

5 MONSTERS, 50 PLOTS

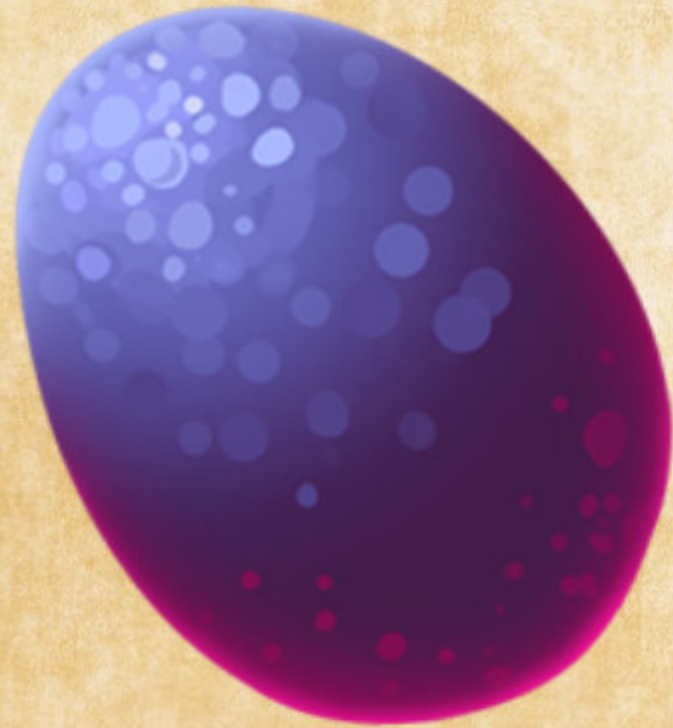
(Vol I)



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THIS TITLE CONTAINS THE FOLLOWING CONTENT WARNINGS: CHILDREN AND ANIMALS BEING TARGETTED BY MAGIC AND IN DANGER.

GORGON

Monster Manual, P171, CR5

This ferocious creature is clad in iron plates, a foul green mist curling from its maw that turns victims to stone. While typically in the shape of a bull this large monstrosity can be moulded into the shape of any creature with horns and hooves.

Consider an iron unicorn rampaging across the lands, an enormous stag destroying the forests, or a beast entirely of your own making...

1 The party keeps stumbling across small petrified animals in the woodland. Farther along the path they find the smashed stone bodies of two woodcutters and a clear trail of destruction leading away between the trees. One of them is clutching a note, promising payment to anyone who can kill the beast in the woods...

2 The townsfolk are complaining of a green tinge to the river's water and stiffness in their joints. Chaos breaks loose when a distraught mother approaches the party with her baby, turned to stone after being bathed upstream. The town begs the party to investigate, offering a reward if the infant can be cured and whatever has tainted the water can be defeated...

3 During a heavy rainstorm a sudden flurry of stone birds fall around the party as a large shape flies overhead, obscured by the grey clouds, several tinged green in some areas. The party comes across a group of travellers huddled in an old shelter, speaking in whispered tones of the Iron Claw, and the treasures in its mountainside nest...

4 The party is asked by a wealthy merchant to steal back a huge crate of theirs, stolen from them during shipping. The merchant's managed to track it down to a warehouse in the docks, but the thief has no idea what's inside, and the sedation spell put upon the creature inside the crate is about to wear off...

5 A group of kobolds have been capturing members of the nearby goblin tribe and offering them as sacrifices to an ancient gorgon living in the mountains between their tribes. Naturally the goblins have been doing exactly the same thing. But with the recent and incredibly romantic marriage of a goblin and kobold uniting the tribes, they're seeking help to end the cycle of sacrifice and to bring about an era of peace...





6 A local sorcerer sneezed on a statue of the city's mascot, a giant metal deer, and accidentally turned it into a gorgon. Locals managed to chase it down into the sewers, but need it tracked and killed, and the guilty sorcerer who followed it down needs to be rescued...

7 A previous group of adventurers slew a gorgon terrifying the village, but the inhabitants are suffering from awful nightmares and three have now been found turned to stone in their beds. Nightmares centre on a grotto by the coast, and something rotten oozing green vapours into the water...

8 Someone has managed to tame a gorgon, taking it to the houses of various nobles under the guise of some new investment or entertainment. When the nobles have been petrified their houses are robbed, and the thief escapes. Stories of what creature the gorgon looks like are ever-changing, but people are desperate for answers, and justice! They'll pay handsomely for the perpetrator alive...

9 A town uses a captured and restrained gorgon as an ultimate form of punishment for their criminals, where the guilty are turned to stone for their full sentence before being revived. But a careless guard has allowed it to escape, and the officials are desperate to get it back - unharmed!

10 A group of children tell the party about a young boy called Aster, who wears a bright red cloak with jangly bells on it. He's been sneaking into a cave in the mountains, bringing mice and small creatures to his new baby 'pet'. He won't tell anyone what it is, but his friend Genria went to investigate. She hasn't come back yet, and Aster's disappeared, too...

NAGA

Monster Manual, P233. Bone Naga CR4, Spirit Naga CR8, Guardian Naga CR10

Nagas come in three varieties. The benevolent guardian naga, the malevolent spirit naga, and the undead bone naga. Both guardian and spirit nagas return to life after a certain amount of days, and all hold dominion over their territories with absolute power.

They are intelligent creatures, capable of spell-casting and having their own intricate wants and desires. Nagas function brilliantly as both allies and enemies.



1 While sleeping, one of the casters in the party is visited by a Guardian naga in their dreams. The naga is old, and promises a great reward if the party can bring it the few ingredients it needs to complete its ritual of rejuvenation. While these items are relatively simple to get for the party, it explains it cannot fetch them itself due to age. Once the items have been collected and brought to the naga, it asks for the party to complete the final stage of the ritual, and to kill it. If the party completes this, the naga will grant them their reward once it has returned to life...

2 A huge city has a network of sprawling catacombs built under it. Apart from the occasional undead rising there's nothing to worry about. Except now there are rumours of some giant creature made from bone moving down there, and the locals are too afraid to investigate. There's a reward for the head of the slain creature...

3 After months of trouble the villagers managed to trick the local spirit naga into getting drunk from great barrels of wine, and killed it. However they only have a few days before it rejuvenates with a vengeance. Knowing the same trick won't work twice, they're desperate for help and ask the party to investigate an ancient guide to purifying the land, hoping it will turn the spirit naga into a guardian naga...

4 When the party rests near this ancient mountain, they notice that half is covered in lush green forest, and half in withered scrub-land. While sleeping they are visited in a group dream by two nagas, one a guardian naga and the other a spirit naga. Both are trapped in separate caves beneath the mountain, their power affecting the land above them, and keeping them in their lairs. They each offer sublime rewards for defeating the other...

5 A previous group of adventures have killed the guardian naga residing in an incredibly beautiful valley. The villagers in the hamlet are devastated and offer a great heirloom in reward for tracking down the adventurers, and bringing them back to face their crimes by the time the naga rejuvenates...





6 A famous adventurer contacts the party with a top secret offer. They promised a noble they'd defeat a bone naga causing havoc in the estate's forest, but they'd much rather pay a discreet group of adventurers a fee and claim the glory. Issue is, the estate is heavily guarded, and the group will have to sneak in, kill the bone naga, and sneak out without being seen. Still, the reward is very good...

7 The party stumbles across the lair of a slain spirit naga. Written on the wall in its blood is '6 DAYS...'. The blood is a day old, and the village nearby is celebrating the death of the tyrant naga. But the villagers have no idea the naga can rejuvenate, and need persuading of their impending doom. When they realise the danger, they need help to defend themselves, and find a more permanent end to their nightmare...

8 While travelling through a lush, green area, the party comes across large swathes of land where the trees have been cut down and the ground burned. A city nearby has undergone an industrial boom, decimating the countryside. The party hears of a cave in the valley said to be haunted. Upon exploring it, they discover a spirit naga, poisoned by the toxic waste pumped into the water. It begs them for help convincing the townspeople to clean up their pollution, and save the area...

9 A haggard merchant on the road asks the party if they're mercenaries for hire. Turns out, xe's inadvertently taken a clutch of naga eggs from a nest, thinking them exceptionally beautiful geodes. Xe's already sold them on, but now xe's being chased by a furious spirit naga parent, hell-bent on revenge. Xe will pay anything to be saved...

10 A young child has been dabbling in necromancy after losing her beloved pet snake. But the spell she's used has gone awfully wrong, and hundreds of small snake skeletons have been appearing all over the town. As soon as they emerge they slither off, disappearing into an abandoned mansion and down to the cellar. In the dark a huge naga made of bone is forming and beginning to wake up...

BEHIR

Monster Manual, P25, CR11

These huge and silent creatures were originally moulded by Storm Giants, used by them as weapons against dragons. While they still harbour a hatred of dragons, behirs are terrifying predators with the ability to melt foes with their lightning breath before swallowing them whole.

Their lairs are exceedingly difficult to reach for most people as their twelve legs and serpentine body allow them to scrabble and slither almost anywhere. They are also sentient creatures, able to speak Draconic.

1 An elderly storm giant has lost his two pet behirs, Bhert and Urnie. He's sure they're somewhere in the nearby mountain range, and thinks their chains were broken by an earlier group of adventurers who tried to attack him earlier. Yesterday he found the corpse of a young black dragon in the valley, singed by lightning, but Bhert and Urnie have yet to return. He's offering a handsome reward to bring them both back alive...

2 A mountain village is being plagued by an unknown creature. They believe it came with the last huge storm that rolled through, as they can see the crackle and flash of lightning some nights still. But whatever it is, it's eaten almost all of their goat herd, and with winter on the way, they're desperate for help getting it out of the maze of tunnels and caverns making up the mountainside...

3 The party are contracted to head up into the mountain and kill a blue dragon. But when they arrive in the dragon's lair, deep inside the maze-like mountain, all they find is the skeletal remains. Something skitters above them, and a crack of lightning shoots out from the behir(s) that have made this lair their new home...

4 While travelling through a rocky canyon the party spots a behir keeping well out of range. It's speaking in Draconic, but will switch to basic common if no one can understand it. A territorial fight with another behir has gone wrong, and its babies fell into a river during the conflict. They're huddled on a ledge on the other side of a water-filled tunnel, and this parent can't swim or fit through the tunnel to reach them. It knows of a cave where a group of adventurers died with all their stuff on them and will show them where it is if they rescue the babies...

5 A group of previous adventurers have killed a black dragon in the area, and for months everything has been peaceful. But now people are talking about the strange, dragon-like creatures in the mountains and canyons. A pack of kids, wanna-be adventurers, have snuck away from home to go hunt the creatures, and their parents are desperate for someone to go bring them back safe and sound...





6 At night parts of the city's sewers are said to crack with lightning. Some think it's chemical experiments done by the ruling class, others think it's just kids playing around. But people down and out on their luck have started going missing, and a local scholar swears he's heard Draconic coming from below the streets. Town officials contact the party, hiring them to head down and investigate these rumours, and if there's a beast, they'll pay a pretty price for its head...

7 Two storm giants are locked in a terrible fight, but one has stolen the other's beloved pet behir, hiding it at the end of a particularly nasty dungeon. But this thief is known to hibernate for months at a time, and while the dungeon is inaccessible to the storm giant who's behir has been stolen, they are willing to grant the party a boon for its safe return...

8 As the party is moving through the area, a copper dragon flies overhead and calls out to them, asking if they're willing to help her with a little behir infestation beneath her lair. She's not sure how many there are, but she's willing to pay handsomely from her hoard for their help...

9 A group of cultists have been trying to summon a dragon in the heart of the city, ravaged by war. But they've accidentally summoned a behir, and now it's hiding in the abandoned, half-destroyed buildings and rubble of the city, terrorising the already wounded citizens. The general is offering a reward to whoever can kill the beast and bring the cultists to them...

10 A local magistrate contracts the party to kill a behir in the nearby mountains. But when the party investigate its lair, they find a happy community of orphaned children living in comfort and peace, looked after by this behir, and chattering in both Draconic and Common. Abandoned by the local authorities and left to fend for themselves, they've found a new life in the mountains. The behir is hunting food for them, bringing furnishings, and looking after them like they're their own children...

HELL HOUND

Monster Manual, P182, CR3

These huge, fire spitting hounds are fiends born on hellish battlefields. Pack hunters who devour weaker prey to avoid stronger foes, hell hounds are smarter than the average beast and fearsome killing machines.

They understand Infernal (though cannot speak it) and benefit from pack tactics in battle. With the ability to spit fire they're immune to, a group of hungry hell hounds makes for a terrifying and thrilling adventure....

1 A villager contacts the party as they're travelling through the area. Back when she was younger, she made a deal with a devil to kill the person who set her childhood home alight and killed her younger siblings in the fire. But the price was her soul, and with her time nearly up she can now smell sulphur and hears the baying of hounds in the night. She's desperate to escape her deal and offers the party a sizeable reward for their help...

2 The party comes across a merchant selling a litter of puppies at the market. They have a strange, sulphurous smell, and when one of them hiccups, a curl of black smoke emits from its tiny muzzle. The puppies are cute, though, and the merchant happily tells the group they've already sold three or four to various people within the city, mostly as presents for children...

3 Travelling through the forest, the party keeps finding the charred and burned corpses of animals. All look to be elderly or infirm, and have been viciously devoured. There's a heavy smell of smoke in the air, and the gleam of firelight in the distance catches their eye. Not too far is a small woodcutter's house, surrounded by hell hounds, baying to get inside and eat the elderly, terrified woman hiding within...

4 While in the city, a young warlock approaches the party. Ey's wracked with guilt over getting intoxicated and drunkenly cursing a friend of eirs. Turns out, eir patron was listening and has set a hell hound on the scent of this friend. Ey's too weak to fight it off, and begs for help killing the beast while ey bargains with eir patron for mercy...

5 After accidentally walking through a demon's sacred site, a pack of hell hounds is set on the party. The demon offers them a deal. Manage to kill all the hell hounds without dying and having the demon take their soul as payment, or find another soul to offer as payment for the debt...





6 A desperate citizen contacts the party as they're passing through. A year ago their twin passed away peacefully, but when the house was sold, an old ward was broken. Now hell hounds are searching to collect a debt for their master, and they've confused the twins. Desperate to convince either the master or the hounds, they're willing to pay for help...

7 A group of adventurers previously passed through the city, killing a devil much to the delight of the locals. But after a month, a pack of feral and starving hell hounds have escaped from somewhere, and no matter how many the guards take down, there's always more. The higher ups are keen to stop this problem, and are offering a kingly reward for stopping the surge...

8 An old, infirm devil has lost his two favourite hell hounds, Bella and Gentle, on the material plane. They contact the party from the Nine Hells, promising an incredible magical item if the party can track down Bella and Gentle, and get them to a predetermined area. There the devil will open a portal to the Nine Hells and trade the item for his hounds...

9 A pack of hell hounds has been unleashed and sent to hunt down the party. It seems like someone has placed a curse on you, or put out a hit through some fiendish entity. The hell hounds keep coming no matter how many you kill, and will continue to until you end the curse or break the contract...

10 The party finds a beautiful, magical ring. Upon placing it on their finger it tightens painfully and begins to drip blood down from the golden band. It's cursed, and can't be removed by normal means. While the party benefits from certain advantages, a group of hell hounds are hot on their trail, following the scent of blood until the ring is removed and the curse broken...

CARRION CRAWLER

Monster Manual, P37, CR2

These large monstrosities live lonely, territorial lives as they scour their domain for rotten flesh and putrid bones to gobble down. They prefer locations where death and rot is commonplace and use their dark vision and keen smell to hunt in the dark. Able to climb over walls and ceilings, these creatures can exist in any environment, and will follow blood and light to prey.

After poisoning foes with their tentacles, they drag the paralysed victims somewhere safe to end their lives, and leave the corpse to putrefy. Disgusting and terrifying, these monsters make for great icky adventures.



1 Bodies have started disappearing from the city's catacombs, but only the freshly placed ones. Disturbing, yes. Worth looking into? Probably not, in the city council's eyes. Not until the keepers of the catacombs start to disappear, and rumours of some beast creeping through the tunnels start to emerge, that is. There's a handsome reward available for anyone who solves this little problem...

2 For many years the village has been making a weekly sacrifice of various bones and meats to some terrifying creature, living down in the caves below. But this year has been tough, and there's not a lot of food to go round. The village decides it's finally time to get rid of their resource drain, and need help destroying whatever's down there...

3 The city's hospital is reaching out to adventurers. A long time ago there was a tunnel dug between it and the local cemetery for ease of transporting the dead to their final resting place, but something has taken up residence in the tunnel. Fresh bodies are being devoured, along with the rotting ones - and now rumours are coming in from the wards of a hideous monster, stealing patients in the night..

4 Tragedy struck the local city. Intense flooding has collapsed the graveyard down into the sewers, which are now clogged with the remains of the dead. The council has heard of creatures which dwell in such places and devour such things, and are hiring a group to capture one and bring it back - alive...

5 After digging a little deeper than they should have, the foreman of the mine is looking for help hunting down the scourge of carrion crawlers accidentally released into the tunnels. The mines have been sealed to stop the spread, but now the monsters are hungry, and the weakest have already been devoured. The foreman is desperate for help...





6 The local children tell the party about the new pet they've made, down in the grottos. It's like a big weird bug, and it loves to eat the scraps they bring it. One of their friends went to visit it yesterday, but ey's disappeared. They're getting kind of worried about em... maybe they should tell eir parents... or maybe you could go bring em back before anyone gets in trouble...

7 After escalating tension between two nobles, one has set a carrion crawler loose in the sprawling grounds of the other's estate. Now it's hiding in the family mausoleum, destroying the remains there and killing the unlucky staff it manages to catch. Simply getting rid of the creature is good enough, but this noble is willing to pay even more if the party can help her get proper revenge...

8 A local surgeon has been using baby carrion crawlers like leeches but for necrosed flesh rather than blood, carefully removing their poisonous glands and rendering them harmless. Xe's rigorous in getting rid of the ones that get too big, and needs a batch of fresh eggs to hatch for xir's next battalion of crawlers. Xe's willing to pay well for the eggs...

9 A frantic priest contacts the party for aid. They've been accused of desecrating and destroying the bodies held in the morgue, and a rival priest from another temple has damning evidence and a trail leading to the old well behind their house. But there's a rumour circulating of some beastly creature, summoned by the rival temple, and it may be the root of this accusation. They'll pay well to have their name and reputation cleared...

10 There's a well known and exceedingly dangerous swamp nearby. Legend tells of an ancient dungeon in the centre, full of riches and treasure beyond your wildest dreams, and surrounded by the half-devoured bodies of those who've come before and failed. Not to mention stories of something lurking in the dungeon, able to paralyse and devour the party one by one...

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If you would like to further support my work, you can find me on Twitter @uzbadyubi.
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