

WE'RE ALMOST THERE!

DOES YOUR PARTY REQUIRE SOME DISTRACTION TO
MAKE THEIR NEXT JOURNEY MORE MEMORABLE?



A NEW SERIES OF 15 ENCOUNTERS FOR JOURNEYS
THROUGHOUT THE WILDS



BY NICHOLAS MARTIGNAGO

Guide to this adventure:

Regular text can be read to the party at the DM's Discretion if warranted

Bold text are items that can be looked up online or in the core books for further information.

Boxes like this are to be read aloud to the players.

*****Encounter experience is to be added depending on party size and difficulty of the encounter.**

Due to the nonlinear nature of the story and also varying levels of actual content completion, the earnest is placed upon the dungeon master to provide a suitable challenge and appropriate party experience***

Credits in this adventure: WoTC for making such a terrific system and game.

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Abbreviations: ***PHB*** – *Players Hand Book (5e)*. ***DMG*** – *Dungeon Masters Guide (5e)*. ***MM*** – *Monster Manual (5e)*. ***SCAG*** – *Swords Coast Adventurers Guide*. ***VGtM*** – *Volo's Guide to Monsters*.

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Archery Tournament

This encounter can be run at any level, with any party members interested.

The town is abuzz with excitement as the party navigate their way through the gathering crowd. A man shouts out above the chatter, “Try your luck at the Archery Tournament. Starting soon. First prize shall receive the gift of a life time.”

Behind the man is a large field with target stands erected and a small stand filled with spectators. Many adventuring types mill to one side of the field, preparing for the upcoming competition.

To enter the competition, characters must pay a 5gp entry fee, to a woman to the end of the field. Once paid she presents you a number painted on some cloth, to identify each participant. If any character does not have a bow of their own, an old one is provided. Using a provided bow however results in a **-1 to attack rolls**, due to the questionable quality of the bow. Additionally the targets for this event are 80 feet away from the shooting position, so only **short bows & long bows** are permitted.

The scoring works as follows:

Making an attack roll with a **1d20 + Proficiency + Dexterity Modifier**, (-1 if using a borrowed bow) will determine the accuracy of the shot.

- Rolling a 1 – 10 is a miss.
- Rolling a 11-14 hits a ring worth **5pts**
- Rolling a 15-18 hits a ring worth **10pts**
- Rolling a 19-22 hits a ring worth **15pts**
- Rolling a 23+ hits a ring worth **25pts**

Rolling a **Natural 20** will, regardless of modifiers, hit the 25pt ring & if possible will split any other arrow within that ring.

The competition should involve 8 (or a total of 10 for the tournament, including characters) other competitors, shooting against the party. The competition will consist of **5 rounds**, with any round going to a sudden death. Highest score wins.

Of the other 8 competitors:

- 3 will have **attack roll modifiers** of **+2**.
- 2 will have **attack roll modifiers** of **+3**.
- 2 will have **attack roll modifiers** of **-1**.
- The remaining archer will have an **attack roll modifier** of **+5**.

Rewards and Experience:

1st place will receive a +1 Longbow named “**Far Strike**” and 50gp.

2nd place will receive 40gp and 20 arrows.

3rd place will receive 10gp.

The party should receive either 15%, 10% or 5% of their current levels worth of experience, depending on if they came 1st, 2nd or 3rd.

Additional Hooks or Opportunities:

- Is one of the competitors cheating?
- If an NPC wins, can they teach a character some new tricks?
- Maybe after such a display, a wealthy local may approach offering work?



The Fine Find

This encounter can be run at any level, with any party members interested.

Making your way through the wilds, after leaving a town around 3 hours ago, you hear the whinny of a horse. Looking over to a nearby tree line, a beautiful stallion strides wearing a bridle. The horse is black with a long mane and thick tuft of tail. Standing taller at the shoulder than most men, the horse casually approaches the party. It is clear this beast is a premium specimen. Inscribed across the bridle is the name of a horse stud you remember seeing in the previous town.

The party should decide if they want to either keep the horse, return it, or just ignore it as they continue along their journey. Any character may make a **DC 10 Intelligence (Nature) Check**, to determine that a horse like this would be of prime breeding stock. The horse has no saddle or tack except its bridle. The beast seems quiet intelligent and will follow the party for an hour or so before becoming bored and leaving. It will happily be tethered or lead, but will not allow itself to be ridden.

Should a character decide to tame the horse in an attempt to ride it, it would take considerable time. The character would have to make daily **DC 13 Wisdom (Animal Handling) Checks**, for 15 days to gain the horse's trust. Scoring a Natural 20 on any of these checks would reduce the total required by 3 attempts. Providing the horse with apples, will reduce the DC by 2 for a single check.

Using the spell **Speak with Beasts**, will reveal the horse left the stud because it was bored with being kept in such enclosures and that its name is Arion. It is content to remain with the party, if they feed it and don't keep it in yards for too long.

Rewards and Experience:

Not returning the horse and ignoring it will grant nothing. Keeping the horse for yourselves may provide a mount, if tamed correctly. Returning the horse, will please the merchant greatly, he will pay the party 84gp.

The party should receive 10% of their current levels total experience.

Additional Hooks or Opportunities:

- Will the owner come looking for the horse?
- Will someone recognise it throughout your travels?
- Will returning the horse, cause it to try and whilst being returned to the stud?

The Favour Repaid

This encounter can be run at any level, with any party members interested.

Making your way through a busy settlement, a man in rags approaches the party. He stinks, his hair matted. He is covered in grime and dirt, and along his legs and arms are a number of bruises and open wounds. He outstretches his hand toward you all and asks if you would be able to donate any change for an old lost soul.

Any party member, or all even, can offer some sort of payment should they want to. If the party ignores the man, nothing of any note occurs. Should any character rebuff the man in a hostile fashion, or even physically react in a hostile manner, the characters involved will become mysteriously cursed.

Should any character donate any coin less than 3sp (the price for a modest meal) the man will tip his head in appreciation and be on his way. Any character which donates over 1gp will see the beggar light up with excitement and will receive a blessing from their chosen good aligned deity (or **Lliira** goddess of joy, as a default).

Any character who either offers to, or directly heals the man, in an attempt to close the wounds and remove the bruising, will see the face of their chosen deity in the man's. This can include using a **Healer's Kit**, with a **Wisdom (Medicine) Check**, or with any type of healing spell. If they don't have a chosen deity, or one that isn't "good" aligned, they see the face of **Lathander**.

Any character who heals the man, becomes struck with an immense feeling of warmth and power. They would be aware they have been involved with something of a spiritual nature and can roll a **DC 10 Intelligence (Religion) Check**, to determine that they have just been witness to an act of a god.

Rewards and Experience:

Acting in a negative or hostile way towards the beggar will invoke the wrath of **Lliira**. This means that the DM can make that character roll with disadvantage on any ability check, saving throw or attack roll made within the next 48 hours.

Providing 1gp or over, will grant the player an inspiration dice that they can use on any ability check, saving throw or attack roll made within the next 24 hours.

Any healing attempts made on the man will grant a blessing from the players chosen deity, or **Lathandar**, as discussed before.

Whenever the character next is about to fall unconscious due to taking damage, a bright light of golden warmth shines from the heavens and restores that characters hit points back to half their total.

Any character should receive 10% of their current levels total experience, if they assisted the beggar in any positive way.

Additional Hooks or Opportunities:

- Was this beggar a messenger or test for the party sent by the Gods?
- Will the party ever see this man again in their travels, if so, has his life changed?

Judge, Jury and Executioner

This encounter can be run at any level, with any party members interested.

Approaching the outskirts of a typical town, the party is approached by a man wearing noble clothing. He stops the party and asks if you would be interested in helping the township out with a sensitive issue they have currently have. It won't take long he promises, but you may have to get your hands dirty.

The nobles name is Rudolph Junket and he is the local magistrate for the town. He asks the party if interested to follow him as he explains the situation. As he walks he beings to outline an account of the past few weeks. "It all started a few weeks ago. A girl went missing at first, then a second within days. Then last week 2 more disappeared overnight. They haven't been seen or heard from since. We have conducted a thorough investigation, and although evidence was sparse, we have arrested and charged the local Hedge Wizard."

Rudolph slows his pace as he approaches the center of town and his voice lowers as he continues. "He has been performing strange experiments on the bodies of animals for years, but we believe this time he has taken it to a new level and disposed of the bodies magically. Our problem is that this is an uncharacteristically peaceful town. No one has been given the death penalty in the past 40 years and we need someone to do it for us as we are unpractised and don't want to mess this up. If you are able to execute him quickly and effectively we will pay you 50gp for your time."

As Rudolph finishes you arrive at the town square, where in front of you a semi naked elderly man stands detained in a stockade, with his mouth gagged. A few locals mill about cheering as the party approaches the man. The party at this point has a choice as

to what they do next. They can execute the man as desired by the town. Or they can ask the Wizard (named Xorod) about his involvement. The wizard profusely denies the allegations, asking the party to go and inspect his home if they don't believe him for any evidence. Doing so, provides no evidence except for 1 item which can be found with a **DC 14 Intelligence (Investigation) Check**. The item discovered is a book which contains detailed biographical drawings and notes of the internal organs and features of various animals. Within the book are sections for humanoids, but the pages remain blank.

If questioned about the book, Xorod explains that the book was a way of helping to understand the various ailments of local creatures the townsfolk often bought him to heal. In reference to the humanoid section, Xorod states that although this information would be handy in some cases, he had respected the town's wishes not to perform autopsies on any of the dead. He states that he had nothing to do with the girl's disappearances.



Rewards and Experience:

The rewards for this encounter differ depending on the decision made. The party may just choose to leave and ignore the situation entirely.

They may execute the man on suspicion of the charges and to set an example to any other wrong doers in the town. This will grant them much respect locally and they may gain free accommodation, or a local political ally.

Keeping the wizard alive will anger the town and the party will be asked to take the wizard along with them. Re-establishing him in another town will provide the party a resource for identifying items or other wizard like abilities should they need them.

Any character should receive 10% of their current levels total experience, if they choose one side or the other.

Additional Hooks or Opportunities:

- Have the girls been taken or disappeared for some other reason?
- Is this town hiding something and are looking for an easy scapegoat?
- Does the party suffer any issues if they kill the wizard without ample proof?



The Strange Tent

This encounter can be run at any level, with all party members interested.

Travelling through the wilds, miles from any township or village, you stumble across a strange site in a paddock to the side of the road. A giant, brightly coloured, circus tent can be seen, with the sounds of laughter and music coming from within. A single figure can be seen outside the tent. No traces or tracks can be seen around the tent at all. There are no tracks leading off the road or horses or carts to be seen. Bright colourful rings of light appear from the top of the tent, floating slowly up into the sky.

Standing near the entrance of the tent is an Air Gensai named Fizzletrot. He bids the party enter and discover magic as it has never been seen before. As he pulls open one flap the noise of people laughing and cheering is amplified to the point where it's almost deafening. The smell of sweets, fruit and desserts float towards the party. Lights flash of indescribable different colours.

This encounter can be used in a number of ways, which can be determined by the DM. It's to be used to provide a solution to a party's problems, or a distraction from a current task.

The first option, is to have the characters experience a strange and memorable circus of wizards selling new and strange types of illusionary and evocation type magic's. Creating new spell effects like a small, 1ft wide set of portals, where the caster can use to reach his hand across the room. A spell that can raise a seed to a plant within seconds. A spell that can make a small, held item disappear, only to have it return in another place moments later. A spell that changes the external surface of an inanimate object, for example, wood to fur, or steel to leather.

The second option would be to have the party enter the tent and find it to be empty and dark. When they leave through the same door, they find themselves at their planned destination, or perhaps back at the beginning of their journey.

The third option, could be that it's an illusionary trick, with the inside being a strange arena, in which they must fight to survive. Creatures within this arena that are to be fought should, but don't have to be, demon or devil types.

For Level 1: **Quasit** (MM pg.63)

For Level 2: **Spined Devil** (MM pg.78)

For Level 3: **Bearded Devil** (MM pg.70)

For Level 4: **Shadow Demon** (MM pg.64)

For Level 5: **Barlgura** (MM pg.56)

For Level 6: **Chasme** (MM pg.57)

For Level 7: **Bearded Devil** (MM pg.70)

& **Shadow Demon** (MM pg.64)

For Level 8: **Hezrou** (MM pg.60)

For Level 9: **Glabrezu** (MM pg.58)

For Level 10: **Yochlol** (MM pg.65)

They must simply defeat the creature appropriate for their level, at which point the laughing, music and merriment stops and all the characters are magically ejected from the tent. As they arrive outside, the tent begins to shrink rapidly, until a blinding flash of light explodes from where it was, and the tent is gone.

Rewards and Experience:

Spells in the first option can be taught only to suitable spell casters at a price of 200gp per spell.

Characters who face any combat in the third option should receive 110% of the experience offered in the creature's stat block.

Additional Hooks or Opportunities:

- Where does this tent come from, has anyone heard of it before?
- What will happen next time they enter it?

The Sunny Shrine

This encounter can be run at any level, with any party members interested.

As you set up camp for the night and the sun's last rays light your surroundings, you are surprised to see a face staring at you from the edge of the clearing you're in. Upon closer inspection, it turns out to be a stone statue of what appears to be a goddess. The statue has strange markings painted all over it and plant life has begun to grow over it.

Characters may wish to identify the statue and can roll a **DC 14 Intelligence (Religion) Check**, to determine that this is a statue of Eldath, the goddess of peace and "Mother Guardian of Groves". The strange markings painted on the statue seem to be in orcish.

Should any character wish to spend some time clearing and cleaning of the statue as night approaches, they find the task oddly relaxing. The orcish markings, if understood, are insults against the Eldath and the praise for a number of orcish deities.

A **DC 14 Intelligence (Investigation) Check** reveals other signs of orcish activity around the area, this includes, a few arrow heads, some dried orcish blood and a large tooth from an ogre.

Rewards and Experience:

If the statue is cleaned and uncovered from the plants that have grown over it, the campsite becomes magically protected for the rest of the night.

Should characters ignore the statue, strange noises will be heard throughout the night and every so often an orcish arrow may fly into camp, to distract the party from their rest. These events lead the party to only regain 50% of their health point totals and expended spell slots.

Characters which helped to clean and uncover the statue should receive 5% of their current levels total experience.

Additional Hooks or Opportunities:

- Should the orc's be taught a "divine" lesson?
- Would Eldath appreciate any further action as a pacifist god?



From the Jaws of Death

This encounter can be run with any party level 1 or higher.

As you are packing up the camp for the morning, a commotion in the woods nearby catches your attention. As you approach the area, a doe lays bloodied on the ground. Looking around, a large dark dire wolf can be seen. Within its jaws is a very alive and struggling fawn. The wolf stops, and looking at you, waits to see what you do next.

The **Dire Wolf** (MM pg.321) will drop the fawn to attack if any directly hostile attacks are made towards it. The wolf is around 70ft away from the party, with the carcass of the doe 10ft in front of it, towards the party.

The party may decide to just ignore the situation and let nature run its course. Should no character move or attack, the wolf will leave after 18 seconds. Some may wish to attempt to charm the dire wolf, or rescue the fawn, which is still crying out.

To get the wolf to drop the fawn, the wolf must think that the doe, its food and kill, is going to be taken by the party. It will drop the fawn in an attempt to secure its main meal. At this point the party can attempt to circle around and take the fawn, but the wolf will not take to this kindly and will attack.

To attempt to charm the wolf, appropriate spells could be used, or a **DC 18 Wisdom** (Animal Handling) **Check**, can be made. Succeeding on the check will allow you to approach the wolf in a non-threatening manner. The rest of this exchange is to occur at the discretion of the DM.

Caring for the fawn, if it is rescued, is hard work. 10 **daily DC 14 Wisdom** (Animal Handling) **Check**'s, must be made, to get the fawn to trust you. Milk must be procured for the next 40 days for the fawn to drink also. After this time the fawn can be weaned and used as a companion for the party.

Rewards and Experience:

The rewards could be either a dire wolf or fawn companion, should the DM allow it.

No experience is to be gained from this encounter unless the Dire Wolf is killed. Killing the wolf is worth 200xp, shared evenly amongst the party.

Additional Hooks or Opportunities:

- Is this scene an omen of things to come, sent by the gods?
- Would any god or deity be offended by the choices of the party?
- Could the fawn be raised into an appropriate companion?

Mopping Up

This encounter can be run with any party level 2 or higher.

The town you have recently stopped in is facing a major problem. The river that sits near to the town is rising rapidly and all sorts of nefarious and dangerous creatures, are emerging from the sewers to higher ground. People are at risk of being attacked in the streets and the mayor has asked any man or women able to help defend the population. Rewards will be given based on effort and the protection of the people.

Finding a nearby sewer grate, the party only has to wait a few seconds before it bursts open and a **Giant Poisonous Snake** (MM pg.327) slides out into the street lashing out at the nearest party member. As soon as the snake is defeated, two **Swarms of Rats** (MM pg.339) emerge lunging at the body of the snake. A few break from the swarm jumping at any nearby party member. Within seconds of the swarms being neutralised, three **Giant Rats** (MM pg.327) flee the rising water. They attack whoever is nearby.

The party can have a short rest at this point, to regain any hit points they may have lost and replenish spell slots or abilities.

Once rested, the party notice a brownny/orange fluid flowing from the sewer manhole. It forms into a pile of sorts, before part of it lunges out at the nearest person. This creature is an **Ochre Jelly** (MM pg.243), which will attack and attempt to consume anything around it, until defeated.

Rewards and Experience:

Once all the enemies have been defeated, a clerk will rush forward, passing on the mayor's thanks and offer a coin pouch containing 40gp and 120sp.

Characters which helped to stop the creatures from the sewer, should receive 675xp, divided by the number of party members who participated.

Additional Hooks or Opportunities:

- Does other parts of the town require assistance?
- What else lurks in the sewer's below?



The Lone Escapee

This encounter can be run with any party level 2 or higher.

On a peaceful morning, whilst travelling to your next destination, you are startled by a yell coming from behind you. Turning around you see a bloodied and limping soldier, making his way towards you, grunting in pain as he walks. As he gets within 10ft, he pauses for a second collecting himself. "You've got to help, my unit was ambushed about 500ft to the east, and four of my men have been taken with them filthy goblins. Please, if you hurry you can catch up in time."

Characters may wish to use a **DC 8 Wisdom (Insight) Check**, to determine if the man is lying or trying to deceive the party. He is not. Characters may notice a symbol on the man's leather armour which is of a local militia.

Should the party attempt to follow they must make their way back along the injured soldier's tracks, which can be followed with a successful **DC 12 Wisdom (Survival) Check**. It doesn't take the party long to find a small camp site where the soldiers were camped. Two soldiers lay slain around the camp as well as three goblins. A very clear set of tracks lead to the east and can be followed with another **DC 10 Wisdom (Survival) Check**. This area is heavily forested.

After following the tracks for a few minutes, characters should make a **DC 14 Wisdom (Perception) Check** to see if they can hear anything ahead. If successful they are able to hear a lot of goblinish being conversed in harsh low tones. Some moaning can also be heard.

Ahead in a small clearing is one **Goblin Boss** (MM pg.166) and four **Goblin's** (MM pg.166). If any party chooses, they can use a **DC 10 Dexterity (Stealth) Check**, to move ahead and see the goblins without being noticed.

In the clearing with the Goblins, are the four prisoners the original soldier discussed. They are tied up and gagged near the center of the clearing. The Goblins stand nearby arguing over something. If a party member can speak goblin, and can sneak to the edge of the clearing to hear, they overhear the goblin boss telling the others to get prepared to head back to the main camp. There is a lot of complaining, as two of the goblins are currently injured.

The goblins become distracted by infighting and arguing, allowing the party a surprise round if they want to utilise it.

Rewards and Experience:

Should the goblins become defeated, and the prisoners are rescued, the party will find 2gp and 14sp within the coin pouches of the goblins. Additionally, one of the prisoners, a captain of the group rescued, offers a small metal badge of his group, saying it can be used to for help or succour, in times of need.

Characters which helped to rescue the soldiers, should receive 540xp, divided by the number of party members who participated.

Additional Hooks or Opportunities:

- Where have these goblins come from?
- Are there more goblins in the area?
- Why were they trying to kidnap soldiers?



The Potion Problem

This encounter can be run with any party level 3 or higher.

Walking down an overgrown roadway, you spot something reflecting the sun in the bushes ahead. As you approach, it becomes evident that an old supply crate of some kind has been left here. The wood seems rotted, and there are many holes in the crate. As you pull back the loose lid, you look in, to find twelve potion vials, stacked carefully within. There are four separated sections, each with three potions of a differing colour.

The potions appear to be ancient and unlike any other previously seen. No markings exist on the vials, but the glass has an imprinted A.E. towards the neck of vials. Three potions are a sky blue clear liquid. The next three are deep almost blood red. The third three are clear as water and the remaining three are green and thick like cream.

Taking these to an alchemist yields no answers as to what types of potions these are. The alchemist will implore the party to throw them away as there is no telling what they do safely. Tasting each of the types will give the character a sense of what they do.

The blue potions are potions of feral growth, they make the drinker grow a 3ft long beard overnight. If tasted the character instantly grows a moustache.

The red potions are potions of semi paralysis, the drinker becomes paralysed from the waist down for 1d6 hours. If tasted the character's feet will become numb for 1d4 hours. This will cause the character to have to make a **DC 13 Dexterity Saving Throw** whilst moving at any speed faster than a run, or fall prone.

The clear potions are potions of innocent death, the drinker will taste simply water as they swallow, yet after 1d4 hours will

become violently ill and take 10d6 poison damage. If tasted, the potion tastes like water and deals 1d6 poison damage after 1d4 hours.

The green potions are potions of paranoia, the drinker becomes extremely paranoid for 1d6 hours. They believe everything said to them is yelled in a demonic voice and that every object or creature is constantly watching them. If tasted, this effect lasts for 1d6 minutes.

Rewards and Experience:

These potions once correctly identified could be used in a number of ways. The potions of innocent death, have the potential to kill a party member, so at the DM's discretion the damage may be reduced.

Additional Hooks or Opportunities:

- What does the A.E. stand for on the vials?
- Who could identify the potions apart from a regular alchemist?
- Will a player enjoy rolling a new character, after drinking one of the clear potions?



Suicidal Skull

This encounter can be run with any party level 4 or higher.

Throughout the night, whilst camping out away from any civilisation, the party hears a strange cackling sound, from the darkness. The strange psychotic laughter continues until a small green glow can be seen approaching from the east. As the small light moves closer, two red coals seem to appear in the center of it. Eventually you see the shape form as the light from the camp illuminates it. A Floating skull glides into the camp, laughing all the way.

As the skull, or **Flameskull** (MM pg.134), gets to the center of the camp, it casts **Fireball**, targeting itself. This should essentially hit everyone in the camp, forcing **Dexterity Saving Throws**, even to those asleep.

Due to the Flameskull's ability to rejuvenate itself, after the party has defeated it, the skull, if not dealt with correctly, will reappear the following night. This will continue nightly until it is finally destroyed using the correct techniques. The Flameskull also takes the same approach to destroy itself along with the party.

This event should happen at roughly 2 hours from dawn each morning. Characters may roll a **DC 16 Intelligence** (Arcana or History) **Check**, to determine the correct way to properly destroy the Flameskull.

Rewards and Experience:

The party should receive 1,100xp divided equally, for initially destroying the Flameskull, and then 1000xp divided equally for each time they destroy it after that.

Additional Hooks or Opportunities:

- Has someone sent this as a practical joke?
- Who constructed this Flameskull?
- Does the skull avoid cities, only targeting the party whilst in the wilds?

Troublesome Toad

This encounter can be run with any party level 5 or higher.

For the DM: *Pick a character who has perhaps acted a little too “lawful good” in the last few play sessions. This character should have possibly angered or disrupted some larger entities plans, and has been marked for elimination. Read the following to that player.*

After waking from a long and peaceful sleep this morning, something has been troubling you throughout the day. You are unable to shake the feeling that you’re being watched. Hunted even. As the day has progressed, a feeling of paranoia has sunk in and you are now weary of anything out of the norm. It takes a while to fall asleep tonight as you ponder what this new feeling could be stemming from. As you drift off in a restless slumber, you are awoken to see a massive set of eyes above you, with a huge mouth lined with teeth bearing down on you.

This creature is a **Banderhobb**, (VGtM pg.122), a strange hybrid creature used as a thug, thief or kidnapper. Characters may use a **DC 16 Intelligence** (Arcana or History) **Check** for the previous information. Additionally they gain the knowledge that this creatures is created and exists for a typically specific reason.

While using this beast as the DM, trying to use multiple **Shadow Steps and Shadow Stealth**, to infuriate the party. This beast should disappear when engaged by any other character, only to reappear and attack its target.

Once defeated this creature should reveal that it possesses a personal item from the chosen character. Preferably something the play will forget they have on them, but is significant in some way.

Rewards and Experience:

Killing the Banderhobb is worth 1800xp, shared evenly amongst the party.

Additional Hooks or Opportunities:

- Who created and sent such a beast?
- Was the creature’s instructions to kill or steal from that character?

Dogs of Doom

This encounter can be run with any party level 6 or higher.

An eerie blood moon hangs low on the horizon as the party settles in for the night. Suddenly three cracks of thunder can be heard a short distance away. Yet there are no clouds in the sky, the stars are all clearly visible. A cold draft blows through the camp and any flame currently burning changes from yellow and orange, to blue, then green. A snarling can be heard just on the edge of darkness surrounding the camp. Six glowing red dots become visible at the camp's edge. Suddenly a large dog like figure leaps from the shadows.

The dog like figure is a **Hell Hound** (MM pg.182), as it lands near to the center of camp, another two slink from the darkness into view. The flames of the campfire continue to burn green throwing a strange glow about which makes it hard to see.

The Hell Hounds waste very little time prowling about before turning and using their Fire Breath on the closest party member. Due to the beasts strength, it is recommended that DM's have no more than two hounds targeting each player, as the Pack Tactics can be very strong if all three remain close together targeting a single character.

Rewards and Experience:

At the DM's Discretion, characters may roll a **DC 15 Wisdom (Survival) Check** or **Intelligence (Nature) Check**, to determine that each of these hell hounds contains a gland which excretes the fire used in their **Flame Breath** attack. Characters can use another **DC 15 Wisdom (Survival) Check**, to attempt to harvest these glands for the liquid fire, which can be used to coat metallic weapons to provide 1d6 additional fire damage on a successful attack made. Each gland contains 3 "charges" and each charge lasts for 2 successful attacks.

Killing the Hell Hounds is worth 2400xp, shared evenly amongst the party.

Additional Hooks or Opportunities:

- Are the party near to a crossroads to the **Lower Planes**?
- Have the Hounds been summoned to target the party specifically?
- Does this event have anything to do with the blood moon?

Paying a Tithe

This encounter can be run with any party level 6 or higher.

As you travel along a secluded stretch of roadway, a large statue comes into view. This statue seems to be of **Talos**, God of storms. As you draw near, upon the statue is an inscription, just above a large round bowl with some coin inside it. The inscription reads, “The weather can be your greatest ally, or your worst enemy. Pay your respects, or you shall reap what you sow.”

This situation has a number of outcomes depending on the party’s actions. Should the party each donate a few silver pieces, they are able to move on without issue. If they donate over 1gp as a group they are also able to continue undeterred.

Should the group ignore the inscriptions warnings, an **Air Elemental** (MM pg.124) and two **Ice Mephits** (MM pg.215) appear behind the statue to attack the party as they pass.

If any party member decides to take money from the bowl, two Air Elemental’s (MM pg.124) spawn and begin to attack that character immediately.

Each of the last two scenarios can be stopped, by either paying money into the bowl, or returning the money taken, and adding an additional offering.

Rewards and Experience:

Killing the Air Elemental and two mephits is worth 2200xp, shared evenly amongst the party.

Killing both the Air Elementals is worth 3,800xp shared evenly amongst the party.

Additional Hooks or Opportunities:

- Will leaving a hefty donation provide a benefit to the players?
- Is this a trick of a local conjuror to summon such creatures to attack people on the highway?



The Fury of Blue

This encounter can be run with any party level 9 or higher.

A roar fills the air around you, as you travel towards the imposing mountains. A large shadow blocks the sun momentarily, as the swooshing of air is heard over head. A lightning bolt slams down in front of the party. Followed by the graceful descent of a large blue dragon.

This **Young Blue Dragon** (MM pg.91) has recently taken up residence in this area and demands to know the business of the party moving through this area.

Vain and impatient, this dragon is anxious about strangers entering its territory and will need some convincing that the party is not a threat. Anything said that may disrespect the dragon, its power or its abilities will anger the dragon into attacking.

Rolling a **DC 16 Intelligence** (History) **Check**, will reveal the information above, as well as the fact that blue dragons covert blue coloured gemstones as the most prized of all possessions.

The party needn't fight or attack this creature if they don't desire to. It should be noted though that this dragon is cautious and will use hit and run Lightning Breath attacks to pepper the party, before landing to finish them off.

Rewards and Experience:

At the DM's Discretion, characters may roll a **DC 14 Wisdom** (Survival) **Check** or **Intelligence** (Nature) **Check**, to determine that the slain dragon's leather or scales can be crafted into +1 light or medium armour. This armour would also have the added bonus of providing resistance to lightning damage. Characters can use another **DC 15 Wisdom** (Survival) **Check**, to attempt to harvest the scales or skin.

Killing the young blue dragon is worth 5000xp, shared evenly amongst the party.

Additional Hooks or Opportunities:

- Did this dragon have a treasure stash nearby?
- Blue dragons are known for keeping minions or servants, does this dragon have people that need saving?
- Could this dragon prove to be a useful ally?

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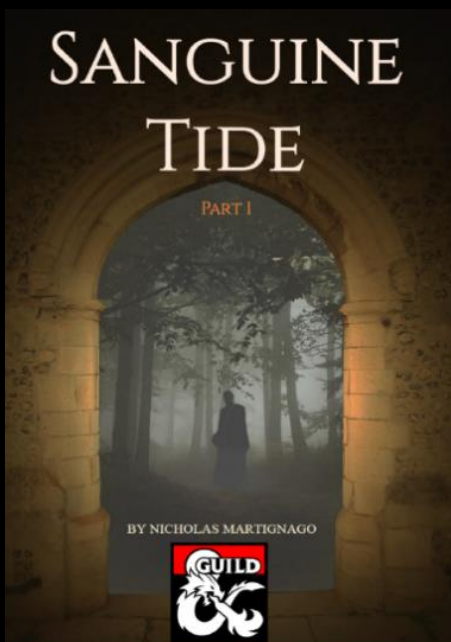
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