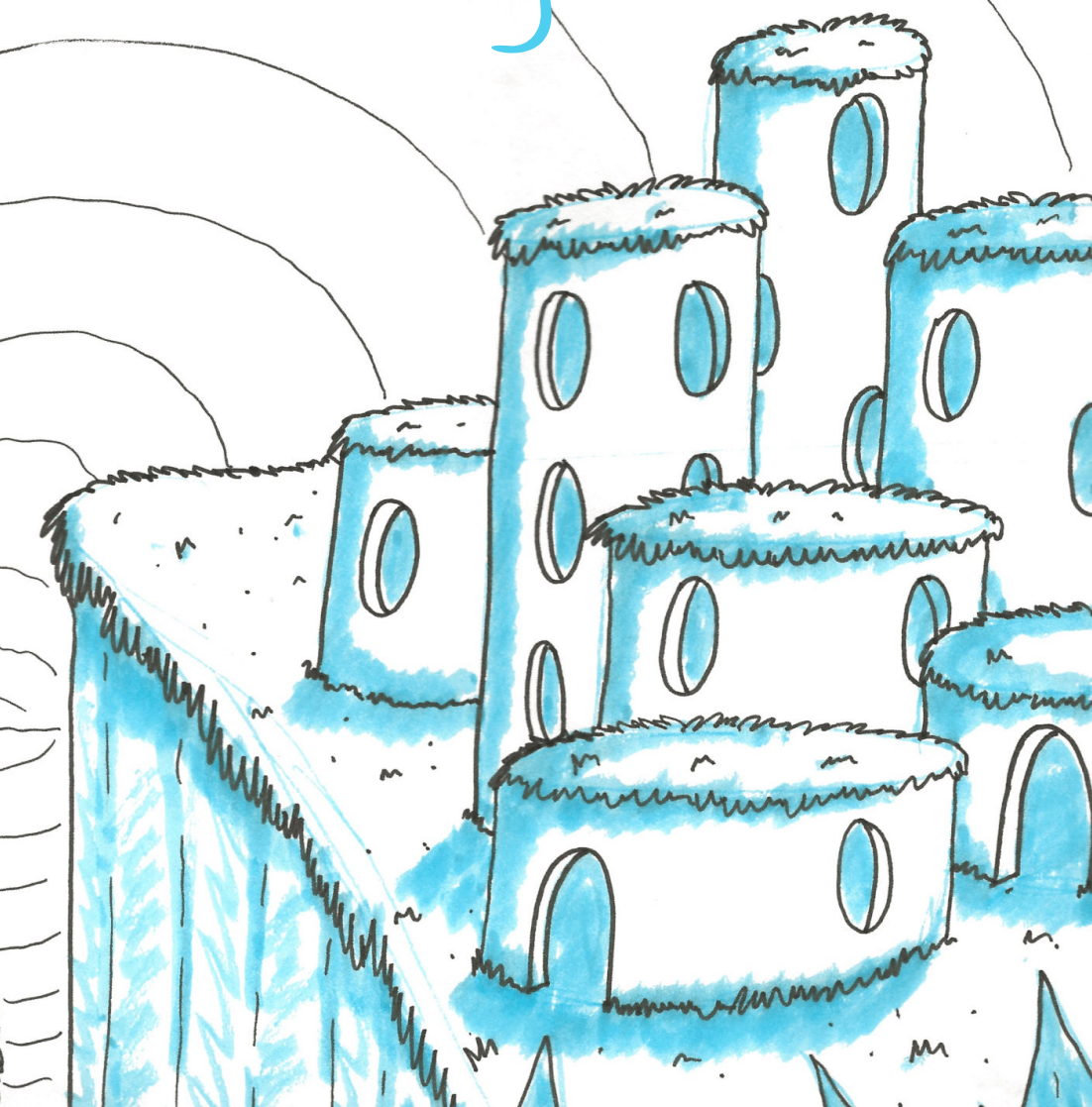


One-Page Dungeons





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KOBOLD CAVERNS

1. Twisty Tunnel

This cramped tunnel is the first defense against intruders. It is completely dark and the damp atmosphere creates a 40% chance that torches will be extinguished. The tunnel is also full of traps. There are $1d4+1$ Mechanical Traps placed randomly in this tunnel. DC 12 INT (Investigation) or WIS (Perception) will notice a trap. Mechanical Trap – DC 10 DEX saving throw or $1d8$ piercing damage.

2. Guards!

The tunnel opens into the guard station. Two Kobold Archers wait behind cover for intruders to get within range of their short bows. The Kobold Archers draw short swords and retreat into Room 3 if PCs get within 10 ft. of them.

3. Laboratory

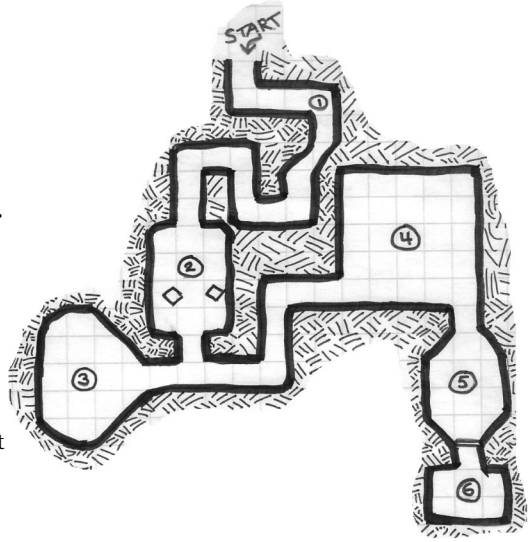
This Chamber is the best lit space in the caverns as half a dozen bunsen burners scatter dim light across the room. This cluttered space contains a collection of glass flasks and strange smelling chemicals. The Kobold Grenadier working in this lab attacks intruders on sight, throwing alchemical grenades at range and using a poisoned dagger if the PCs get close. The Kobold Grenadier will use the guards from Room 2 as meat shields if the guards retreated to the lab. The grenadier is not concerned with the guards' safety at all and will freely toss grenades in their direction if there is a chance to harm the intruders.

4. Living Quarters

This Dark Chamber is the Cavern's common area and main living quarters. There are $1d6+1$ Kobolds in this room. They attack intruders on sight, but flee to Room 5 if their attack goes poorly.

5. Bubba's Room

The Kobolds have "hired" Bubba, a Bugbear, to guard the treasure room. Bubba and any remaining Kobolds make a final stand here.



6. Treasure Room

Behind this locked door is the treasure and a quest item, along with a gnome in chains. The gnome's name is Tombert.

Feature Monster:

Kobold Grenadier

The Kobold Grenadier uses the Kobold stat block as presented in the SRD with the following changes:

*Add: Action – Grenade: Ranged Weapon Attack: +4 to Hit (30/60), 1 Target, Hit: 8 (1d12+2) Fire Damage. Creatures within 10 ft. of Target must make a DC 12 DEX Saving Throw or take 4 (1d6+1) Fire Damage.

*Add: Action – Poisoned Dagger: Melee Weapon Attack: +4 to Hit, Hit: 4 (1d4+2) Piercing Damage and 6 (1d8+2) Poison Damage. On Hit, Target must make a DC 12 CON Saving Throw or become Poisoned

CURRENT EVENTS

d8 The River

- 1 The River is swift. On a failed Save the PC is carried into the next westerly chamber.
- 2 The River is full of flesh eating shrimp.
- 3 The River is full of a chemical that causes genetic mutation.
- 4 The River is lava.
- 5 The River is very low and filled with poisonous reptiles.
- 6 The River's water is psychoactive.
- 7 Empty row boats float freely upon the water. Some have oars.
- 8 The River is frozen. Neon feathered penguins skate across the ice.

1. Troll Toll

A Troll demands a toll to pass over the river via the bridge.

d4 The Toll

- 1 "Gimme your boots!"
- 2 "Bring me a fancy hat!"
- 3 "Gimme sumpfin shiny!"
- 4 "Got any food?"

2. Hobgoblins

Three Hobgoblins guard a war chest worth 1500 GP. One Hobgoblin is deaf, one is blind, and one is mute.

3. The Maguffin

The best treasure is here, unguarded.

d4 The Maguffin

- 1 Monkey Paw
- 2 Staff of Ozymandus
- 3 Infinity Engine
- 4 Shard of the Shatterstaff

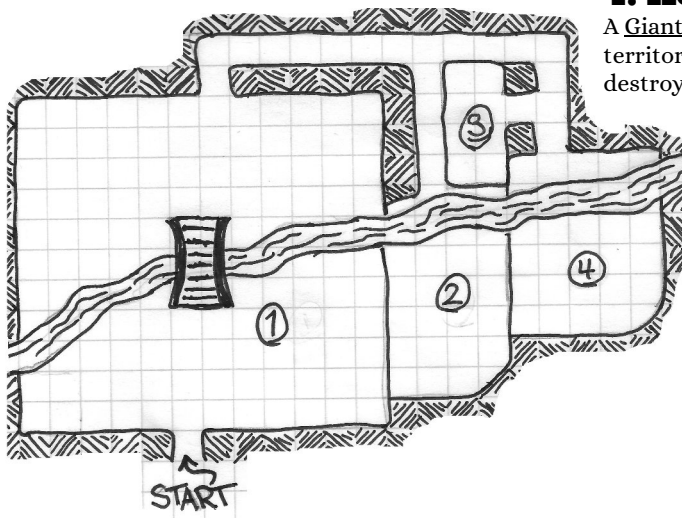
4. Kong Jr.

A Giant Ape lives here. It is territorial and will attempt to destroy potential threats.

That said, the Giant Ape can be calmed by the PCs if the correct strategy is employed.

d4 Treasure

- 1 875 Bananas
- 2 Gargantuan monster pelts.
- 3 2d10 Oil barrels
- 4 Tyrannosaur eggs.



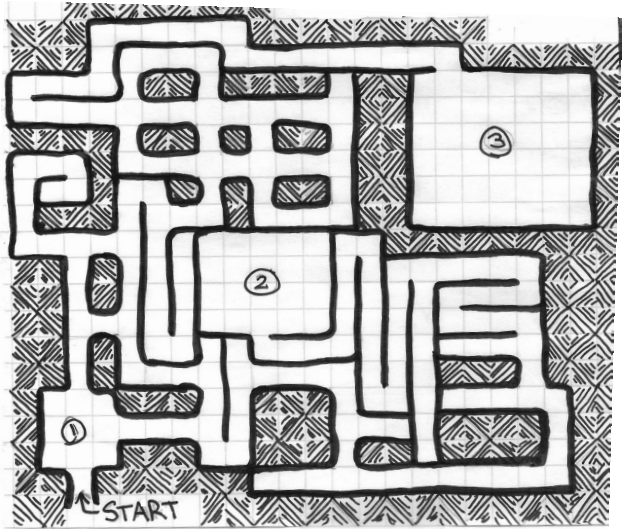
LABYRINTH

Random Encounters

Roll 1 random encounter every 20 minutes.

d20 Encounters

- 1 Ghast
- 2 Rhinoceros
- 3 Ogre
- 4 Swarm of Rats
- 5 Giant Wasp
- 6 Gray Ooze
- 7 3 Goblins
- 8 3 Orcs
- 9 3 Kobolds
- 10 2 Giant Rats
- 11 Carrion Crawler
- 12 Duergar
- 13 Cockatrice
- 14 Giant Spider
- 15 Lion
- 16 Giant Toad
- 17 Giant Badger
- 18 Brown Bear
- 19 Will-o-wisp
- 20 Gelatinous Cube



1. The Fountain

This fountain is thematically decorated and houses clear, fresh water that is cold to the touch.

2. The Minotaur

In the center of the labyrinth is a Minotaur. If a PC can tell a joke the Minotaur has never heard before, then it will grant them knowledge they seek.

3. The Goblin King

The Goblin King's (Daring Swashbuckler) throne room is well-lit and extravagant, adorned with soft carpets and glimmering crystal.

The Goblin King challenges PCs to a dance competition. PCs who at least entertain the Goblin King with their sick dance moves are rewarded with a magical trinket. Any PC that offends the Goblin King is attacked!

LEVIATHAN FALLS

1. Flooded Tunnel

The tunnels are cramped and soggy. PCs slog through ankle-high water that flows toward area 4. PCs who stop and listen will hear an overwhelming sound of rushing water.

2. Mimic

There is a single locked chest in this room. When PCs interact with the chest they discover it is a Mimic. The Mimic attacks!

3. Coven's Cauldron

This large chamber is the home and laboratory of 3 Sea Hags. The Hags act as a coven. The Hags have created a breach in the Veil of the Planes and water spills into the dungeon from the elemental plane of water.

The Hags do not attack the PCs, but will attempt to trick them into going for a swim in area 4.

If attacked, the hags will fight until only one remains. The survivor will attempt an escape.

4. Impossible Grotto

This impossibly large cavern is home to a Kraken.

The water runs fast here and the edge of the falls is slick. Incautious PCs must make a DC 12 Dexterity saving throw or fall into the water below.

If released, the Kraken attacks PCs on land with 1 tentacle and PCs in water with 2 tentacles.

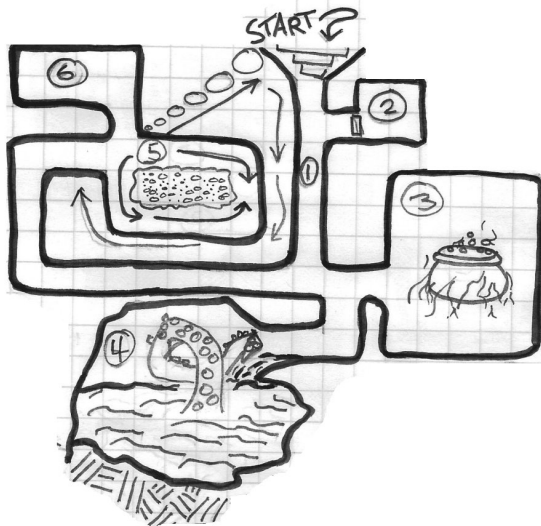
5. The Endless Walk

Once this hallway is entered, it takes 1d4 hours to exit.

6. The Lute of Logan

A single item levitates in the center of the room.

It is... The Lute of Logan.



d6 Logan's Licks

- 1 **DJENT:** Casts Hypnotic Pattern.
- 2 **NOODLE:** Casts Confusion.
- 3 **TAP:** Casts Haste.
- 4 **BEND:** Casts Hallucinatory Terrain.
- 5 **SLIDE:** Casts Dimension Door.
- 6 **SHRED:** Casts Chain Lightning.

TUNNEL OUT OF TIME

Trapped!

The PCs find themselves in a non-branching, multiverse time anomaly. They arrive only with what they were carrying. There is no easily discernible method of escape. Magical transportation, teleportation, and plane-hopping do not function in the anomaly.

1. Landing Rock

The PCs stand on a single floating rock in a vast tapestry of dark violet skies. None of the other areas are visible or apparent to PCs.

A single glowing light floats at the craggy edge, a sharp yellow contrast to the lilac mists.

Interacting with the light teleports PCs to area 2.

2. Starting Rock

The PCs stand on a single floating rock. The sky surrounding them in all directions is now a vibrant orange. The PCs can see areas 3 & 4 from

3. Zombies!

There are 6d12 Zombies on this large floating rock. They

stumble along the craggy surface, hungry for the flesh of the living. PCs will notice that when one of the zombies gets to the edge of the rock they do not stop shambling. Instead, the zombies walk on, their feet bound to the rock by an impossible gravity that pays no mind to the difference between up and down.

There is a light gate that transports PCs to area 4, but it is broken. 1 in 4 of the zombies on this rock carry component pieces needed to repair the light gate. PCs must find 1d4+1 component pieces to repair the light gate.

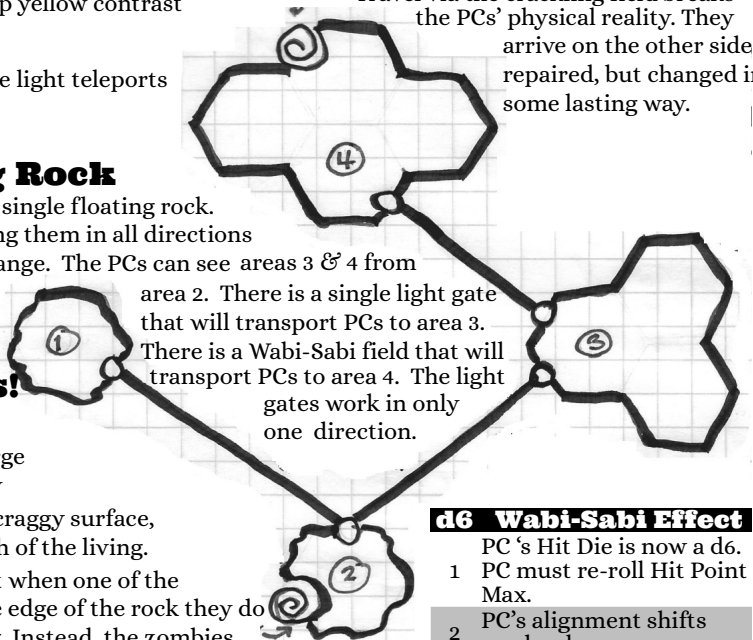
4. Jackpot

This floating rock features a giant circular frame built to surround the fiercely crackling exit-end of the Wabi-Sabi field. The frame is carved with intricate and mysterious runes. Thick, soft carpets and large, cushioned chairs face the portal exit. A powerful artifact floats above the carpets.

Grabbing the Very Rare Magic Item floating at the center of area 4 instantly transports all PCs back to their home plane.

Wabi-Sabi Field

The PCs can travel via Wabi-Sabi field, but doing so will change them forever. Travel via the crackling field breaks the PCs' physical reality. They arrive on the other side repaired, but changed in some lasting way.



d6 Wabi-Sabi Effect

- PC's Hit Die is now a d6.
- 1 PC must re-roll Hit Point Max.
- 2 PC's alignment shifts randomly.
- 3 PC swaps last class level taken with a level from a class chosen at random.
- 4 PC's perception of the world around them is forever altered.
- 5 PC's physical appearance changes drastically.
- 6 PC's memories are replaced with those of a stranger.

LEFT OR RIGHT?

1. North Mural

This well lit stone hall features a beautifully painted mural all across its southern wall.

The western portion of the mural depicts a great draconic army arrayed on a craggy hill. The eastern portion of the mural depicts a legion of elves marching from a dark, leafy forest.

The hall runs east to west and terminates in both directions with an unlocked wooden door.

2. Gnome Garden

This warm earthen chamber is open to the afternoon sky. The afternoon sun beats down upon your aching shoulders.

A great roaring waterfall extends upward into the blue sky. A deep pool of cool water hosts dragonflies, salamanders, and lily pads.

In a mushroom hut at the water's edge lives Tombert the Gnome. He is tricky to capture and speaks only in unsolvable riddles.

The PCs should feel free to take their time exploring the garden. The sun never moves from its afternoon position in the sky. Weariness never finds the PCs. The garden is comfortable and welcoming and no one would blame an adventurer for settling down in such a magnificent and relaxing place, even if night never visits.

If and when the PCs finally decide to move on, they will find a large ornate door to the south. Be assured it has been there the whole time. Perhaps the desire to escape finally revealed it.

3. Central Mural

This well lit hall features another beautifully painted mural on the south wall. The western portion of the mural depicts a shambling horde of zombies marching through a massive graveyard. The eastern portion of the mural depicts several regiments of mounted paladins charging from castle gates.

The hall runs east to west, eventually forming a circuit that terminates in a single unlocked iron door.

4. South Mural

The final mural is a simple illustration in dark black pigments.

The western portion of the mural features rudimentary drawings that appear to be dogs of various age, size, and breed. The eastern portion of the mural features rudimentary drawings that appear to be cats at various states of play and sleep.

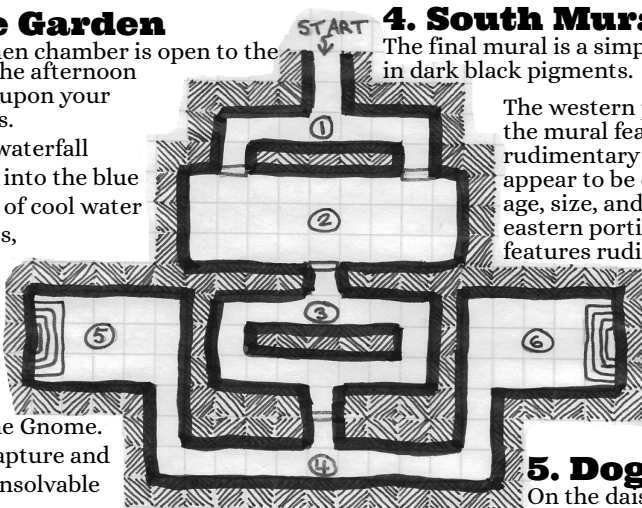
5. Dog Room

On the dais against the west wall is a golden statue of a labrador retriever. The statue is guarded by 2 Lions. The Lions attack and fight to the death. Defeating the Lions causes the golden dog statue to transform into an actual labrador retriever. The labrador is very friendly and likes skritchies.

6. Cat Room

On the dais against the east wall is a golden statue of a plump cat.

The statue is guarded by 6 Wolves. The Wolves attack and fight to the death. Defeating the Wolves causes the golden cat statue to transform into an actual fluffy cat. The fluffy cat is very pretty and likes to scratch and purr.



ROLLING RANDOM

1. Fight!

d10 Monsters	
1	Stone Golem
2	Blue Slaad
3	Troll
4	3 Phase Spiders
5	Bulette
6	3 Ochre Jellies
7	Salamander
8	Shield Guardian
9	Otyugh
10	Hydra

2. Rest.

d10 Treasure	
1	Mimic
2	500 GP
3	1000 GP
4	Uncommon Magic Item
5	Rare Magic Item
6	Very Rare Magic Item
7	5,000 GP
8	10,000 GP
9	15,000 GP
10	Legendary Item

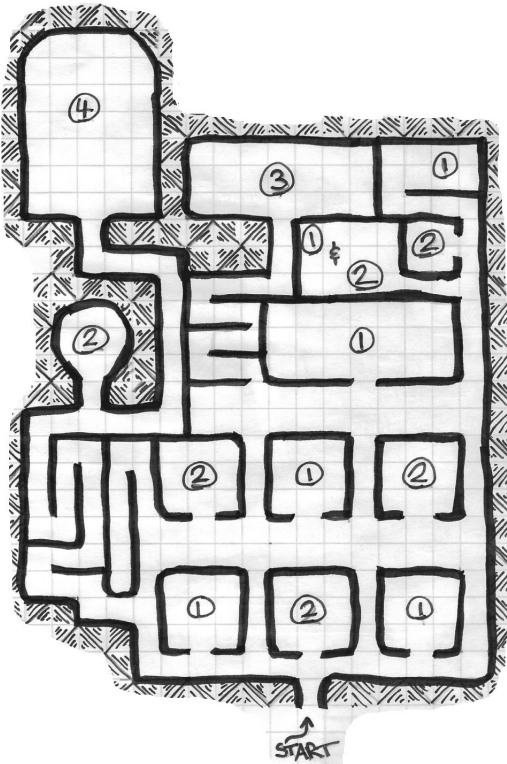
3. Investigate...

d6 Scene	
1	3 <u>Night Hags</u> and an orphan child.
2	<u>Chimera</u> and 3 dwarf hostages.
3	<u>Cyclops</u> and a rare book collection.
4	<u>Drider</u> and a box of kittens.
5	<u>Vampire</u> and the rival of a random PC.
6	A beautiful tea is hosted by a gnome named Tombert. Manners expected.

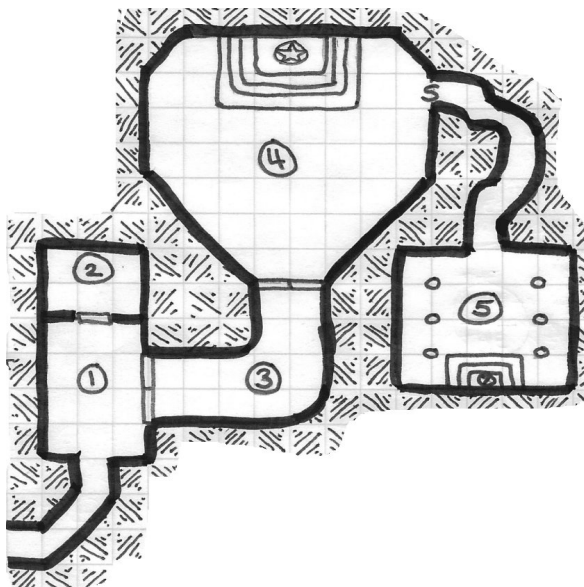
4. Dragon!

There is a hoard worth 50,000 GP in this room.

d6 Dragon	
1	Young Blue Dragon
2	Young Red Dragon
3	Young Black Dragon
4	Young Green Dragon
5	Young White Dragon
6	Young Gold Dragon



THE SECRET SHRINE



A DC 14 Intelligence (Investigate) or Wisdom (Perception) check made prior to reaching the hall corner reveals the “Wand of Flesh to Stone” planted in the wall at the inner corner. A DC 10 Dexterity (Sleight of Hand) or Thieves Tools Proficiency check will remove the wand, disabling the trap and allow the PCs to acquire a “Wand of Flesh to Stone.”

In the event the Priest is accompanying the PCs through the hallway, the priest will be sure to disable the trap without the PCs noticing.

1. Temple Lobby

This small room features large, soft chairs and small circular tables. The walls are adorned with tapestries depicting large horned bears devouring elves and humans. PCs are greeted by 4 Acolytes who try to convince the PCs to leave. When the PCs do not leave, one of the Acolytes opens the door to area 2, introducing the Priest quartered there to the scene.

If the PCs ask the wrong questions, then the Acolytes and Priest attack. If the PCs show interest in the cult, the Priest will give them a tour of areas 3 and 4.

2. Priest's Office

This small room is used by the cult's leadership to study the sacred texts of their patron. A thorough search of the office provides instructions on opening the secret passage in area 4, a treatise on the summoning and appeasement of chain devils, and 4d10 GP worth of treasure.

3. Trapped Hall

Upon reaching the turn in this hallway, any creature not wearing the holy symbol of an evil deity must make a DC14 Dexterity Saving Throw or be turned to stone (as “Flesh to Stone”).

4. The Sanctuary

This large, impressive room is filled with 5d6+2 Cultists worshipping a statue of a large, horned bear. If the PCs are hostile the Cultists attack the PCs and fight to the death.

The central feature of this room is the large statue of the cult's deity on a raised dais. This statue is the key to opening the secret passage away to area 5. The PCs must manipulate the hidden lever on the statue to cause a portion of the sanctuary wall to lift away, revealing a torch-lit hallway.

5. Secret Chamber

Candles light this dank chamber. The sounds of chanting Acolytes fills the hall. In this room, 6 Acolytes have completed the summoning of a Chain Devil. A pile of treasure worth 3,000 GP rests in the corner of the room. Atop the treasure is a shard of the Shatterstaff.

CATACOMBS OF THE NECROMANCER

This is a maze. Roll a random encounter every 15-20 minutes to spice things up.

d12 Encounter

- | | |
|----|-----------------|
| 1 | 5 Ghouls |
| 2 | 5 Skeletons |
| 3 | 5 Zombies |
| 4 | 2 Ghouls |
| 5 | 2 Skeletons |
| 6 | 2 Zombies |
| 7 | 5 Cultists |
| 8 | Carrion Crawler |
| 9 | 2 Bat Swarms |
| 10 | Gelatinous Cube |
| 11 | 3 Mummies |
| 12 | Vampire |

1. Bat Country

The ceiling in this great echoing chamber seems to wiggle in what little light is cast from the candles mounted along the walls.

A breeze rushes through the chamber from area 2. Roll 1d2. On a 1, the candles snuff out. A Bat Swarm lives in this chamber. The swarm is likely to attack in the dark.

2. Grandpa's Casket

Grandpa is a Vampire. Roll a d12. On a 1-3, Grandpa is asleep in his casket. On a 4-6, Grandpa is entertaining a visitor. On a 7-9, Grandpa is meditating. On a 10-12, Grandpa is having his tea.

Grandpa is very likely to attack intruders if awake. Grandpa has a gemstone stash worth 1500 GP.

3. Swamp of Sorrow

PCs who make contact with the swamp waters are cursed to roll all saves with disadvantage.

PCs who swim to the bottom of the swamp can retrieve a shard of the Shatterstaff.

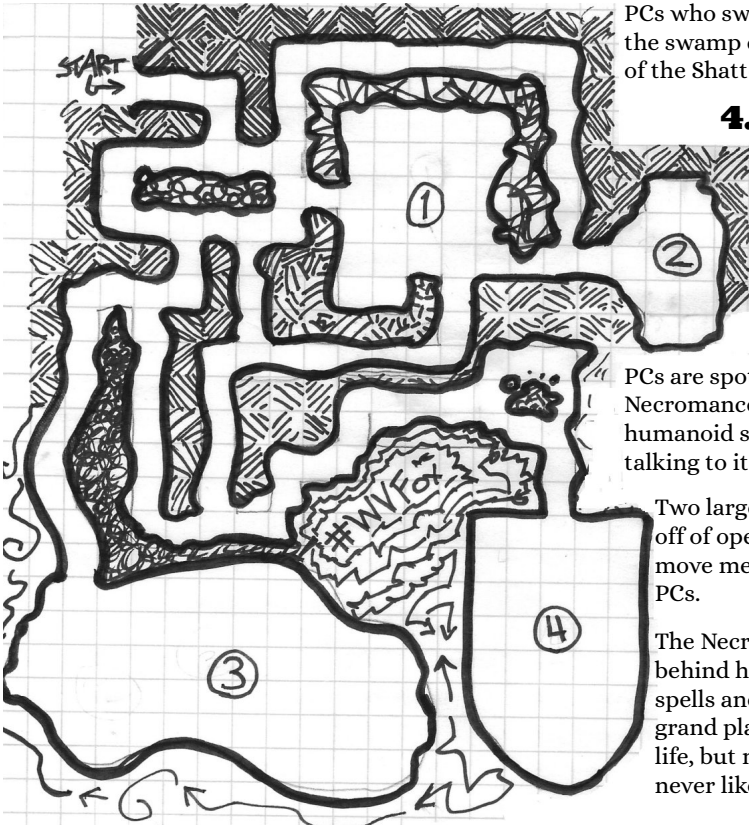
4. Necro-Lab!

This musty chamber smells of sulfur, ether, and strange smokes. Inside, running from cauldron to beaker, is a strange looking figure. When the

PCs are spotted, the Necromancer (Mage) grabs a humanoid skull and starts talking to it as an old friend.

Two large Flesh Golems rise off of operating tables and move menacingly toward the PCs.

The Necromancer hides behind his pet golems, casting spells and monologuing about grand plans for everlasting life, but not like Grandpa, never like Grandpa.



DWARF KING'S THRONE

1. Welcome!

The Dwarf Queen's adviser greets the PCs in this small, well-appointed chamber. The adviser is a capable looking dwarf named Pogo.

Pogo explains that the Queen needs the PCs' help and has requested their presence in the Throne Room (area 5). Pogo will attempt to lead the PCs through area 2 to area 5 in order to present the PCs to her royal majesty.

2. Royal Hall

The royal hall is a busy place. There is a 1-in-6 chance that a PC bumps into a dwarf courtier, guard, or worker. Roll this chance for each PC each time the PCs travel through this area. Bumping into others may complicate the adventure by causing a spill, an injury, or an insult.

3. The West Wing

The Dwarf King is distraught and has locked himself in the west wing. The King does not wish to have visitors and will attempt to intimidate PCs. He will not grant anyone entry into the west wing. If the PCs somehow convince the King that they can help, or otherwise find a way to cheer the King up a bit, then the King will open the door and tell them why he has locked himself away from court.

The King is despondent because his birthday is tomorrow and the royal baker seems to have forgotten how to bake cakes. The baker keeps trying to bake cakes, and the things he's made look a lot like cakes, but nothing he makes tastes like cake. In fact, it all tastes rather terrible.

If the PCs really press the King, then he may tell them that he thinks the royal baker is up to magical trickery. He may even give the PCs a potion of "True Sight."

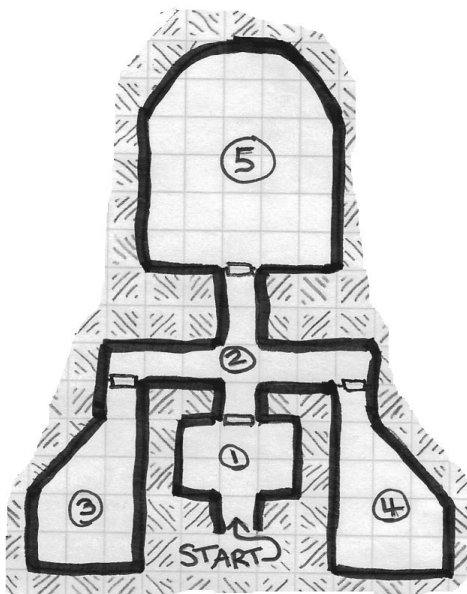
4. The Royal Kitchen

The Royal Baker is frantically tossing ingredients into a mixer. The baker has no idea why all of the test cakes taste terrible and chalks it all up to bad luck and an unfair fate.

The truth is that a naughty gnome named Tombert is invisible and hiding in the kitchen. Tombert keeps switching the sugar with Tombert's patented Super Sour Power Powder. PCs who trick, bully, or otherwise persuade Tombert to knock it off receive a vial of the sour powder as a reward.

5. Throne Room

The Queen's adviser escorts the PCs to the front of the line of dwarfs waiting to petition the throne. The Queen looks relieved to see the PCs and asks them to convince the King to stop sulking in his room and to come out and help run court. The Queen explains that she has handled every petition for the past 3 days. She offers the PCs a reward if they can get the King back on the throne so that she can take a nap.



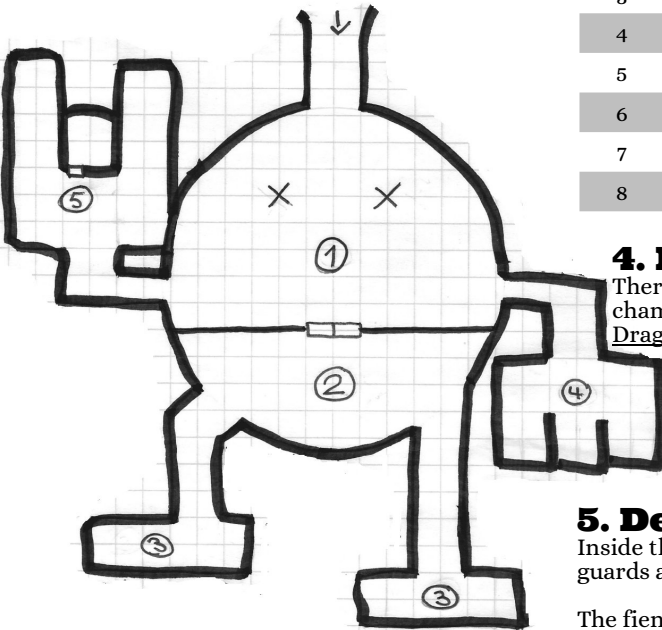
HEAVY METAL MUTANTS

1. Surprise!

Two Assassins hide in this chamber. They surprise attack when one of the PCs reaches one of the areas marked "x."

2. Trolls!!

Two Trolls patrol this chamber and attack PCs on site.



3. Troll Hoards

Each of the two Trolls kept its own hoard. Roll twice for each hoard, re-rolling repeats. Gain all treasure rolled.

d8 Treasure

- 1 Box of Crunchy Yums
- 2 The Celestial Equation
- 3 Power Heart Gemstone
- 4 Pythagoryn's Pipe
- 5 Heart of Whilmhelda
- 6 Leyline Codex
- 7 Fang of the Scornail
- 8 Big Red Button

4. Dragon Nursery

There are three stalls in this chamber. In each stall lives a Dragon Wyrmling. There is 1 Red Dragon Wyrmling, 1 Blue Dragon Wyrmling, and 1 Black Dragon Wyrmling.

5. Destiny

Inside this large room a Bone Devil guards a locked chamber.

The fiend does not attack immediately. Instead, it attempts to bargain. It offers PCs great power if they agree to turn and leave.

PCs that accept the offer are immediately turned into weird mutants and gain a "20" Strength Ability Score. The Mutants are unable to attack or otherwise target devils.

The only way to get into the locked chamber is to slay the bone devil and use one of its bones as a key.

Inside the chamber is a powerful artifact that amplifies and manipulates the sounds made by musical instruments.

Suggested Soundtrack

d6 Mix Tape

- 1 "The Ocean" Led Zeppelin
- 2 "Losfer Words: Big 'Orra" Iron Maiden
- 3 "Cloak of Feathers" The Sword
- 4 "Sorceress" Opeth
- 5 "Ride into Obsession" Blind Guardian
- 6 "Justinian Code" Byzantine

HOBGOBLIN FORTRESS

1. Killing Field

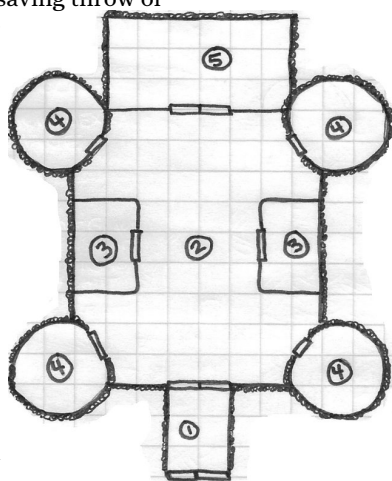
Five hobgoblins stand guard in the killing field and fight to the death. On the '20' turn of initiative order each round, all PCs must make a DC 12 Dexterity saving throw or take 4 (1d4+2) piercing damage as arrows rain down from the fortress walls.

2. Parade Grounds

Given the fact that the fortress is being invaded by the PCs, it is very likely that this area is filled with hobgoblin defenders. At least 4 hobgoblins and 4 worgs attack the intruders on sight and fight to the death. On the '20' turn of initiative order each round, all PCs must make a DC 12 Dexterity saving throw or take 4 (1d4+2) damage as arrows rain down from the fortress turrets (areas 4).

3. Barracks

This is where the hobgoblins sleep. Given the invasion by PCs, it is likely these rooms are empty save for cots and footlockers. Each chamber houses 4 cots and 4 footlockers. Roll 1d6 for each footlocker. Re-roll repeats. Keep all treasure rolled.



d6 Treasure

- 1 An unfinished Hobgoblin short story.
- 2 Racy drawings of famous Hobgoblin warriors.
- 3 Deck of marked playing cards.
- 4 Matched pair of ornamental silvered daggers.
- 5 Jar full of 10d10 silver pieces.
- 6 6d6 GP worth of Jitterroot, a powerful and illegal narcotic.

The text assumes a frontal assault and invasion by PCs. If PCs employ a more stealthy infiltration strategy, then adjust accordingly.

4. Fortress Turrets

The door at the base of each turret is locked, behind which a spiral stair leads 25 ft. up to the top. On each turret is stationed 2 hobgoblins regardless of time of day. PCs can put a stop to the relentless rain of arrows in areas 1 and 2 by dispatching the hobgoblins on the turrets.

5. Champion's Quarters

This spartan ready room serves as the office, armory, and bedroom for Gugtar, Hobgoblin Champion.

One magic weapon of the DM's choice is in this room along with a major quest item and 250 GP worth of treasure and trade goods.

If the PCs invaded the fortress, then Gugtar is not in his quarters and is instead leading the defense of area 2.

Feature Monster:

Gugtar, Hobgoblin Champion

Medium Humanoid (Goblinoid), Lawful Evil
AC: 17 HP: 39 (6d8+12) Speed: 30 ft.
Str: 15 Dex: 14 Con: 14 Int: 12 Wis: 10 Cha: 13
Senses: Darkvision; Passive Perception: 10

Special: Martial Advantage: Once per turn deal extra 10 (3d6) damage to creature hit with a weapon attack if that creature is within 5 ft of an ally of Gugtar that is not incapacitated.

Action Surge: On Gugtar's turn, he can take an action in addition to the normal action allotted him. Recharge: 6.

Actions: Multiaattack: Gugtar makes 2 maul attacks.

Maul: Melee Weapon Attack, +4 to hit, Reach 5 ft., One Target. Hit: 9 (2d6+2) bludgeoning damage.

DESCENT INTO MADNESS

1. The Spiral Descent

This dimly lit, winding tunnel meanders downward, leading PCs deeper below the surface of the earth. PCs will immediately become disoriented by the glyphs and drawings scrawled all across the walls. Upon closer inspection, the markings appear to shudder and writhe.

PCs must make a DC 18 Wisdom saving throw or gain 1 level of exhaustion. The DM is encouraged to play up the extreme feelings of insane horror experienced by PCs during their lengthy descent.

2. Fork in the Tunnel

The tunnel levels out here and PCs are presented with a choice to continue the descent to area 3 or to turn left to areas 4 and 5.

All PCs who failed the Wisdom saving throw in area 1 will refuse to continue descending into area 3. Said PCs will attempt to convince other PCs to turn left by whatever means said PCs find most persuasive. Particularly violent PCs may even attack their friends.

3. Pit of Insanity

All PCs that venture any further down the tunnel toward area 3 are doomed.

The DM is encouraged to place their favorite great old one, purple worm, tarrasque, or other unstoppable horror at the bottom of this pit.

No PC who chooses to turn right at area 2 and descend into the Pit of Insanity survives this session.

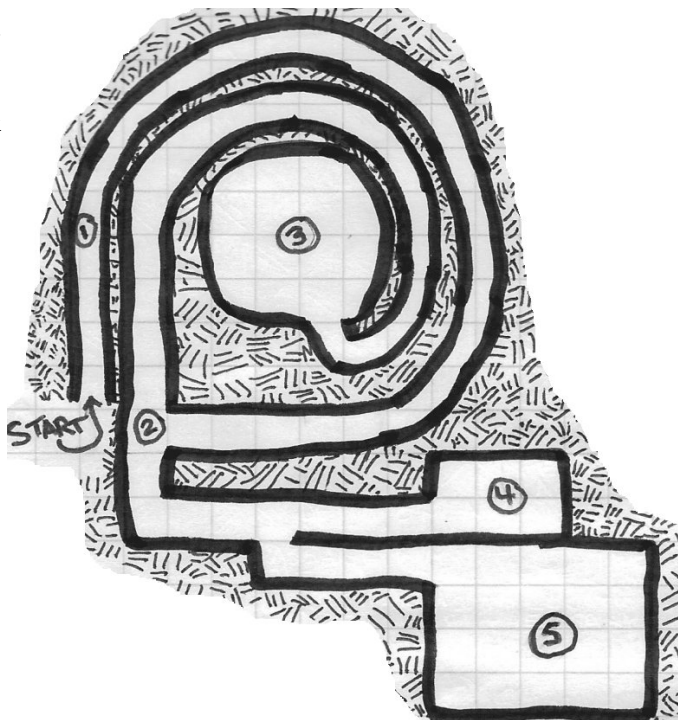
4. Font of the Observer

This eerie chamber is lit by an aquatic glow. The glow emanates from a single fountain in the far corner of the room. The fountain holds clear water that smells and tastes clean and fresh. The water appears to shimmer with a green light. Any PC that consumes water from the fountain is immune to fire based damage for the next 12 hours.

5. Nothing is Free

This is the chamber of an Efreeti. The Efreeti has been studying the being in area 3 for centuries.

The chamber is piled high with scrolls, books, maps, and magical items. If PCs attempt to steal anything the Efreeti will attack and defend its collection. Otherwise, PCs may treaty, bargain, or plead with the Efreeti. The Efreeti has information that can help the PCs immensely. If negotiations become hostile at any time, then the Efreeti attacks the PCs.



SNAPTAW CAVERN

1. Cramped Tunnel

The stench in the tunnels is overwhelming. Odors of burnt hair, rotten meat, and fresh dung assault the PCs' senses. PCs must make a DC 15 Constitution saving throw or take 1 level of exhaustion.

2. Echo Chamber

This enormous cavern chamber is unoccupied. Gnolls posted in areas 3, 4, and 5 bark, laugh, and shout into the chamber. The terrible noise echos in the PCs' heads. PCs must make a DC 15 Wisdom saving throw or take 1d10 psychic damage.

3. Cages

Three gnolls guard the humanoid prisoners locked in the cages in this room. The caged humanoids beg PCs to set them free.

4. Snapjaw Kitchen

Two gnolls stand over a large black pot balanced on a small cook fire. The gnolls take turns tossing slimy green meats into the stew. Flies buzz around piles of rancid meat stacked around the corners of the chamber.

A carrion crawler naps at the base of one of the disgusting stacks of meat.

5. Grisly Sacrifice

Jabtail, Gnoll Shaman oversees a diabolic proceeding in this foul smelling chamber. Three gnolls join Jabtail in guttural barking chants.

Just as the PCs arrive, Jabtail thrusts downward, both paws grasping a jagged ceremonial dagger. The victim shrieks for help!

The PCs are attacked for interrupting the ceremony. The jagged ceremonial dagger is a powerful magic item that carries a terrible curse.

Feature Monster:

Jabtail, Gnoll Shaman

Medium Humanoid (Gnoll), Chaotic Evil

AC: 15 HP: 30 (4d8+10) Speed: 30 ft.

Str: 12 Dex: 12 Con: 10 Int: 6 Wis: 14 Cha: 7

Senses: Darkvision; Passive Perception: 12

Special: Rampage: When Jabtail reduces a creature to 0 HP on its turn, Jabtail can take a bonus action to move ½ speed and make a bite attack.

Actions: Bite: +4 to hit, 5 ft. Range, Hit: 4

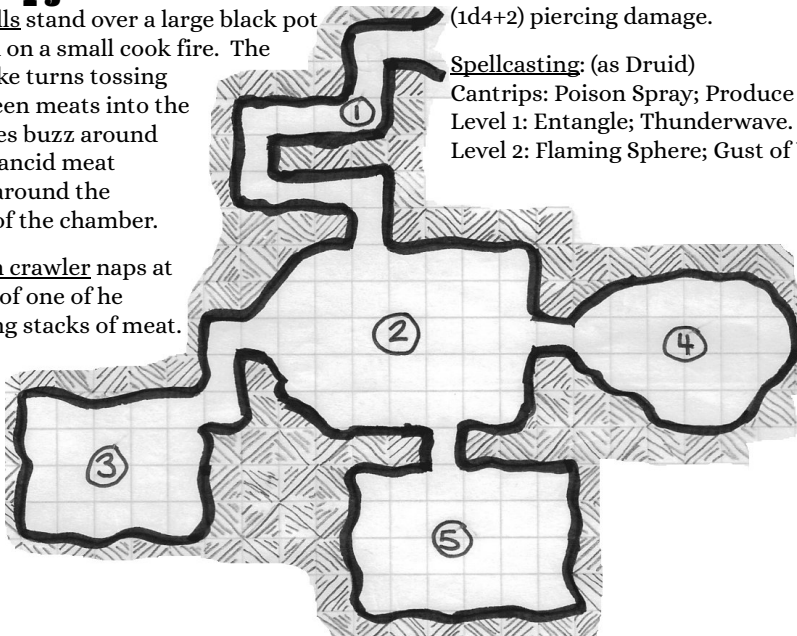
(1d4+2) piercing damage.

Spellcasting: (as Druid)

Cantrips: Poison Spray; Produce Flame.

Level 1: Entangle; Thunderwave.

Level 2: Flaming Sphere; Gust of Wind.

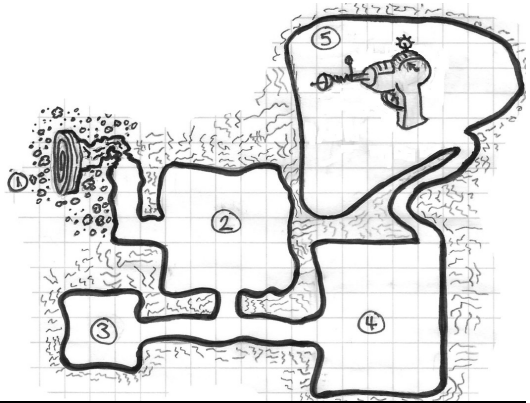


THE TRANSDIMENSIONAL SERPENT LORD

1. Cosmic Vortex

The PCs are swept into an infinite cosmic vortex. Dark purple ripples of dripping splatter shift reality. The air hums with power.

PCs are floating in a space between dimensions. They may find it hard to move about. The longer the PCs spend in the cosmic vortex, the stranger the experience becomes. Eventually, one or more of the PCs may receive a vision, a riddle, or some insight into the way out of the vortex and into the lair of the Transdimensional Serpent Lord.



d4

Cosmic Insight

- 1 Crystal scaled snakes crawl out of the non-dimensional void space, ensnaring the PC's ankles and dragging the PC down through the floor of the vortex and ripping a hole in the stability of the cosmic chaos. All PCs fall 10d10 feet into area 2.
- 2 Voices echo through the PC's mind. Each says the same thing, "Let go." If the PC is able to achieve a meditative state amidst the cosmic chaos, then all PCs will be instantly transported into area 2.
- 3 Random geometric patterns of terrible asymmetrical design violate the PC's sense of sanity. The PC starts babbling randomly in a voice that is not their own. The babbling becomes a chant that magically transports the PCs to area 2.
- 4 The dripping purple ripples kaleidoscope into a swirling pattern of neon. The PC sees the center of the swirl as a small unlocked door that leads to area 2.

2. Chamber of Scales

This large chamber is covered in multicolored reptilian scales. The floor moves under the PCs feet and they may find it hard to balance. PCs must make a DC 18 Dexterity saving throw or fall prone.

The entire floor in this chamber is a giant weight balance mechanism. If the PCs gather too closely together, then the floor shifts and the entrance to areas 3 and 4 cannot be accessed. If the PCs spread their weight evenly across the floor, then the floor will be held steady enough for 1 or more PCs to reach the entrance to areas 3 and 4. The hallway between areas 3 and 4 contains a large lever that locks the floor in place.

3. Chamber of Silence

This small room is completely silent. A small crystal orb sits in the center of the room. A permanent silence spell effect radiates out in a 20 ft. radius from the orb. The orb can be removed from the room and the silence effect will travel with it.

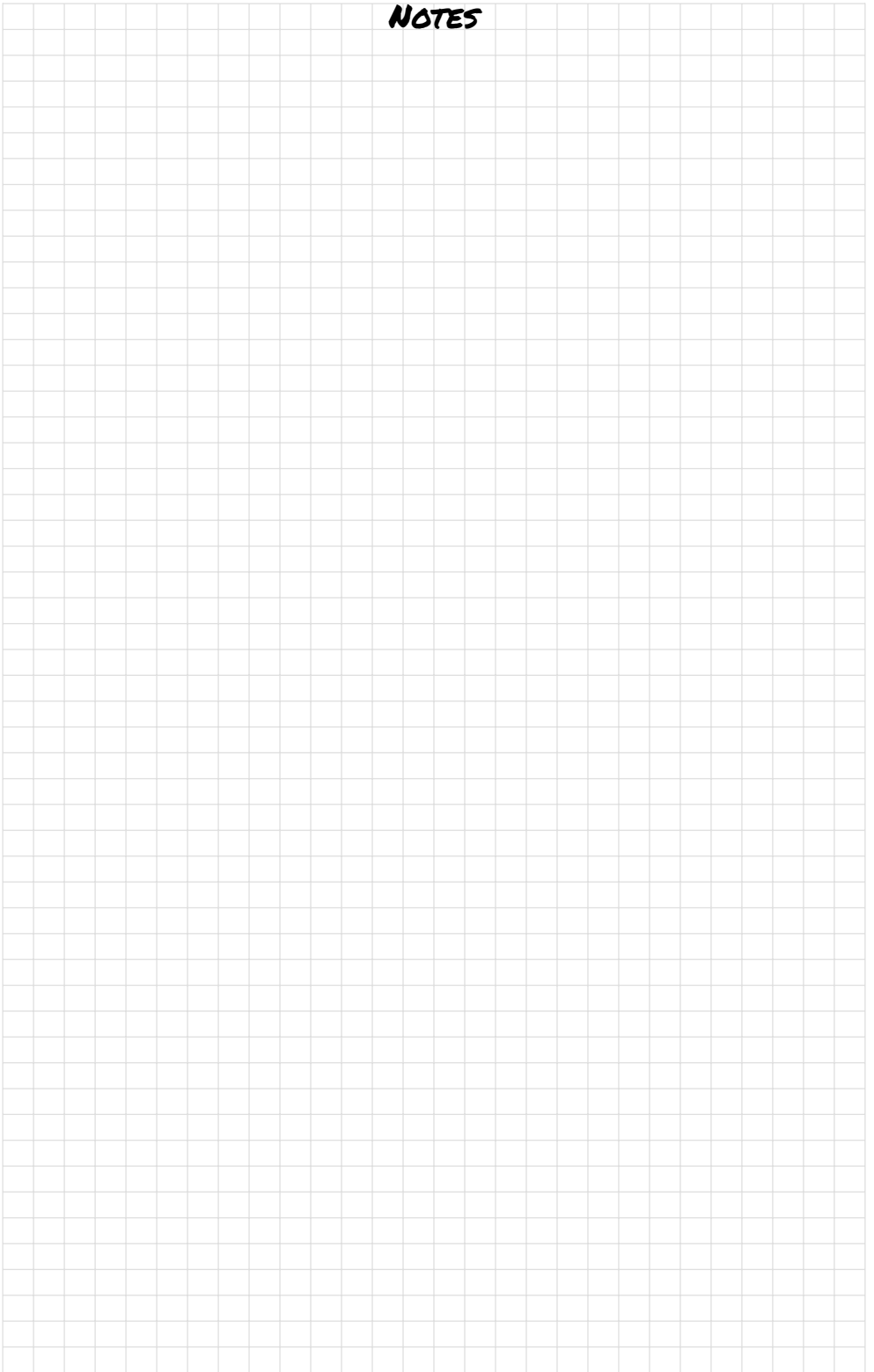
4. Chamber of Serpents

PCs may notice that the floor here radiates warmth. They may also notice that parts of the floor move in strange rhythmical ways. This chamber houses 3 Swarms of Poisonous Snakes and 2 Giant Constrictors. The snakes attack PCs that attempt to enter area 5.

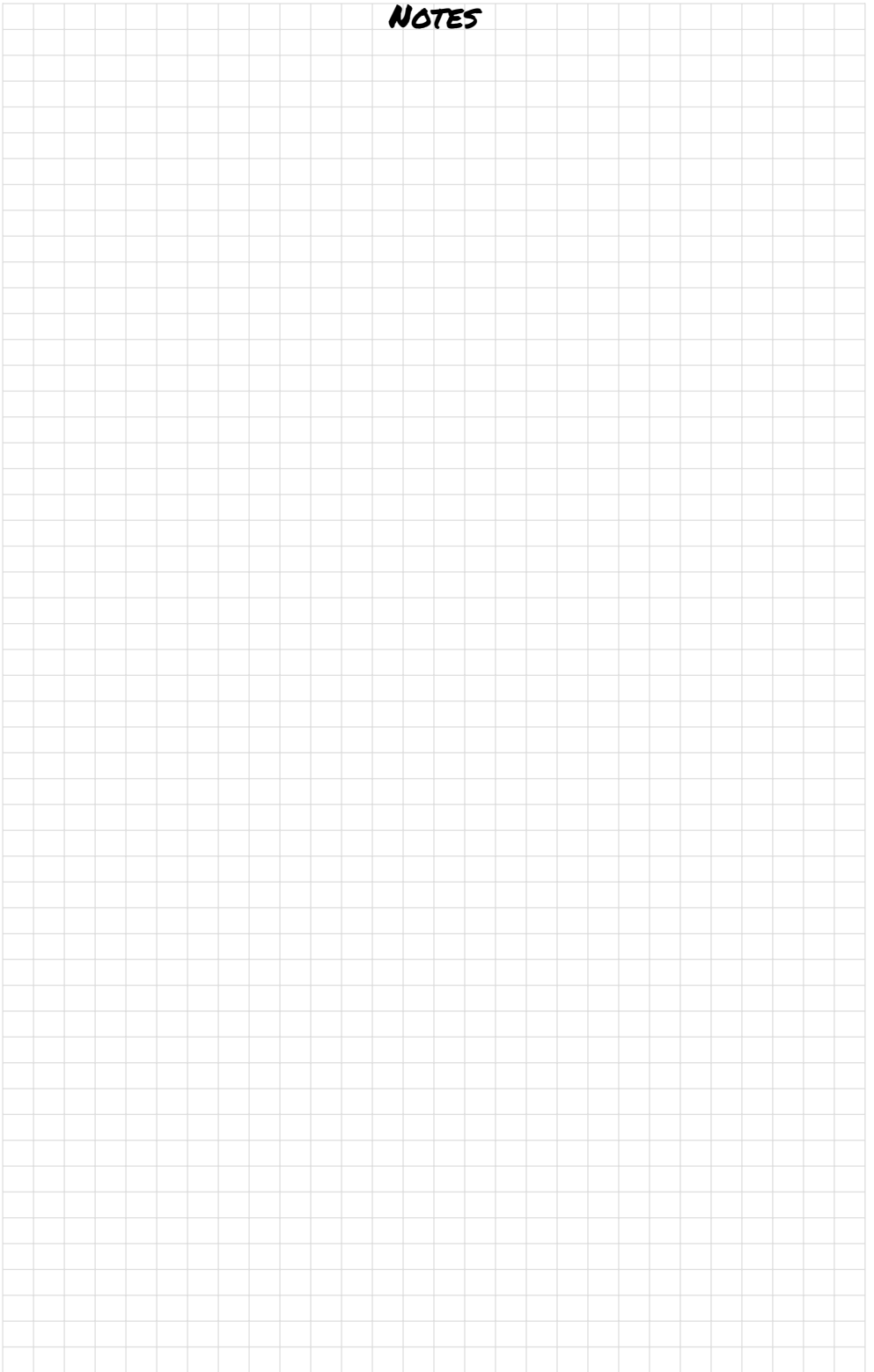
5. Chamber of Secrets

The walls in this chamber move in multi-color swirls. PCs feel uneasy with the strange sights and surroundings and must make a DC 15 Wisdom saving throw or gain one level of exhaustion. The Transdimensional Serpent Lord is an ancient Mage, as insane as he is powerful. He shouts at the PCs and demands they leave his personal pocket dimension immediately. When PCs do not comply, the Serpent Lord summons 2d6+3 Giant Poisonous Snakes to defend him as he starts casting spells at the PCs. On the "20" initiative turn every round, the Serpent Lord fires his Stasis Ray at one of the PCs. A PC targeted by the Stasis Ray must make a DC 15 Dexterity saving throw or be paralyzed for 1d4 rounds.

NOTES



NOTES



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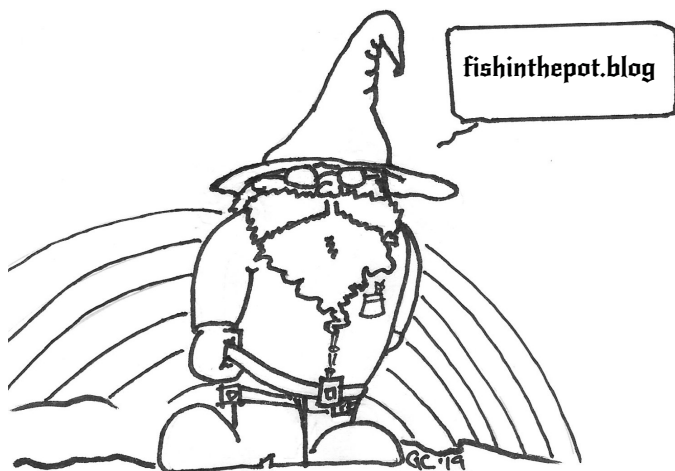
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