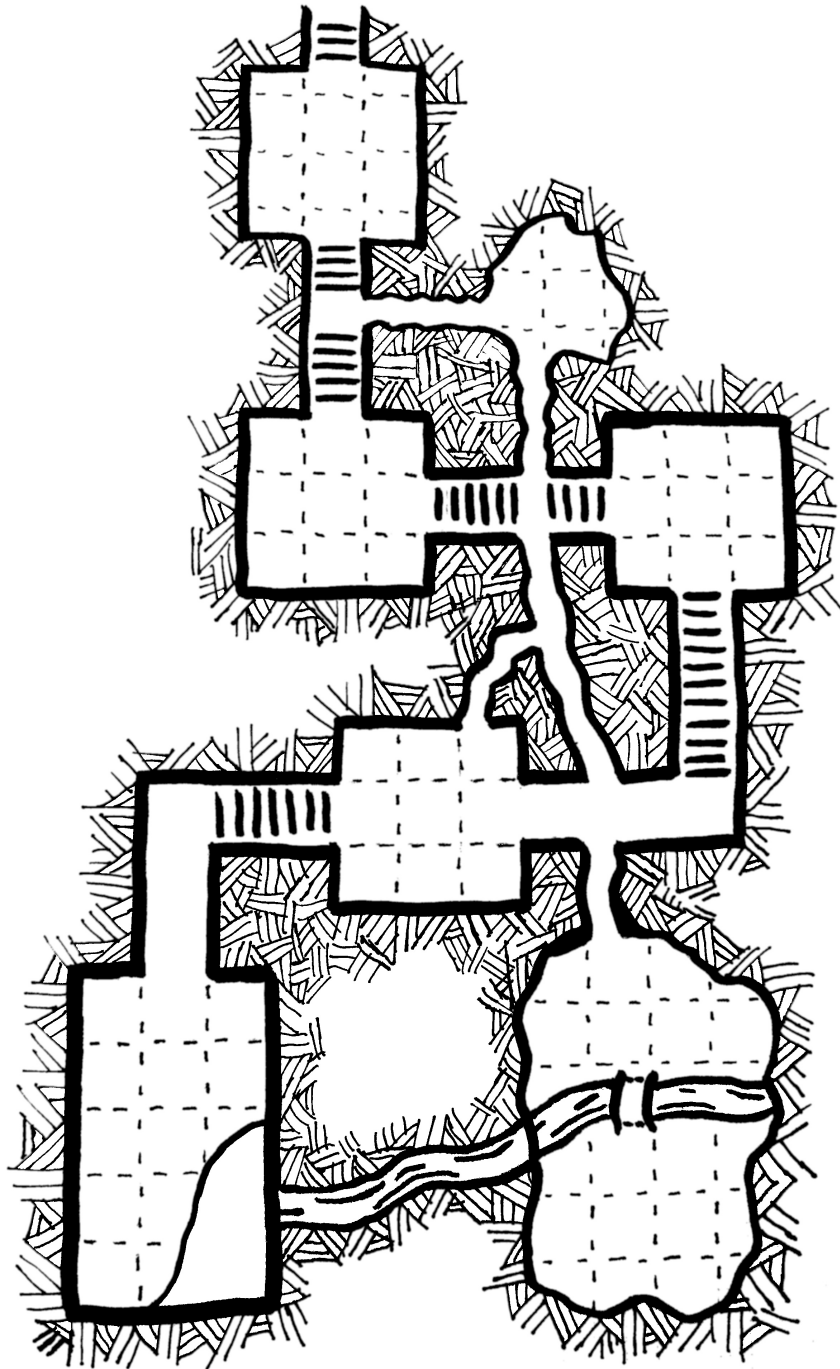


ONE PAGE ADVENTURES

60 ONE PAGE ADVENTURES FOR LEVELS 1-15

By Tyler Monahan



Introduction

Summary: This book is a collection of one page adventures for levels 5-9. The adventures cover various environments a party might adventure through and each one has a small one page dungeon associated with it that can be run as well. Alternatively you can cut out the dungeon or run it on its own. These adventures are intended to be cut up and inserted into a larger plot line.

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

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

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

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

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

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1st Edition

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Arctic

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

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

Success

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

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

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

Failure

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

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

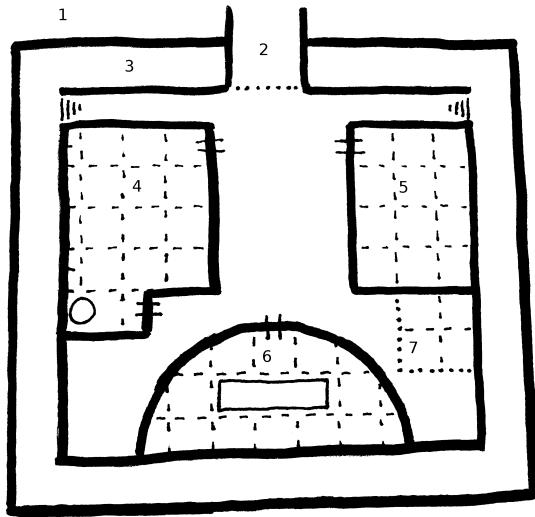
The party's trail was picked up by an orc patrol and 2-7 orcs track the party and ambush them in the night. Part of the patrol that didnt attack returned to the orcs stronghold to report their presence and if the patrol doesnt return after 2 days the orcs send out another patrol to hunt down the players each day with the number of orcs increase by 1 as long they are in the arctic.

Exploration

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

Fort

Summary: The orcs have setup a stone fort atop and icy hill where they base their operations. It is well guarded and difficult to enter as they keep up a constant guard. If the base was lost they would lose their foothold in the hostile arctic and would have to retreat to their homeland.



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

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

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

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

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

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

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

Coast

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

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

Success

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

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

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

Failure

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

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

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

Exploration

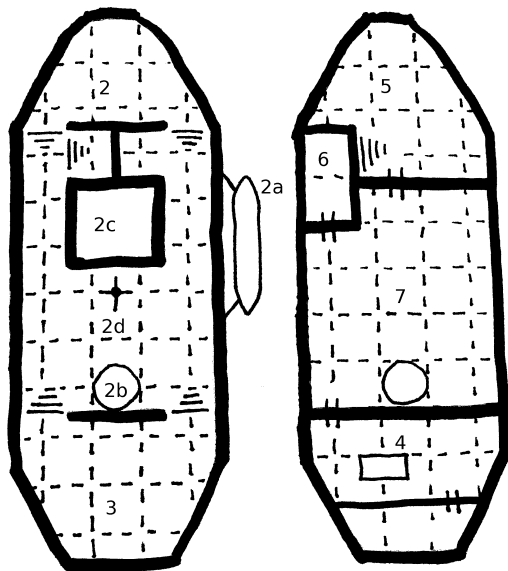
Music can be heard in the distance. A girl (Ame) is playing reed pipes in a small sea cove and pseudo dragons are dancing above the surf to the music. She fled from her village after it was attacked and can lead the party to it.

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

Pirate Ship

Summary: The pirates have stolen the sea goddess's trident lifting her protection from sahuagin attacks from the coast. Now they spend their time celebrating on shore and pillaging the coast after sahuagin attacks. Pirates use bandit stats and officers use bandit captain stats.

1



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

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

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

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

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

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

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

Desert

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

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

Success

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

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

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

Failure

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

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

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

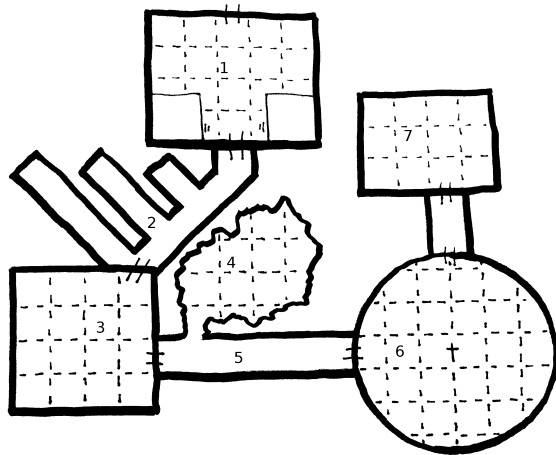
Exploration

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

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

Pyramid

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



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

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

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

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

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

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

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

Grassland

Summary: Grasslands sweep for miles with tall knee to head high seas of grass. The land is relatively civilized with small farms and ranches. Gnolls are encroaching on the lands.

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

Success

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

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

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

Failure

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

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

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

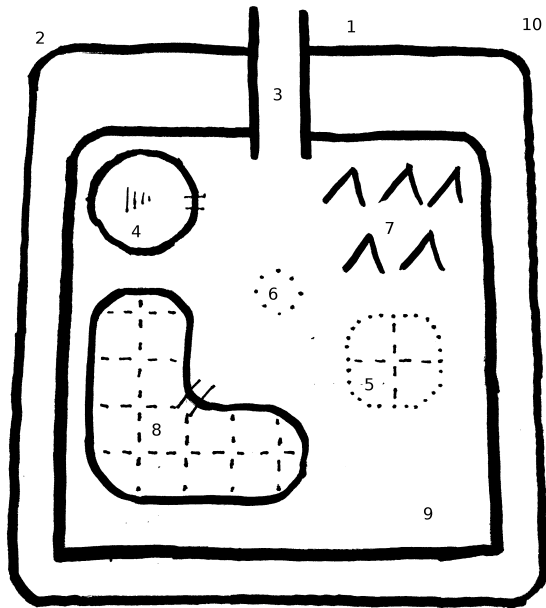
Exploration

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

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

War Camp

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



1. 3 patrols each consisting of 2 gnolls and a giant hyena circle the camp at a good distance. If engaged one gnoll carries a war horn and will try to blow it first thing to alert the camp.

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

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

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

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

6. A large fire and gathering area where 2-8 gnolls generally spend their time eating or entertaining themselves by torturing slaves

someone when given a chance. It may be possible to cure her over weeks or months.

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

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

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

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

Hills

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

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

Success

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

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

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

Failure

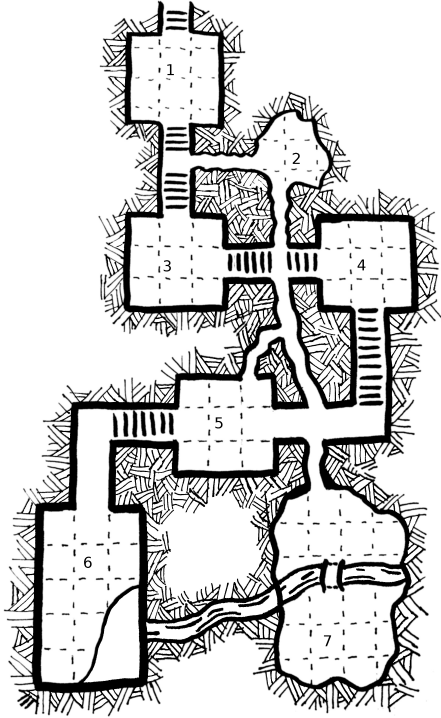
During the night 4-10 goblins sneak into the party's camp and try to steal anything they can get their hands on. If spotted they will snatch anything they can and flee. While running a goblin will drop what they are holding if it. The goblins escape into a natural tunnel after 3 rounds.

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

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

Ancient Temple

Summary: A stone temple is carved into the side of a cliff. What was once a well trafficed site has now fallen into ruin. A goblin tribe has taken up residency here carving out their own tunnels and caves among the halls of the temple.



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

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

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

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

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

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

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

Forest

Summary: An enchanted forest with fae and beasts populating it. In the heart of the forest something dark lurks and is creating blights though its corruption is still limited.

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

Success

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

An illusion of a Young Green dragon cast by a blue faerie dragon flies over head and lands in front of the party. The dragon will demand the party leave any baked goods or baubles they might have on the ground and flee. A dc 13 investigation check reveals the illusion. The Faerie Dragon isnt hostile but will prank the party for fun.

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

Failure

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

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

The party makes camp in a clearing. During the night 2 needle blights, 4 twig blights, and 0-4 vine blights attack the party. Any one damaged by the blights must make a dc 15 constitution save or become poisoned permanently with black rot which cant be cured by normal methods.

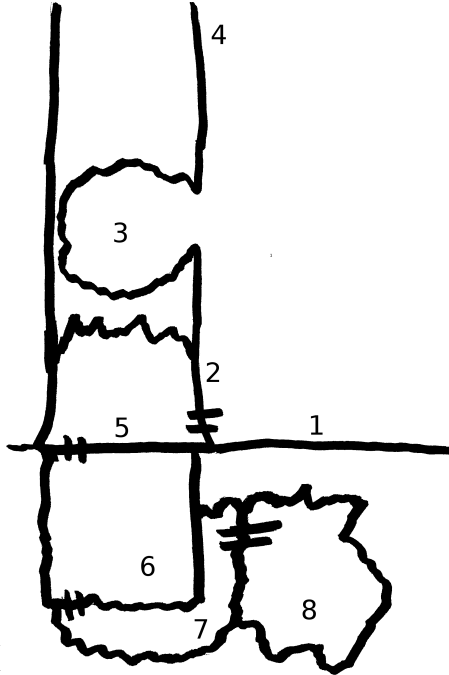
Exploration

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

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

Cursed Tree

Summary: A titanic skeletal tree stands alone in a clearing. A dark hollow can be seen in the base of the tree. Halfway up is another hollow. This tree was cursed by a mysterious man who plunged a dagger into the trees tap root cursing it and regaining his youth.



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

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

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

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

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

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

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

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

Mountain

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

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

Success

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

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

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

Failure

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

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

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

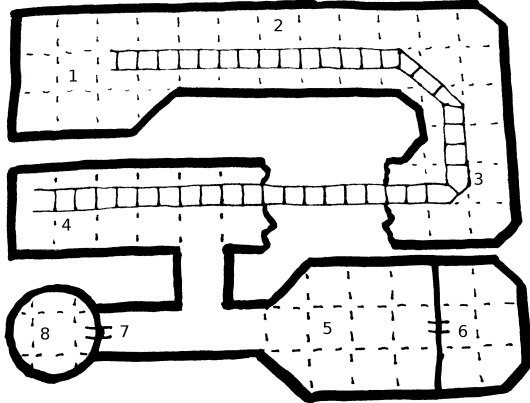
Exploration

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

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

Mine

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



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

2. The party disturbs 2-6 darkmantle who swoop down from the cave ceiling and attack the party.

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

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

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

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

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

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

Swamp

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

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

Success

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

The party is approached by a druid who demands they leave his swamp as they are disturbing it. If they refuse to leave he will demand they prove they know the importance of protecting the swamp by displaying a feat or some knowledge (dc 15 nature check). If they cant provide a good argument or pass the nature check the druid attacks them to drive them out.

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

Failure

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

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

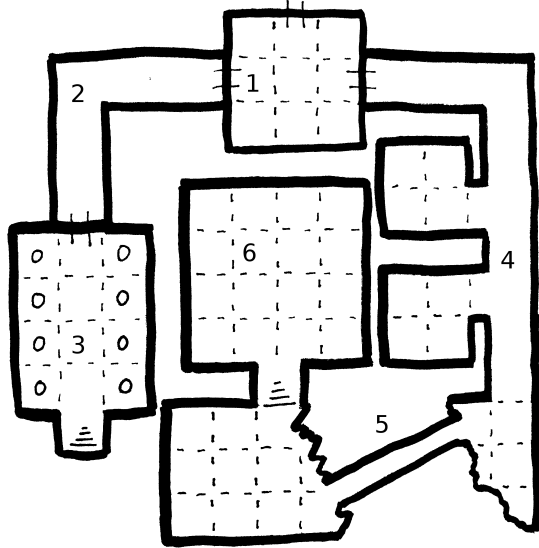
At midnight any characters sleeping are attacked in their dreams by a lizardfolk shaman and 0-4 lizardfolk. When combat ends the players will see the lizardfolk shaman standing in a temple with their souls shackled to a crystal. Players cant be resurrected while the crystal is whole.

Exploration

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

Ruined Temple

Summary: An ancient temple is now home to the lizardfolk. Deep in the temple a lizardfolk shaman is using souls stolen in dreams to perform a ritual to turn the bones of a dead dragon into a vessel for the spirit of a disembodied dracolich.



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

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

3. Stone columns line a large room leading up to a large round golden door. If the party approaches the door a guardian naga slithers down from a column and tells them to halt. He will inform them he cant allow them into the vault of wonders which cant be opened by mundane means but asks them about the going ons in the world. If the party asks him for help a dc 10 persuasion check will result in him offering a magic ring of invisibility but he will insist on casting a geas on the player who takes it to return it once the temple is cleared.

4. 1-3 lizardfolk and 2-6 giant lizards patrol the halls. If they spot the players one of the lizardfolk will demand they depart their sacred halls or he will feed the temple their blood. If they try to get further into the temple they attack with giant lizards flanking for the lizardfolk.

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

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

Underground

Summary: The dark depths of the earth are full of many hazards. The cannibals grimlock hunt the dark in search of prey in hopes ready food will attract their mind flayer masters back. A wizard's tower has fallen to them and they now meddle with powerful magic.

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

Success

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

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

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

Failure

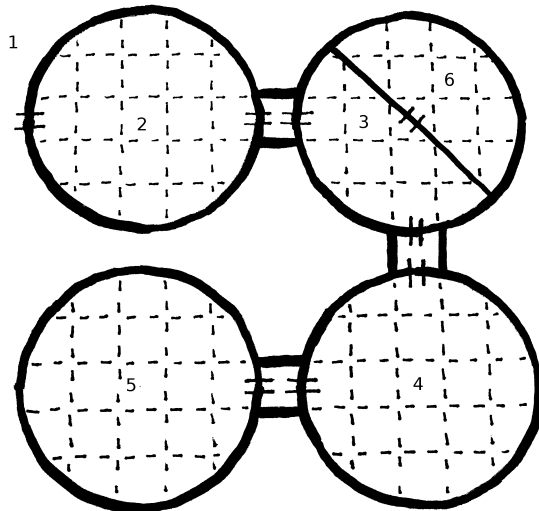
The party travels through some stink weed fungus making them easy to track for 3-12 grimlock hunters who will try to ambush them while they sleep. They focus on putting out light sources to gain advantage in a fight since they don't depend on light to see.

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

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

Wizard's Tower

Summary: A mages tower now home to some grimlocks who were not stopped by illusions they couldnt see. They store slaves in the dungeon and keep other prisoners who might help them get further into the tower to plunder its magical secrets.



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

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

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

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

5. Cries and whimpers can be heard from behind the door to this room. Inside 6 deep gnomes are shackled and a single deep gnome with 0-6 grimlocks. On the first round of combat the deep gnome smashes its head against the wall and an intellect devourer jumps out of its skull and attacks the party.

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

Underwater

Summary: A tribe of merfolk found a tainted artifact of demogorgon and are slowly being driven insane and transformed into merrow. The sea in this area has become treacherous as the merfolk disrupt the ecosystems balance and kidnap people traveling on the sea.

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

Success

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

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

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

Failure

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

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

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

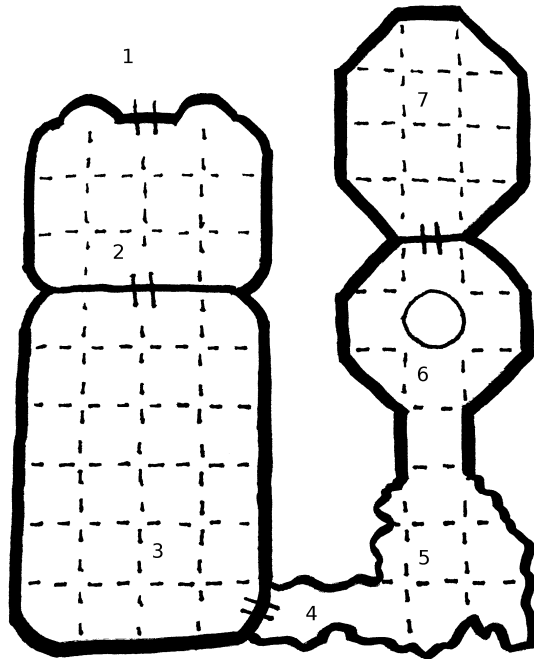
Exploration

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

Rythmic clinking can be heard from a black trench. If the party investigates the trench they find skeletal remains shackled to an iron ball. On the ground near by is a ring of water breathing.

Church

Summary: The merfolk has constructed a church out of koral to demogorgon and have been capturing creatures to sacrifice at the altar. The dark magic is slowly twisting them into Merrow who seek to bring demogorgon into the world. The source of the corruption is one of demogorgons fangs which broke of and was cast into this plane.



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

2. A stone that must be lifted for 2 minutes to open the door to the next room. Enscribed on the stone are the words only the mighty can swim the halls of demogorgon. It takes a dc 14 strength check to lift the stone but when it is picked up an anti magic field fills the room.

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

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

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

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

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

Urban

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

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

Success

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

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

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

Failure

As the players are walking through the market 1-4 thieves (spy stat block) attempt to snatch their coin purses dueling slight of hands checks. After the attempt they will run of with any coins they got. If the players pursue they must succed on 4 dc 15 skill checks in a skill challenge and if they fail 3 skill checks they dont catch up with the thieves.

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

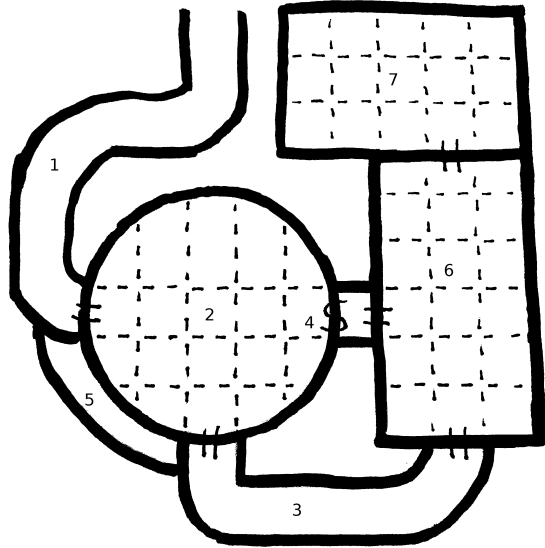
The party is approached by 2-8 thugs who say there is a bounty on their heads for disrupting busniess in the city (cult activity). They will attack the party with the intent to kill. This event will repeat each day with more bounty hunters coming as long as they remain in the city.

Exploration

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

Sewer

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



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

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

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

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

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

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

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

Arcic II

Summary: A bleak frozen tundra once the seat of an Orog kingdom that was crushed by invading armies. Now it is a wasteland inhabited by the shattered spear Orog.

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

Success

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

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

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

Failure

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

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

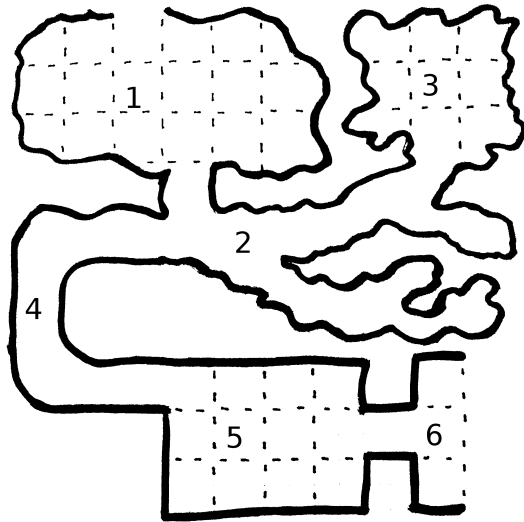
The party is attacked by 3-6 Orog each mounted on a worg. They will use their mounts movement speed to stay out of range and throw Javelins from 30 feet away until they use up their two Javelins and close into melee range.

Exploration

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

Orog Cavern

Summery: The Orog built their stronghold inside an icy naturally occuring cavern. They use it as a retreat and as an escape and supply route with subterranean species



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

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

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

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

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

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

Coast II

Summary: A coastline inhabited by pirates who seek plunder. Deadly shoals dot the coast where many ships have run around. A curse or revenge can lead to the pirates cove.

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

Success

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

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

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

Failure

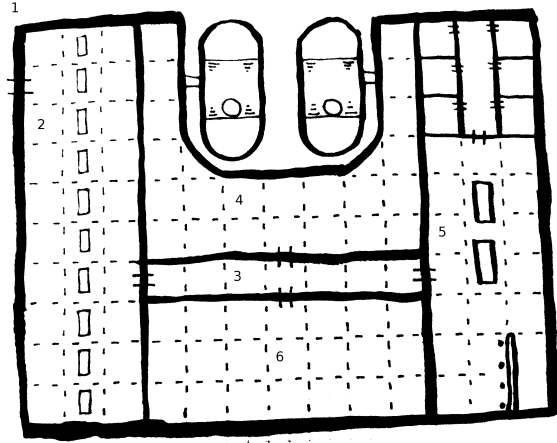
The party attracts the attention of a cyclops and 1-4 pirates (berserkers) patrolling the shores. They demand the party surrenders their valuables or be smashed to pieces by Uno the cyclopes who doesn't really get it but wants shinies.

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

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

Pirate Cove

Summary: A large cave on the coast contains a natural dock that has been converted into a pirate den complete with a tavern and black market carved into the rocky cave.



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

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

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

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

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

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

Desert II

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

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

Success

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

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

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

Failure

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

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

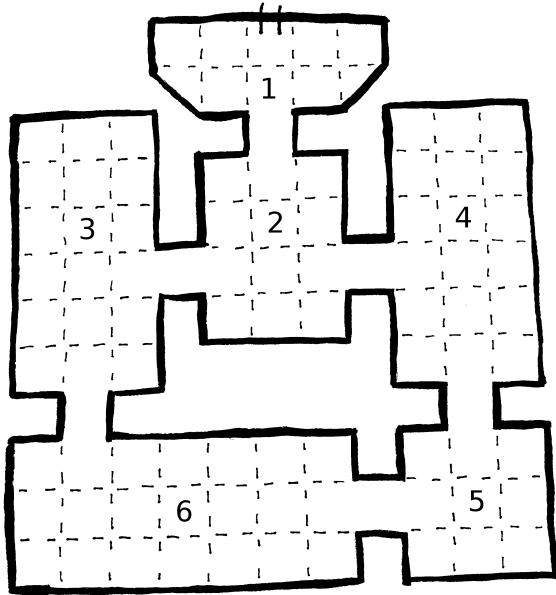
As the last star winks out of the night sky, the sun will rise no more until they escape. A group of 2-5 shadow demons slide out of the darkness and attack the party. They taunt them that they can only escape the desert in death or by ringing the lost chimes of clarity they hid long ago in the sands.

Exploration

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

Mausoleum

Summery: The mausoleum of the sun is an ancient burial place for the sun and stars. In its ancient halls is the chimes of clarity which can remove any curse when rung.



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

2. The rooms roof is only 7 feet tall and has 12 stars, the sun and the moon carved into it. The carvings glow softly and touching them causes the light to go out. If the moon is touched all the stars and suns relight. When all the lights are out except the moon a secret door is revealed.

3. There are 6 standing sarcophagi emblazoned with a golden sun on the chests. Entering the room causes 2-6 mummies to burst out from the sarcophagi and attack the party. They dont chase enemies out of the room.

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

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

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

Grasslands II

Summary: A rolling plain with deep green 4ft tall grass that turns Amber in the fall and ghost white in the winter. A cult of minotaur worship the wild god and have grown a primal maze that they raid from seeking pray and converts.

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

Success

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

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

The sobbing moans of a human can be heard in the tall grass ahead. The merchant Kem was attacked by minotaur and his goods devoured. He is bleeding out on the ground and will die if he cant be healed. If saved he will thank the group and advise them both how to get out of the grasslands and how to avoid the minotaur's maze.

Failure

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

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

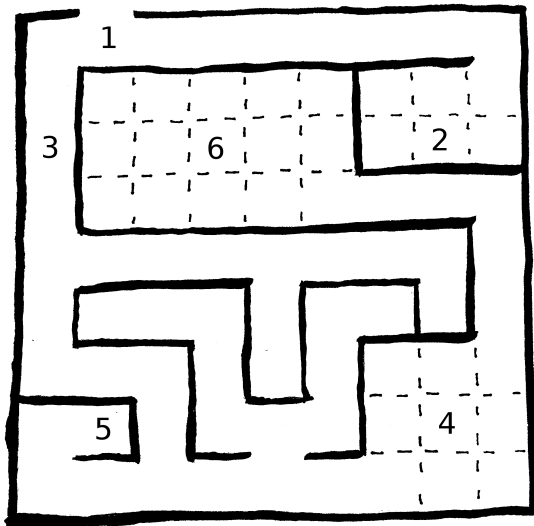
A herd of 2-6 minotaur attack the party in a mindless rage. During the fight one of the minotaurs will place a bloody handprint on the face of the most primal or strongest party member marking them for the wild god. The mark can be removed by destroying an alter of the wild god. As long as they have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

Exploration

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

Maze

Summery: A large magical hedge maze where people ritually transform into Minotaur in the center. The hedges are 30ft high and open to the sky but the tops closes no up if something tries to cheat the maze.



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

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

1. Dekrag the human hunter waits outside the entrance to the maze. He is devoted to the worship of the wild god a primal god but has not reached enlightenment yet. He will ask anyone who tries to enter the maze if they have a worthy purpose. Anyone without purpose is turned back rudely.

2. A pride of 2-6 manticore next the side of the hedge maze. They will gleefully welcome fresh food into their home and attack. They will attempt to surround the party and half will fly over head making tail attacks to block their prayers retreat.

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

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

Hills II

Summary: these Savage hills are home to dinosaurs both large and small. Rumors of a magical artifact hidden in the hills has lead to many explorers coming to this area though most do not survive

Skill Check: follow stream (survival), climb cliff (acrobatics), swim river (athletics), notice rockpile marker (insight), follow magic trace (arcane), commune with minor local spirit (religion)

Success

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

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

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

Failure

Part of the hill collapses dumping the players in a small landslide into a lake. A group of 3-9 Plesiosaurus swimming in the lake start attacking the players with their teeth. It is 80 feet towards the closest shore where they cant follow.

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

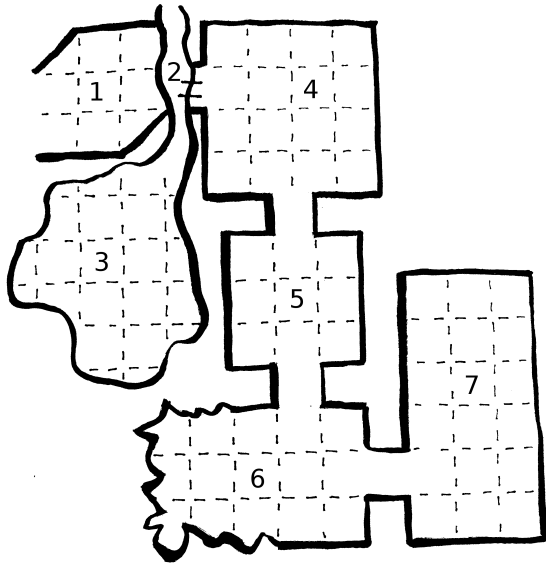
The party wanders into the grazing area of 2-6 Ankylosaurus who are very territorial. The with snot and stamp their feet before charging at the party to drive them from their territory. If the characters retreat 200 feet the Ankylosaurus will not follow.

Exploration

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

Shrine of the Lizard King

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



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

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

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

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

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

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

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

Forest II

Summary: A dark forest has become dangerous to travel after a pack of werewolves formed a den here. The players are given clues to the presence of werewolves in the forest and ways to combat them more effectively.

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

Success

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

A fortune teller sits in front of a small wagon with a donkey. On the wagon is a sign saying Fionas Fortunes. She will charge 5 silver for her services. If paid she rolls some chicken bones and tells the party The moons abundance brings ruin but its wealth offers you salvation. The mothers blood cures her childrens curse

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

Failure

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

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

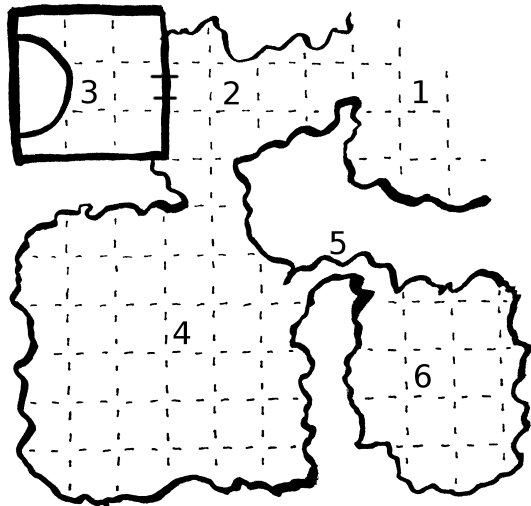
A chilling howl cuts through the night. The sound of running wolves can be heard before 2-3 werewolves and 1-6 direwolves attack the party. The werewolves will retreat if significantly wounded and go back to their lair.

Exploration

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

Werewolf Den

Summary: A pack of werewolves has taken residence in a den next to the site of a former shrine built by a group of werewolf hunters. The werewolves use the den as a base of operations to raid the surrounding lands.



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

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

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

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

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

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

Mountains II

Summary: The high mountain passes are home to an isolated group of Azer. There are two ways through the passes one is clear and the other is blocked by the Azer. Failures on travel checks lead to the safe pass collapsing.

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

Success

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

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

The mountain pass opens up revealing a clear path down out of the mountains. Bits of broken bronze body parts liter the path. On ledges above the path more brone body parts are strewn. 100 feet up a bronze army trapped under a bolder can be seen clutching a golden key which goes to a vault in the Azers foundry. Climbing up to the hand requires a dc 18 athletics check. On a failure you fall 1d10 x 10 feet.

Failure

A flock of 3-9 Preyton notice the party and after circling over head come into to make repeated diving attacks. If they are able to score a kill they will rip out their prays heart and return to their nest with it to consume it nests.

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

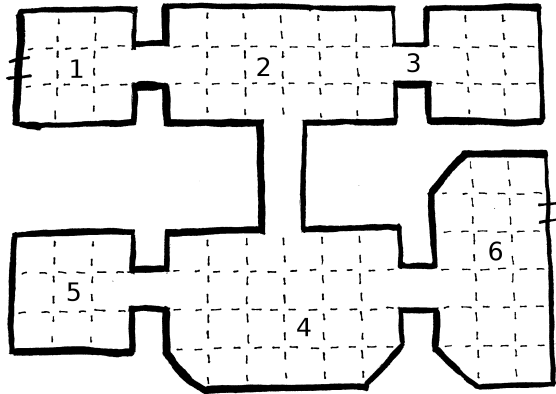
A rock slide is set off by 1-2 wyverns blocking the pass forward. They then swoop in from the other direction now that the players have no route of escape. The players only other way through the mountains is through the Azers foundry.

Exploration

The sound of bones snapping can be heard echoing through the mountains. The sound is coming from an area that cant be seen from the path. By edging around the corner of a cliff on a tiny ledge to see the source players will spot a wyvern nest up the backside of a sheer cliff. After a 400 foot climb there is a rock and wood nest that contains 3-6 wyvern eggs. Sitting in the nest is a well feed wyvern that will ignore the players unless they approach the nest in which case it will hit and run attack them as they climb.

Foundry

Summary: The Azer have cut a foundry into a mountain where they live and work. Most of their time is spent cutting out new halls and decorating it with fine metal work.



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

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

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

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

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

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

Swamp II

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

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

Success

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

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

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

Failure

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

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

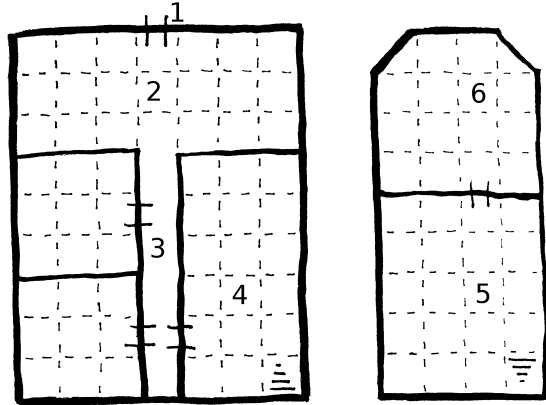
A band of 3-9 ogres working for the night hag Baba Filthgiggler attack the party in a wild unorganized rush. A single raven follows them and will peck at any ogres not doing their job right. If all the ogres are killed the raven opens its mouth and the hags voice emerges cursing one of the characters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

Exploration

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

Manor

Summery: The decaying manor of the deceased Lord Shaw is now inhabited by a band of ogres and the night hag Baba Filthgiggler who cursed the land turning it into a marsh.



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

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

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

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

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

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

Underground II

Summary: A dwarven mine was attacked by a tribe of Quaggoths who took up residency there and are now raiding the surrounding caves and tunnels. Players uncover one of the miners plots for revenge on the Quaggoths.

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

Success

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

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

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

Failure

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

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

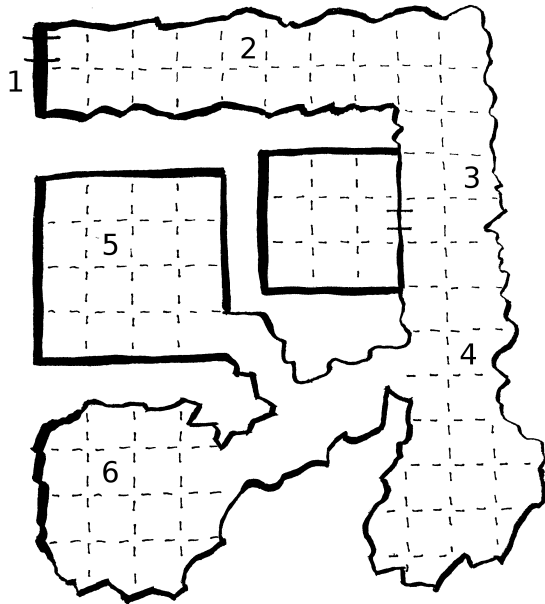
Small cracks can be seen in the walls and ceiling along this tunnel. As the party moves 2-5 black puddies sense their vibrations and ooze out of the cracks dropping down on the party and attempting to digest them.

Exploration

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

Stonepike Mine

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



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

2. Minecarts lay overturned with the sides rusted out and the rails similarly rusted. If the players are carrying any metal they attract 8-16 rust monsters who attempt to consume metal items they are carrying/wearing.

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

4. The specter of 5-10 dwarves can be seen cutting out a section of the mine here with their picks. Despite their picks having no effect on the stone they continue working. They attack intruders picks in hand.

5. The dwarf Dhuroc chips away at the stone under a support pillar in an attempt to collapse the cavern. He has already weakened the other supports and only needs to break this one to collapse the cave. He is mad with grief and seeks to bury his enemies and himself to avenge his clan. If he isnt stopped parts of the mine will start collapsing over 10 minutes before completely being destroyed.

6. A quaggoth thonot and 2-8 quaggoth who lead the tribe squabble in this mine as they eat the remains of 2 quaggoth they have killed. If they are slain the quaggoth tribe will dissolve and go its separate ways.

Underwater II

Summary: A pitch black underwater trench far below the depths. The area is home to the aboleth Agrinatoth and the ruins of an ancient aboleth city.

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

Success

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

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

A black coral spiral leads up the side of the trench making for an easy ascent but also leads further down the trench into the inky darkness. A small stone sign in deep speech indicates up leads to Yloneth and down to Gurantal.

Failure

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

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

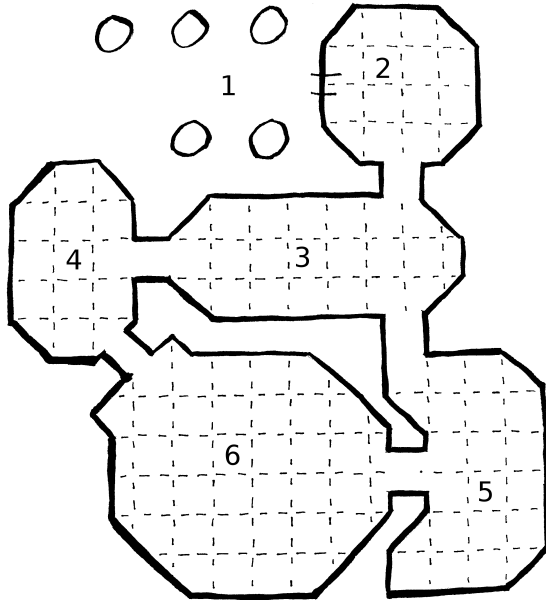
A group of 2-5 chull ambush the party from hiding under the sand. When they land a hit on the players they grapple one of their magic items instead of the players. They will attempt to escape with the magic items to their sunken ruin horde.

Exploration

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

Sunken Ruin

Summary: The ruins of a sunken city that has become the home of an aboleth. Small rifts to the elemental plane of water here are filling the oceans with more water slowly.



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

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

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

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

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

6. An aboleth or hydra with 0-1 merrow guards its treasure here (for levels 5-6 use the hydra). The hydra is a mindless guardian but the aboleth will offer secrets and power if intruders choose to serve it. The treasure consists of 3k of gold coins, pearl of power, ring of x-ray vision.

Urban II

Summary: Traveling through a cities slums is a dangerous affair. A generally lawless area of a city crime is common and the presence of law enforcement rare. A local thieves guild run by wererats has recently robbed a bank.

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

Success

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

A group of 6 guards stops travelers and questions them about their location the previous day. The Emerald Falcon was stolen from a bank recently and they are looking for the thieves. A dc 16 persuasion check convinces the guards the group wasnt involved and they will leave them alone.

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

Failure

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

A cart with a broken wheel blocks foot traffic in the area causing a large crowd. While waiting to pass the cart the characters are jostled by some street urchins. Have them make a dc 15 perception check. If they succeed they manage to stop the urchins from stealing their coin purse. On a failure they notice them stealing the money after they get away on a failure of 5 or more they dont notice the theft occurred.

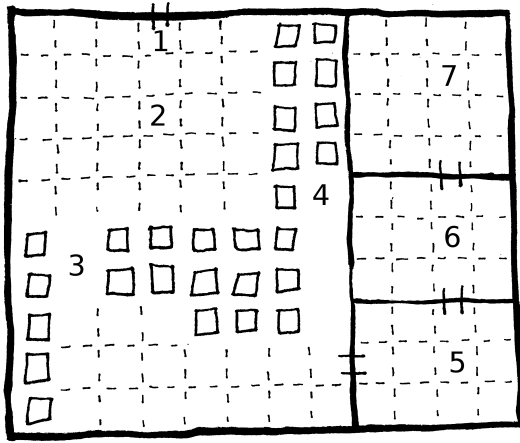
The party is attacked by 2-6 veterans who claim to be bounty hunters. They offer the party the option of coming with them dead or alive. A group matching their description has stolen the emerald falcon. Unless they party finds the real culprits they will continue to be hunted.

Exploration

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

Warehouse

Summary: An abandoned warehouse has been transformed into a hideout for a gang of wererats who are laying low with their recently stolen goods.



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

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

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

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

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

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

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

Elemental Plane of Earth

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

Feature: roll a d20 each day for seismic activity on a 1-5 nothing happens on a 6-15 rocks fall and players take 55 (10d10) damage or half on a dc 15 dex check. On a 16-19 increase the damage to 99 (18d10) with a dc of 20. On a 20 the tunnel the players are in collapses over 2 turns killing them if they cant escape.

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

Success

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

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

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

Failure

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

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

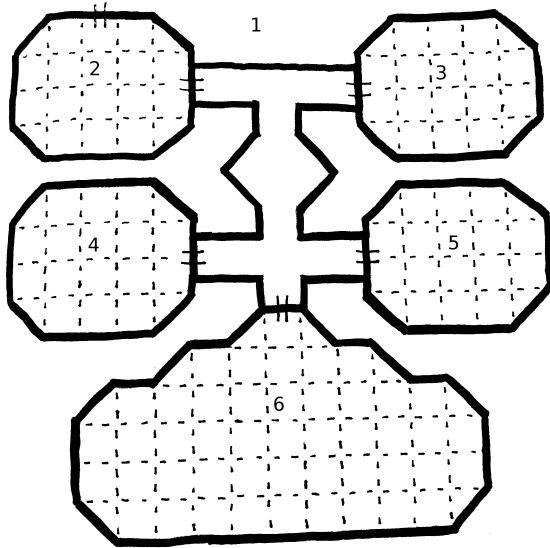
Garnet the Dao and 2-8 gargoyles attack the party with the intent to enslave them and take them to Aurum the city of gold to serve the Dao and the evil force that they serve. Garnet will focus on dividing the group and uses hit and run tactics by moving into stone. Garnet will flee if she fails to capture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

Exploration

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

Aurum the Golden Palace

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



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

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

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

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

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

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

Elemental Plane of Air

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

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

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

Success

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

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

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

Failure

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

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

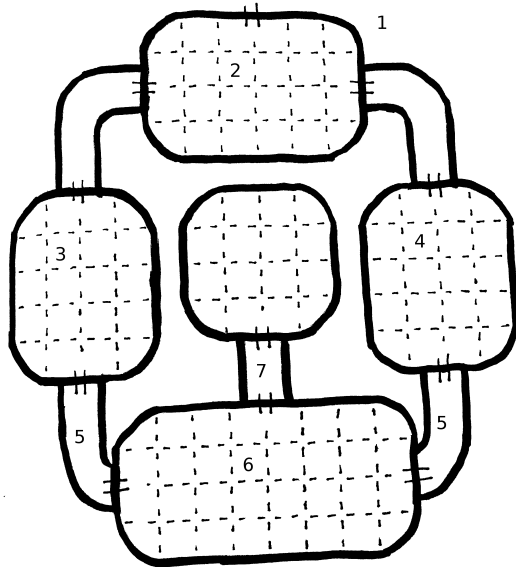
An air ship manned by 12 elves is under attack by 1 roc and 4-12 aarakocra pirates. The Aarakocra are swooping down and attacking the crew while the roc tears large gashes in the large balloon holding the wooden frame aloft. The elves will offer to transport the party on their ship if saved.

Exploration

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

Nubes the Cloud Castle

Summary: Floating through the sky the castle Nubes made of clouds as solid as stone drifts. Home to a family of cloud giants. The castle contains the many wonders the cloud giants use to show their sta-



tus.

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

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

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

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

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

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

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

Elemental Plane of Fire

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

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

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

Success

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

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

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

Failure

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

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

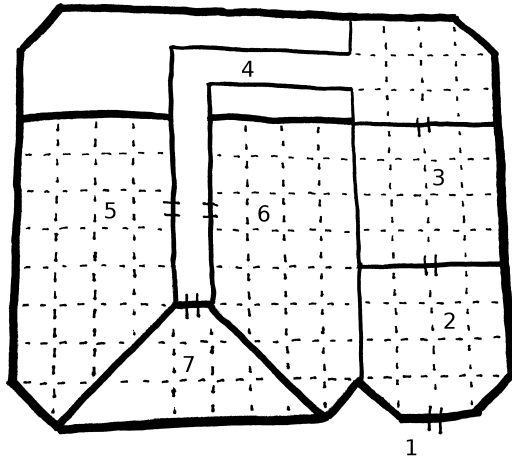
The Efreeti Dux and his 4-14 magmin servants approach the party. Dux will greet them politely and immediately begin negotiating to buy various party members for gold while his magmin servants try to measure the players and rifle through their belongings. If the party refuses to sell members to Dux he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

Exploration

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

Ater the Iron Forge

Summary An efreeti forge where weapons are manufactured by Azer slaves and being shipped out. The forge here is a powerful magical artifact that can be used to create magic weapons but cant be moved.



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

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

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

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

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

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

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

Elemental Plane of Water

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

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

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

Success

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

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

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

Failure

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

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

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

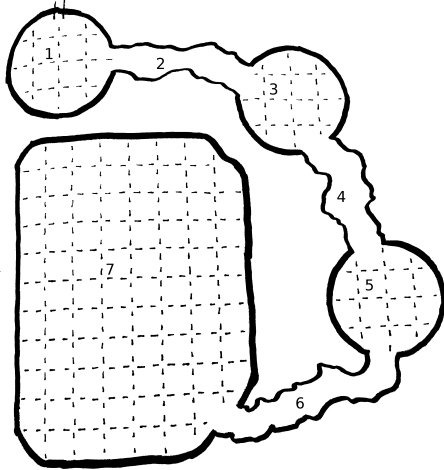
Exploration

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

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

Altus the Great Reef

Summary: A mass of free floating coral that forms a colorful reef. It's maze like interior has become the dwelling of an aboleth and its many



thralls.

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

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

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

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

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

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

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

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

Elemental Plane of Dawn

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

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

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

Success

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

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

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

Failure

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

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

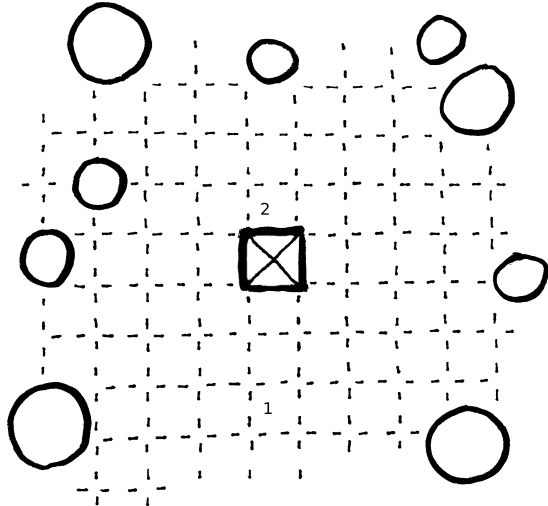
A group of 3-6 elven warriors using the gladiator stat block attempt to ambush the party from the trees. They are painted black with war paint and if the party tries to reason with them they will tell them in elvish they have trespassed on sacred ground and must die.

Exploration

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

Nexus of the Four Seasons

Summary: A temple that serves to control the four seasons in the material plane. Single clearing with an obelisk. Touching to obelisk changes the clearing to a different season and reveals a new obelisk they need to touch to move to the next season.



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

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

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

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

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

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

Elemental Plane of Dusk

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

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

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

Success

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

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

A lich who has forgotten his name approaches the party. He has no interest in fighting or killing anyone and simply wishes to read all the written material the party might have on them. If the party refuses or cant convince him to go away he will follow the party and uses his magic to try to get at any written material he thinks they might have without killing them.

Failure

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

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

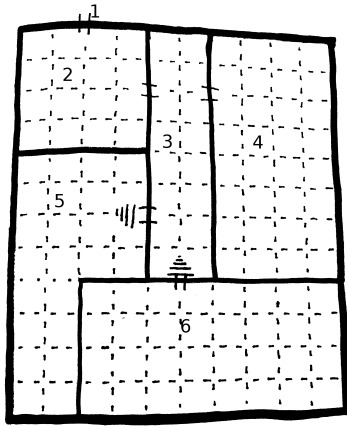
During the night 1-2 vampire spawn and 5-6 werewolves attack the party. They are attempting to kill or capture the party to take them to Zaff the vampire lords mansion. If they are all killed the players find a letter indicating as much.

Exploration

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

Vampire Mansion

Summary: The vampire lord Zaff lives in a gothic mansion that shines like a beacon atop a hill. Zaff projects his power out from this mansion and in his old age he has grown arrogant.



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

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

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

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

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

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

Elemental Plane of Order

Summary: The plane of order is a labyrinth of white stone hallways and cavernous rooms each labeled. The denizens of this plane store and catalogue information here.

Feature: Chaos is suppressed. when ever anyone roles an odd number on a d20 treat it as a 10 instead.

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

Success

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

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

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

Failure

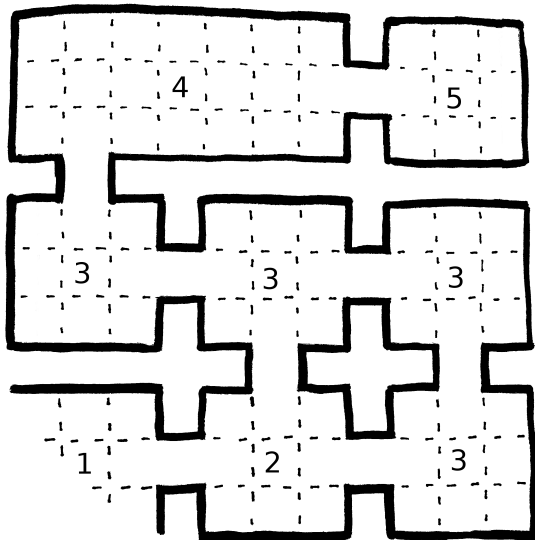
As the players walk through a hall filled with displays of various ornate china they hear a crash and a roar as a mated pair of 2 Tyrannosaurus Rex burst into the room and attack the players. They are accompanied by 0-12 Pteranodon who harass the players from the air.

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

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

Hall of Contracts

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



1

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

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

3. An endless expanse of shelves containing sealed scrolls containing completed contracts line this chamber. A sign on the entrance lists two rules. Keep quiet and do not touch the scrolls. If either rule is broken 2 bone devils and 0-5 spined devils crawl over the shelves and attack the party.

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

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

Elemental Plane of Chaos

Summary: The plane of chaos is ever shifting and inhabited by demons and other monstrosities. Some of the souls of the damned end up here and are eternally tormented.

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

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

Success

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

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

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

Failure

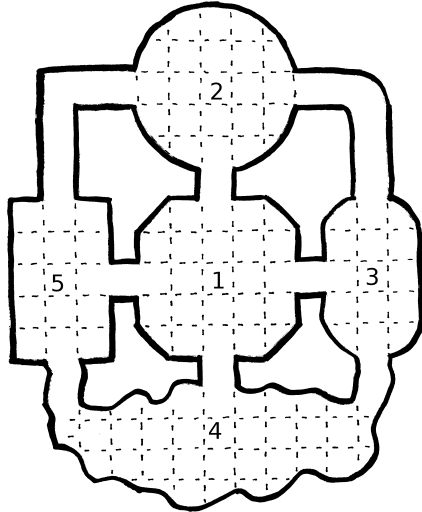
A foul stench fills the air and after a few moments 1-2 hezrou leading 4-12 manes come into view 40ft away. They charge the party in a frenzy attempting to rend their flesh.

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

The ground under the party starts to break apart becoming difficult terrain and falling into an all consuming black fire below 30ft below them. If a player doesnt move 10ft a round they fall 30ft into the fire taking 8d6 fire damage at the start of each of their turns. Once they move 100ft the ground stops collapsing under them. A flock of 3-6 vrock are attracted to them and attack using their screech to try and have the players fall into the fire.

The Snarl

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



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

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

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

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

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

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