who are bound to protect the sword.

3. ANTI MAGIC RUNE

An abyssal rune carved into the stone will activate and cast dispel magic on any magical effects not cast by a demon within 30ft. It has a +5 bonus on dispelling spells above 3ed level. A magic mouth also activates and mocks the fools who thought they could enter the impenetrable spire of the Sulgiest, the lord of slag.

4. CORRUPTED CLAM

A clam has grown unnaturally large and is 5ft wide with wicked looking spikes on the shell. A creature who touches the shell must make a dc 14 dexterity save and on a failure they touch the spikes and take 2d8 poison damage. A dc 16 strength check can pry the clam open revealing a black pearl of power that is infused with demonic energy and deals 1d8 necrotic damage to the holder when activated.

5. AIR POCKET

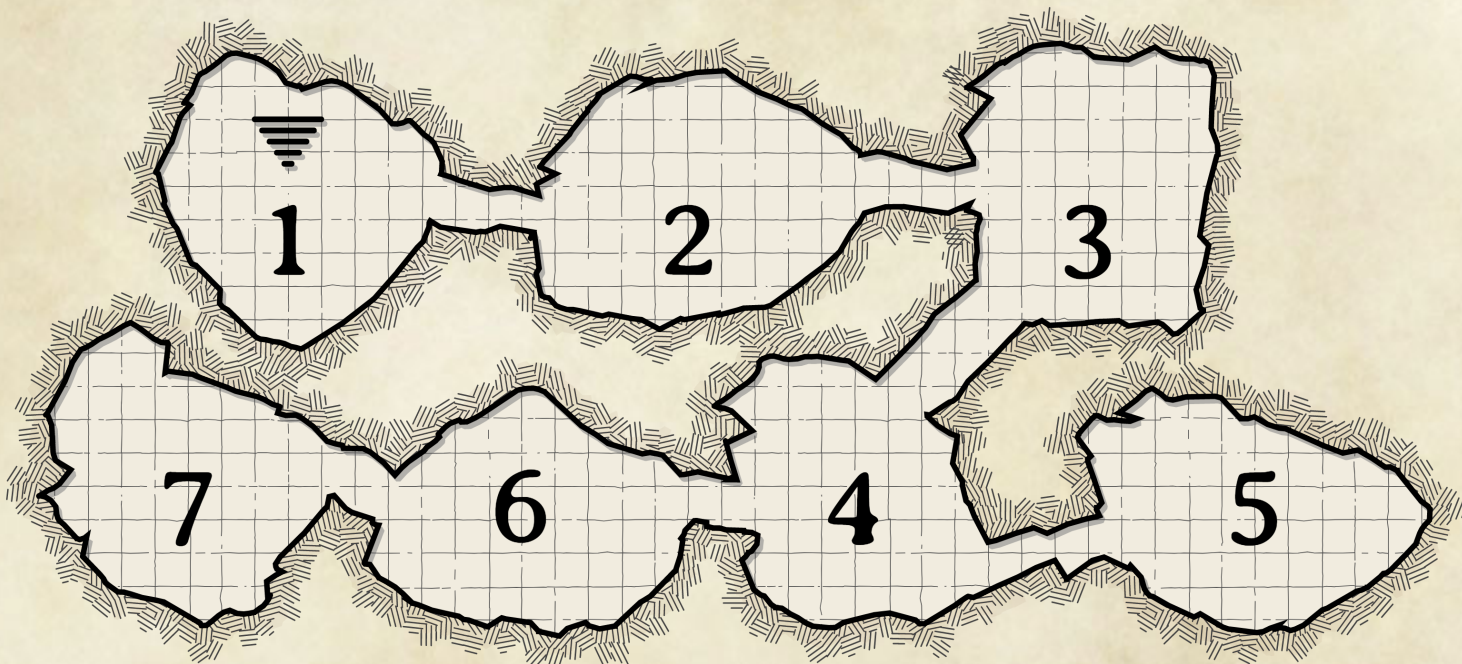
This room has trapped air inside it and offers some relief. The room has 24 hours of air inside it for a single person. Multiple people use up the air more quickly. Once the air has been used up it does not replenish and creatures inside the room suffocate.

6. SECRET PASSAGE

Bubbles can be seen escaping up from some rubble on the bottom of this room. Clearing the rubble requires a dc 18 strength check and reveals a tunnel down to area 7 where bubbles are coming off the skeleton of Sulgiest and traveling up.

7. SULGIEST'S REMAINS

The skeleton of Sulgiest lies buried under rubble inside this room. Any magic items brought into this room are infused with fel energy. Weapons deal an extra 1d6 fire damage for 10 attacks, armor grants resistance to fire damage for 24 hours, and activated items deal 2d6 fire damage in a 10ft radius when activated. Anything that touches Sulgiest's bones takes 1d6 fire damage, 1d6 cold damage, 1d6 lighting damage, and 1d6 radiant damage on the start of each of its turns.



POOLS OF CORRUPTION

Slag litters the rubble at the base of what was once the spire. Water pooling here has become corrupted by the demon's foul magic and spreads to creatures using the pools.

THE SPIRE

The ruins of a demon lord's ancient tower. The jumble of stone conceals ancient secrets and still houses old evils.

1. CORRUPTED WATER

Slick rocks make a path over deep corrupted water. Creatures have disadvantage on dexterity saving throws and if they fall prone they are soaked with water and have disadvantage on all rolls until the end of their turn.

2. BALOR'S SECRET

Sitting against a wall a stone statue of a Balor glares at the room with a single diamond eye worth 300 gold. The other eye was pried out of the statue. If the other eye is replaced the statue stands up and moves over 5ft revealing a secret passage to area 6.

3. DEMON'S HEART

A massive diamond appears to lie on the floor of the room. The diamond is actually a still beating demon's heart that is revealed when touched. Creatures who touch it must make a dc 14 wisdom save or be cursed to take 1d6 necrotic damage when damaged for 1 day.

4. ACID POOLS

An acid pool fills the room. A stone pillar has fallen over the acid pool allowing creatures to cross over it however the acid is eating away at it and it will dissolve in 8 hours. Creatures that enter the acid or end their turn in it take 3d8 acid damage or half on a successful dc 15 con save.

5. PARALYZED NALFESHNEE

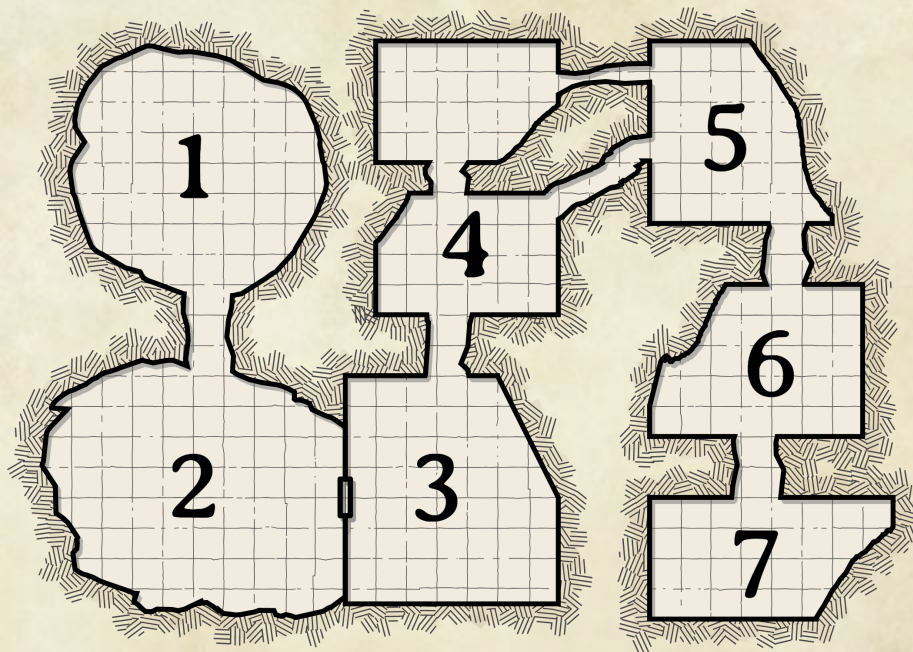
A Nalfeshnee lays frozen on the ground clutching a wand of binding that backfired and permanently cast hold monster on it as long as it was holding the wand. If the wand is taken from its grasp it will be freed from its control and attempt to devour the souls of anything nearby.

6. ACID POOLS

A pool of lime green acid that is 15 ft wide. Creatures that enter the pool or end their turn in it take 3d8 acid damage or half on a successful dc 15 con save.

7. DEMON BLOOD SPRING

A bright green pool of corrupted demonic water gently steams. Creatures that drink from the pool or who are immersed in it gain the demonic corruption feat allowing you to once a day add an extra damage die when you hit with a weapon or spell to its damage. You also must harm one living creature each day or your appearance becomes more and more demonic.



BLOODY SWAMP

An underground swamp that has grown around the spire. The taint of demons and tortured spirits lays heavy on the black waters that are thick with black mold hiding things underneath.

THE SPIRE

The ruins of a demon lord's ancient tower. The jumble of stone conceals ancient secrets and still houses old evils.

1. SULGIEST'S STATUE

Statue with a circlet of blasting on its head stands 60ft away from a shimmering black portal. Moving within 5 ft of the statue causes you to be magically compelled to walk towards the portal and through it over 2 turns. At the start of each of your turns you can make a dc 15 wisdom saving throw to resist the compulsion. Stepping through the portal teleports you to the abyss with no portal back.

2. BURNING BLOOD

The swamp here is thick with plant life and muck making it difficult terrain. Creatures who fall prone here must make a dc 14 constitution save and on a failure gain the burning blood disease. Whenever they are damaged by piercing or slashing weapons they take 1d6 fire damage from their own blood.

3. POISON GAS TRAP

Damaged spikes cover the walls and the ceiling of this room. A thin layer of muck covers the floor and under that is a spell glyph that will activate when anything enters the area filling the area with poison gas that deals 2d12 damage or half on a successful dc 14 con save.

4. VAMPERIC VINES

Vines with dark red thorns line the walls here and their roots run along the ground. If a creature with blood dies in the room the roots will drink the blood and the vines will over grow the room in 1 hour preventing passage. They can be cleared by hand in 1 day and die in 2 weeks.

5. ANTI CASTER ROOM

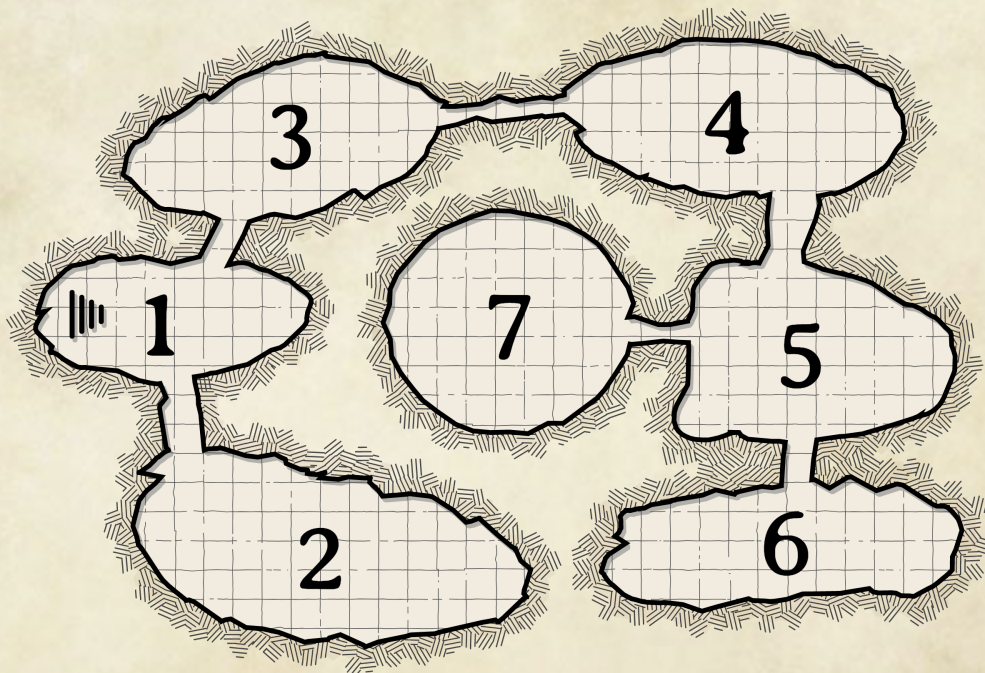
There are 8 fat imp statues in the room. They each have 18 ac and 1 hit point. Whenever a creature casts a spell within 10ft of an imp statue a firebolt shoots out of the imps mouth at them with a +5 to bonus to hit for 1d10 fire damage.

6. TELEPORTATION ROOM

Red arcane energy pulses in a circle on the floor. The room is filled with rubble and searching the rubble reveals 5 black crystals that act as arcane focuses. If placed on the red circle a line of red energy shots out from it and the crystal can be rotated to change the orientation. If all 5 crystals are arranged on the circle to form a pentagram the pentagram teleports creatures to area 1.

7. ABYSSAL PORTAL

A cracked stone portal lays half submerged in the muck. There are abyssal runes carved into it saying "The jaws of the abyss open for the last drop of mortal ichor" If a living creature is slain within 30 feet of the portal it will open for 6 seconds. Passing through the inky red energy while it is open transports a creature to an identical portal in the abyss.



MOLTEN HEART

The fiery heart of the mountain pumps magma back into the planet's crust preventing an eruption. Should it ever stop beating, the mountain would eventually erupt.

MAGMA

Creatures that touch or start their turn in or on magma they take 8d10 fire damage or half on a dc 24 constitution save.

1. SUPER HEATED

Furnace-like heat fills this area. Creatures that do not have protection or resistance from fire take 1d6 fire damage at the start of each of their turns while they are in this room.

2. SECRET PASSAGE

Thick black smoke burps out of volcanic vents in the ground obscuring vision in the area. Sharp broken stone deals 1d4 damage for each 5ft moved in this area by creatures. There is a hidden path obscured through the smoke that leads safely through to area 6.

3. TEMPORARY PASSAGE

Glowing red magma fills the room. As long as the molten heart beats the magma will rise and fall. Every minute a 100ft long expanse of broken rock that can be walked across without touching the magma is exposed. It counts as difficult terrain and creatures who fall prone fall from the rocks into the magma.

4. FLOOD CHAMBER

Magma has burst through a section of the wall here and is very slowly filling the room. Within 1 day this entire area will have filled with cooled magma blocking passage through it.

5. ELEMENTAL TEST

A black stone staff with glowing red cracks is rooted into the stone. A creature who grasps the staff or is holding it on it at the start of their turn is engulfed in fire and takes 6d6 fire damage or half on a successful constitution save. If a creature holds onto the staff for 3 turns without dying it comes free and acts as a staff of fire.

6. JUMPING OBSTACLE

Gray pumice slabs float on top of smoking magma. There are 4 slabs that can be jumped on one by one to pass the magma. The pumice slabs are not stable and creatures jumping onto them force creatures on the slabs to make a dc 12 acrobatics check or fall into the magma.

7. MOLTEN HEART

A massive magma chamber that has a stone walkway leading into the center where a massive heart made of molten stone beats in the center of the magma. The heart circulates the magma and as long as it is hot prevents the mountain from erupting. If it is cooled however the magma also starts to cool and after 1d6 weeks pressure builds up and causes the volcano to explode.

APPENDIX A: CAMPAIGN SETTING

Tahoma is a setting inspired by Mt. Rainier is an active stratovolcano in the pacific northwest. The setting includes an active volcano, ancient civilizations that have risen and fallen around the mountain, a complex mega dungeon into the volcano's heart, and a wilderness point crawl in the forests, valleys, alpine meadows, and snowy peaks.

There are many reasons an Adventurer might come to the mountain. Some seek fortune and spend their time digging up ancient relics they can sell to become rich. Others find refuge in the wilderness and are able to disappear from their problems. Hired men come to the mountain seeking bounties on those who fled the law in more civilized lands. Wanders often end up drawn to the mountain for no reason they can discern like iron drawn to a magnet.

While this adventure takes place on and around Tahoma there are four regions bordering the mountain. Many people who venture to Tahoma do so from one of these regions. The people and politics bleed into life on the mountain though the remoteness and wilderness of Tahoma act as a natural barrier keeping the forces in these regions at bay.

SUBPLOTS

While Tahoma can be played as a free form exploration adventure there are several stories woven into the background you might want to lean into or expand on. The largest plot is the 5 elemental cult factions that can be working together or separately. The second plot is around finding and potentially restoring the lost dwarven city of Silverdeep. The last is an ancient war between the demon lord Sulgiest and the elves where players can try to help them break the curse so they can return home. Other story lines may emerge or you can insert your own story line into this location without causing any issues.

TOWNS

BIG CREEK

A small settlement deep in the wilderness used by adventurers. This is a simple town you can start adventurers out in and use as a base of operations.

STONE GARDEN

An underground elven town that is isolated from the outside world. Once players have spent a lot of time adventuring in Tahoma they may befriend an elf or find an entrance to this town giving them a base of operation that is closer to the wilderness.

NEIGHBORING REGIONS

These four regions all border the wild lands around Tahoma. While the adventure does not directly take place in any of these locations they still have an impact on the setting. Adventures or other characters may be from one of these areas or hiding from them. They are usable as origins for players or as sources of inspiration for new adventures.

AURASONG

A kingdom ruled by a long line of sorcerers who claim the right to rule through their arcane bloodline. They kill anyone who is born with magical talent outside the royal family as rivals. They allow lords and their families to learn magic and the church is allowed to practice limited magic. The populace is controlled via enchantment magic and eaks a meager existence trying to avoid notice of their more powerful superiors. The royal family lives in aura song castle which floats on a massive sheet of rock over the bay and is guarded by gryphon knights.

SVELGUARD

A harsh kingdom of ice and fire. Frost giants live in giant keeps of fire and war with fire elemental invasions that occur when a volcano bursts from the ice and erupts. Life here is short and violent and the frost giants raid the south for slaves and weapons in their war.

LOTHENS

A small city state with a democratic government. Land owners directly vote on laws inside a colosseum once a year and every 3 years they elect an archon who enforces laws. There are relatively few landowners in the city state but the lower classes have some small glimmer of hope they can either marry into a land owning family or join a guild and work their way up to owning some small amount of land for their trade and gain a vote.

WILD MOUNTAINS

A massive mountain range that is full of sheer cliffs and savage wilderness. Those who venture into the mountains often do not return alive. This region is a natural barrier that safeguards the other regions from external forces. It is rumored that Thane Thulgrinn knew a way through the Wild Mountains and would trade gold for exotic goods.

LEGENDS ON THE MOUNTAIN

These legends all are generally common knowledge to people who have lived or grown up in the region. They are meant to be sources of inspiration and motivation for exploring and are told from the point of view of characters in the world. They are not completely true but parts of them maybe.

THULGRINN THANE OF FOOLS

There once was a dwarven thane called Thulgrinn who ruled the great mountain fortress of silver deep. His people lived decadent lives on the mountains and did not have to toil all day as a good dwarf should. Instead there were many great feasts and festivals and the dwarves grew fat. The wise god Moradin seeing they had forgotten the value of honest labor caused the mountain to shake and fire to spew from its peak burying the fortress deep under the earth so that other dwarves would not fall victim to decadence. -High Priest of Moradin Yuthoc Ironbeard

THE BATTLE OF CRAWLING IRON

In ancient times there was a wizard whose name has been forgotten and is now known only as the wizard of ruin. From his mountain tower he created massive beasts of iron and magic which he sent out to terrorize the land. Seeking to stop him 3 great armies of men, dwarves, and elves rose up and on the slopes of the Tahoma they did battle. At a great cost the wizard of ruin was defeated and his evil knowledge destroyed. Even to this day explorers come across strangely shaped metal from his machines and the remains of fallen soldiers buried in the earth. -Historian Gehark

THE SINISTER SECRET OF THE RAINY MOUNTAIN

An ancient evil slumbers in the mountain depths. Scaled horrors known only as lizardmen sleep and wait for the day the surface is again hot enough for them to survive. They dream of carnage and writhe in rage against their prison. Soon that prison will be broken and The Rainy Mountain will rain down cataclysmic fire and death. Once free the wrath of the lizard men will be swift and only those who are prepared for this will survive. If you want to survive the coming apocalypse come and join the Yelm Resistance today. -Mystic Moon

THE TALE OF BOLD BERTIN

In ages past a terrible demon lord made his home on the mountain. Evil creatures flocked to bask in the demon lords shadow and they built a great spire of evil and terrorized the land. Bertin was just a lad when his family and village was destroyed by the demon lord leaving him the only survivor. He took up the sword and through cunning plan and bold action defeated the demon lords lieutenants. Knowing he could not defeat the demon lord in an even fight he placed the heart of a fire elemental in the glacier beneath the demon lord's spire causing it to melt and the entire area formed lake mowich. With the spire in ruins Bertin slew the demon lord and restored peace to the lands and ever since hot water bubbles up from the earth.

STRANGE DREAMS UNDER THE MOUNTAIN

Don't sleep under the mountain if you value your life. 30 years ago I made the mistake of taking a quick nap next to a minecart down there and it haunts me to this day. I woke up in the mountain but it was covered in thick vines. I tried to leave but all the paths out were choked with vines that were impervious to both fire and steel. I spent days searching for a route out and the entire time I found no relief from food or sleep. When I thought I was finally dying I woke up next to the minecart from days ago while a Xvart smoking dream moss stole everything I had on me. I was too weak to stop him but I managed to crawl out of the mountain and back to town. Since that day I haven't dared travel below ground. -Ebram the Treasure Hunter Character Options Overview: Each character can have 1 background and 1 bond that time they are made in the campaign setting. Most of these backgrounds are intended for entire groups to take to give them a common purpose but they can be mixed and matched or altered to taste.

BIG CREEK

A ramshackle frontier town with wooden buildings in various states of disrepair along the big creek a wash that is dry or muddy most of the year but in spring and summer flows with glacier melt. A single bridge connects the two halves of the town.

WEST SIDE

Most people who live on the west side support or work with the adventuring guild who operate in the area. The area is safer as the guild prefers people can safely come to trade with them and harsh penalties or death is met out to those who threaten the guild's interests.

FACTIONS

ADVENTURES GUILD

A structured guild with credentialed members who search for artifacts, explore, and hunt monsters on contracts or as freelancers. They are fairly orderly and expect members to pay dues in return for contracts and general protections. Dues: 20 gp a month per person. 10% cut of profits

GUILD MASTER

Horus Goldtooth a half elf fighter that is more interested in handling the social aspect of running the guild after 80 years of getting his hands dirty.

- Get more adventures to join the guild
- Pass on leadership to a new generation and retire
- Will overlook problems for elven artifacts.

GUILD ENFORCER

Edward the Ax a half orc barbarian that makes steady money as the guild's enforcer. He is gruff and just wants to collect dues without any fuss.

- Collect dues from members each month
- Punish anyone giving the guild a bad name
- Is unable to deescalate a violent situation

BUILDINGS

ADVENTURERS' GUILD

A large walled 4 building complex where members of the adventuring guild can rest for free. Non members can apply here and be set trials. There are also facilities for repairing and storing goods.

MONTY AND SONS

A clean building painted white. It serves as a general goods store run by the Tabaxi Monty and his son Murry. They sell and buy mundane items including traveling gear and mules for adventures.

HIGGS' ARTIFACTS

A crooked 3 story building painted purple. A bespectacled dwarf who goes by higgs runs the establishment that contains artifacts from the mountain. He buys and does not sell but has a dwarven pot, an elvish sword, and a demonic tablet.

EAST SIDE

A chaotic sprawl of entities whose goals don't align with the adventuring guild. A loose coalition of bounty hunters control the east side. For the most part they don't care what goes on and problems tend to be solved by putting a gold bounty on trouble makers heads.

FACTIONS

Bounty Hunters: A coalition of independent bounty hunters. They only join together for the purpose of distributing contracts and to ensure no one is stiffed on payment. There are no rules for members and entry only requires a one time payment of 50 gold for upkeep of bounty distribution.

ADMINISTRATOR

Jack is an ancient rock gnome who has a lot of old contacts that send contracts and payment through him. He greatly values the secrecy of his clients.

- Have bounty hunters fill contracts he middle mans
- Maintain his reputation for keeping secrets
- Hides paperwork on his customers

TOP BOUNTY HUNTER

Eddie Tealeaf a halfling assassin who specializes in killing through infiltration and poison. He is also a mean knife fighter and enjoys a good brawl.

- Keeping his reputation as the best bounty hunter
- Building up his wealth and buying exotic foods
- Doesn't believe a job exists he can't do

BUILDINGS

BOUNTY OFFICE

A small building operated by Jack the rock gnome. It is barren besides a small desk he sits behind and a board on one wall that lists currently open bounties. There is a 10 gold fee to take up a bounty for non members.

THE RAT'S TAIL

A seedy tavern with holes in the walls and broken glass. It is owned by a humanoid rat who goes by Peter. He is a sniveling coward but sells rooms and food for 5 cooper a night and has a moonshine that curls hair.

CANDLES

A small dingy wax candle shop where all the candles smell like fish. It is run by a kobold named Scritches who operates the store as a front to sell poison and buy less than legal magic items. He hides his true purpose unless asked about his evergreen scented candles.

THE RADISH HOUSE

A wide 2 story building that has been painted red and stands out from the other unpainted buildings on the east side. A human named Radgar runs the establishment and sells dream dust, a potent hallucinogenic.

STONE GARDEN

An underground elven town inhabited by the remains of an elven army sent from Eden to slay the demon lord sulgiest. Its inhabitants were cursed by the defeated demon lord and any plant near them turned to stone. Unable to return to their forest they settled underground.

CURSE

The older elves of stone garden have Sulgiest's Curse which can't be lifted by normal means. Any plant life they are within 30 feet of turns to stone.

FACTIONS

VERDANT LEGION

The remains of the original soldiers who came to the mountain to defeat the demon lord sulgiest. The legion is made up of wood elf skirmishers and archers and high elf mage knights. They long to return home and have grown melancholy in their unintended exile.

ARCHMAGE

Varis is a high elf archmage who led the Verdant Legion to victory. He is tall with shock white hair and has begun to wrinkle showing signs of his extreme age. Researching a cure to their curse but has been unsuccessful.

- Find a cure for Sulgiest's curse.
- Isolate his people from outsiders and nature
- Has given up hope of finding Corin the other leader of the legion who disappeared

QUARTERMASTER

Fivin is a wood elf who was in charge of supplying and housing the verdant legion. He is short for an elf and has mousy brown hair. His post was fairly unimportant as the legion never deployed for long. Now he is integral to the legions survival and isn't prepared.

- Supply the town of stone garden with food (meat) enlists people to help
- Organize those who know crafts to maintain buildings and tools in town
- Despite keeping it together for centuries thinks he's on the edge of disaster

BUILDINGS

WALKING GARDENS

An underground park lit by discreet candles where all of the plants have painstakingly been carved out of stone and painted. Many elves trance here and remember the wonders of the forest they used to call home. Spending time in the gardens heals stress.

ARCHMAGE'S TOWER

A stone tower carved in the shape of a vigorous oak tree. A spiral staircase in the trunk leads up into the ranches where rooms have been carved. A library of magic scrolls is stored here and the Archmage will trade them for demonic artifacts he can study. He has all wizard spells as scrolls up to the 3ed level.

ETERNAL FALLS

A portal to the elemental plane of water was opened to allow the elves to catch fish. The water falls into another portal to the plane of air that is 100 feet below it and elves spread nets under the falls to catch fish to feed the town.

UNDER GARDEN

Natural caves under the town of stone garden. Those who were born after the war live here and enjoy the natural beauty of the stone instead of what they see as the fake work of their parents. The elves here proudly call themselves stone elves and venture out to explore the wonders of the world, not content to wait to go to a home they never knew.

FACTIONS

SHADOW HUNTERS

Many of those who venture out into the depths or onto the surface above call themselves shadow hunters. Having spent their youth slinking through shadows they have a taste for finding new places and a talent for remaining hidden and traveling with no light.

ELDEST

Lomee was the first child born after the war. He had a wanderlust in him that his elders couldn't dissuade. Though he doesn't consider himself a leader, many of the children who came after him looked to him as an example and followed in his footsteps.

- Meet new people and find new places
- Wants to find the golden path that he thinks leads to the mountains heart
- Unintentionally has caused disharmony among his people with his ideas

RANGER

Faemor does not have the wonder lust of her brothers and sisters but instead hunts creatures that would endanger the shadow hunters. She sees the dark caves as a constant danger and is always warning others to be careful and to prepare for the many dangers.

- Patrol marking dangers or kill aggressive creatures
- Train others in the art of stalking the shadows.
- Has no place in her life for anything but duty and is seen as a stick in the mud

BUILDINGS

SHADOW HUNTERS LODGE

A natural cavern where those who call themselves shadow hunters hang out. They have on display many of the things they have found on their adventures. They welcome any they call friends to stay here as a refuge from danger.

CRAFTING CAVE

A cave where Alania creates armor and items out of strange creatures that are brought back to her. She can use giant bat wings to make capes that can cast slow fall once a day, a trappers skin to make a cloak that gives advantage on stealth, or a purple worm scale to make a +1 shield.

APPENDIX B: TREASURE

CRAFTERS MARK

All dwarven treasure has its maker's name on it somewhere. Dulrim has poor quality work and there is a 5% chance on use it will break. Karadin, Morrig, and Vongrimm (2-4) have normal quality work. Brenlin and Darrig (5-6) have high quality work and collectors will pay a premium for them. You can roll a d6 to randomly determine the maker.

MUNDANE DWARVEN TREASURE

STONE BARREL

Depicts 8 fat dwarves around a long table enjoying an opulent feast of boar/turkey/deer. 20-100 gold

BRONZE BELL

A large 4ft tall bell that has the inscription "Dinner/Lunch/Breakfast" inscribed in dwarvish. 50-100 gold

GLASS BOTTLE

An expertly blown dwarven bottle (20oz) with mountains/hills/caves depicted on the outside. 2gp-20gp

MITHRIL CHAIN

A 10 foot chain made out of mithril that is incredibly light and quiet. 5gp-50gp

MITHRIL CLIMBER'S KIT

A climber's kit where all of the tools are made of mithril making it extra light. 25gp-250gp

DWARVEN TANKARD

A finely made stone and silver tankard depicting dwarves hunting fish/bears/dragons 2cp-20gp

MITHRIL GRAPPLING HOOK

A grappling hook made of mithril that is light and is quieter when thrown. 2gp-20gp

ADAMANTINE HAMMER

A standard hammer made of Adamantine that won't break. 1gp-10gp

ADAMANTINE LOCK

A lock made of adamantine that has a dc of 20 to pick and can only be broken by adamantine tools. It can come either locked, unlocked, or with a key. 10-100gp

DWARVEN SHOVEL

Expertly made, the blade depicts the jaws of a dragon/orc/elf like it is eating dirt. 2-20gp

WALL CARVING

Depicts a dwarven king in various poses holding a warhammer that gleams. At his feet are riches like feats/beer/dead monsters/gold. 100-1000gp

MINOR DWARVEN TREASURE (1-5)

DWARVEN SMITH'S TOOLS

A fine set of dwarven smiths tools that grant +2 to checks they are used for. Once a day they can be used to cast the mending spell on a metal object.

DWARVEN JEWELER'S TOOLS

A fine set of dwarven Jeweler's Tools that grant +2 to check they are used for. Once a day they can be used to cast locate objects on a type of jewel.

DWARVEN COOK'S UTENSILS

A fine set of dwarven Cook's Utensils that grants +2 to checks they are used for. Once a day they can be used to cast purify food and drink.

DWARVEN BREWER'S SUPPLIES

A fine set of dwarven Brewer's Supplies that grants +2 to checks they are used for. Once a day you can create 1 gallon of water.

DWARVEN HARP

A metal hard with metal strings. Grants +2 to performance checks using the harp and once a day can be used to cast charm person on someone listening to it. Charisma is the spellcasting ability for the spell.

ADAMANTINE WAR PICK

When you hit an object or construct the attack counts as a critical hit. These picks were used for mining and are effective at digging through stone.

DWARVEN WARHAMMER

Has the thrown property (range 20/60) and can be pressed against dwarven secret doors to cause them to open as if using a key.

DWARVEN CHAIN MAIL

Made of mithril this armor has no strength requirement and does not give disadvantage on stealth.

DWARVEN BEER

Sealed in a glass bottle the beer restores 2d4 + 2 hit points when used. It also grants resistance to poison damage for 24 hours after use.

DWARVEN TOWER SHIELD

A shield that grants +3 ac but gives disadvantage on stealth and reduces movement speed by 10 if your strength is under 15.

DWARVEN SHORT SWORD

A +1 short sword. As an action you can speak the sword's command word and cause the blade to pass through stone. Speaking the command word again causes it to become solid. If it becomes solid inside of stone the blade is anchored in the stone but not damaged.

MODERATE DWARVEN TREASURE (5-10)

RING OF STONE SHAPING

A mithril band that grants you the ability to cast the stone shape spell once per day as long as you are underground.

RING OF TREMOR SENSE

As an action you can gain the ability to detect vibrations in the ground up to 30 feet away from you for 6 seconds.

DWARVEN ALE

A bottle of dwarven ale that restores 4d4 +4 hit points when used. It also cures all poisons and diseases currently affecting the drinker.

DWARVEN PHALANX SHIELD

While within 5ft of an ally also using a Dwarven Phalanx Shield you gain advantage on melee attacks.

DWARVEN SPLINT MAIL

You are considered proficient with this armor even if you lack proficiency with heavy armor.

DWARVEN STORM HAMMER

A warhammer that deals 1d6 lightning damage to targets it hits and the lightning chains to up to 2 additional targets of your choice within 10 feet dealing 1d6 lightning damage to them as well.

EARTHEN HEAVY CROSSBOW

A +1 heavy crossbow that has been enchanted by the dwarves to cause its bolts to pass effortlessly through stone like it was air without disturbing it.

STONE HALF PLATE

A set of half plate armor that grants 15 ac + Constitution modifier (max 3). Grants disadvantage on stealth checks while not underground.

EARTHBOUND CROSSBOW BOLT

A set of 20 +1 crossbow bolts that casts the earthbind spell on the target with a dc 14 save when they hit.

DWARVEN OIL

A flask of oil that when applied to armor grants advantage to health checks for 8 hours. Can be used up to 8 times before running out of charges.

DWARVEN GREASE

A flask of grease that when poured on the ground covers a 20ft area and makes it into difficult terrain. When a creature enters the area or starts its turn there it must make a dc 14 dex save or fall prone.

VAULT KEY

A lost dwarven key that is gold plated and has a diamond worth 100gp in the handle. It can be used to open a dwarven vault but there is no indication what the key is for.

MAJOR DWARVEN TREASURES (11-20)

RING OF HEARTH AND HOME

The wearer of this ring can cast the teleportation circle spell without requiring materials. It always targets the nearest dwarven great hall.

ARTISAN'S RING

This ring has 4 charges and the wearer of this ring can cast the fabrication or creation spell for 1 charge. At dawn each day the ring regains 1d4 charges.

DWARVEN SCOTCH

A bottle of dwarven scotch that contains 8 charges. Drinking from the bottle depletes 1 charge and grants the drinker 8d6 temporary hit points for 24 hours.

STONE HEART LOCKET

A tiny beating dwarven heart made of stone inside a metal locket. Once a day as a bonus action the wearer can burrow through the earth and stone without disturbing it for 1 minute.

STONEGUARD SHIELD

A +1 shield made of carved stone. A golden ax is inlaid on the front of the shield. As a reaction the wielder can cast a wall of stone once per day.

STONEGUARD AX

A +2 battleaxe with a smooth stone handle. As a bonus action once a day the wielder can make stone and metal within 500 feet of them invulnerable to damage.

DWARVEN PLATE

Standard dwarven plate. Inlaid into the chest plate in gold is a tall mountain that stands alone. As the seasons change a silver inlay appears showing snow fall.

DWARVEN THROWER

Standard dwarven thrower. There is a dwarvish inscription reading "Hammer's ring and Kingdoms fall but the craft's treasure outlasts them all."

TOME OF THE FORGE

If you spend 48 hours over 6 days studying this tome you gain proficiency and expertise in smith's tools and your wisdom score and its maximum increases by 2. After use it takes a century to be used again.

CRYSTAL BALL OF EARTH SENSE

While touching the ball you can cast the scry spell (dc 17) and you are able to see through stone and earth like it was transparent up to 120 feet. Special metals and gems you can see glow yellow.

THULGRINN'S HAMMER

A +3 war hammer. Anyone who swears fealty to the wielder gains advantage on checks with tools. Once a day you can cast plant growth, steelwind strike, blade barrier, and flesh to stone. If you betray any of your subjects the hammer casts flesh to stone on you with a dc of 20. You have disadvantage on the saving throw.

DEMONIC TREASURES

RITUAL SCROLLS

There are 4 ritual scrolls in this treasure horde written in abyssal that detail different parts of a ritual to transform a creature into a powerful demon.

MUNDANE DEMONIC TREASURE

Demon ritual I: To perform the first stage a creature must tattoo 30% of their body with demon blood granting them the ability to detect objects touched by fiends in a 30ft radius.

RITUAL DAGGER

A dagger that glows a sickly red for 1 hour after it has been used to commit murder.

INCENSE CASE

A case of exotic incense that can be used for rituals and is worth 50gp. Has a blood stain on the outside.

GOLD RING

Worth 25gp this was used to adorn the horns, tusks, and claws of demons and carry their taint.

DEMON BLOOD

A vial containing demon's blood. Can be applied to a weapon to deal 2d6 acid damage on 1 hit.

MINOR DEMONIC TREASURE (1-5)

DEMON RITUAL II

This part of the ritual requires 600gp of ruby dust and a 1 hour ritual. Roll 1d4 to determine how the creature is transformed.

1. Claws: 1d6 natural weapons. 20ft climb speed
2. Hooves: +10 movement speed.
3. Horns: Proficiency with charisma save.
4. Tail: Proficiency with dex save.

RING OF INFLECT WOUNDS

Can cast inflict wounds 3 times a day with a +6 to hit.

MALEBRANCHE'S EYE

As an action while holding the eye you can regain a 3rd level or lower spell slot once a day.

SCROLL

Roll 1d8 for one of the following. Cause fear, false life, identity, darkness, continual flame, gentle repose.

ROD OF PAIN

Attuned creatures get +1 to their spell attacks as long as they are missing health.

MODERATE DEMONIC TREASURE (5-10)

DEMON RITUAL III

This part of the ritual requires the creature to perform a ritual to consume a humanoid's soul. If they do roll a die. Evens they grow wings, odds they grow extra arms.

1. Wings: gives 60ft flight speed
2. Arms: 2 extra arms that can be used normally.

BLACK GEM

When broken, it summons a Barghuta that is under the breaker's control for 1 hour and then goes berserk.

HELLFIRE STAFF

While wielding this staff you can cast hellish rebuke up to 3 times a day. Staff's damage is fire.

CLOAK OF FLAMES

A burning cloak. The wearer is not harmed but creatures who hit them take 1d6 fire damage.

SCROLL

Roll 1d4 for the following. Dearth ward, gaseous form, summon lesser demons, summon greater demons.

MAJOR DEMONIC TREASURES (11-20)

DEMON RITUAL IV

The final part of the ritual requires the heart of a CR10 or higher fiend. This completes the transformation causing them to have similar creatures whose heart they consumed, changes their creature type to fiend, and gives them the damage resistances of the monster whose heart they consumed.

ABYSSAL GEM

When broken, it summons a Balor that is under the breaker's control for 1 hour and then goes berserk.

FIRE WHIP

A +2 whip made of fire that deals 3d6 fire damage on hit and illuminates a 30 ft area.

SCROLL

Roll 1d4 for the following. Plane shift, maddening darkness, harm, infernal calling.

SULGIEST'S STAFF

+2 quarterstaff also grants +2 to AC, saving throws, and spell attacks. The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: summon lesser demons (1 charge), destructive wave (3 charges), or dominate monster (fiends only) (4 charges).

APPENDIX C: PLAYER OPTIONS



A selection of player backgrounds and bonds that they can choose to build characters that are related to different parts of the adventure. They do not need to be chosen during character creation but they will help give characters motivation for exploring the area and roots in the world.

BACKGROUNDS

A background that is relevant to the mountain that can be used by a group to bind them all together in purpose on the mountain.

PRISONERS

Imprisoned for a petty crime you were bound by the magic of the royal family to act as slaves. Sent to the mountain to find relics for the kingdom an accident at a dig site freed you from the magics control and now you are eluding the law. (start with nothing)

POVERTY

Born in the city state of Lothens you were always poor. You scraped by from job to job but dreamed of a better life. One day you meet a retired adventurer from the adventurers guild on the mountain who was filthy rich. You managed to scrape together enough money to travel to the mountain and want to join the adventurers guild. (start with 5g and a contact named Franny an orc in the adventurers guild)

TREASURE HUNTER

You have traveled your whole life digging up lost treasure and pillaging ancient battle sites for money. Recently you have come across a dagger with strange ridges on the back of the blade and a dwarvish inscription. You have set off to the mountain to try and solve this mystery. (start with 20g, well supplied, and strange dagger) Bounty Hunter: You have been paid upfront to kill a man called Lod who escaped from Aurasong and is accused of knowing magic. A geas has been placed on you to ensure you fulfill your task. He was last seen in big creek. (start with 100g, well supplied)

BONDS

A character's relationship to something that exists on the mountain. These are all recent events that shaped you shortly after coming to the mountain or before arriving.

THE DREAM

The only thing you have ever dreamed of is a vision of the rainy mountain. You never knew what it was until you saw a painting of the mountain and decided to set off to see it in person to find out what your dream means. You always know the direction of the mountain.

EX CULTIST

You joined Seekers of the Way cult but left after your friend who also joined died performing a ritual for the cult. You still have a contact inside the cult you can reach out to.

ELF FRIEND

You helped a stone elf who was injured on the mountain and were given a stone brooch of a leaf that you can show to other stone elves to mark yourself as a friend.

DWARF KIN

You are a distant cousin to the goldsholve clan of dwarves who followed Thulgrinn to Silverdeep long ago. You have an iron key they sent you that has an unknown purpose.

KNOWLEDGE

You came across a passage in a journal detailing the location of a demonic artifact on the mountains. You tore the page out and set out for the mountain.

FAMILY

Your sister Lily sent you a letter asking you to come help her with a problem in Big Creek but on arriving you discovered she was missing. You found a strange knife in her shack.

FUGITIVE

You developed magical powers as a child and are on the run from the mage hunters from Aurasong who avoid the mountain. You start with the sorcerer magic initiate feat.