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Adventure ~ Awaits! ~

Adventure hooks and resources for your fifth edition campaign

Dungeons
ON DEMAND

Adventure Hooks At a Glance

A Hard Book to Put Down. The party has found a mysterious and expensive-looking book, though they cannot read what it contains. What's worse, it seems to be creating haunting whispers about it! Getting rid of the book proves to be challenge.

Heir Today, Gone Tomorrow. The city is being ravaged by a militant group of rebels that call themselves the "Flightless Wing." Amid the turmoil, the kingdom's sole heir has gone missing. If the party doesn't act soon, the entire kingdom could descend into chaos.

It Isn't Fair. A well-used road is suspiciously empty, the party notes, except for one day when they meet a fat man in tattered clothing walking upon it in their direction. The man looks a mess, and he seems to have something weighing on his mind.

Non-Prophet Organization. With a grand religious ceremony set to happen at nightfall, a prophet is swearing a curse will befall any who do not listen to her or join the faith of her rival religion. Her words have created a rift among the faithful in town, and whether she speaks true or not remains to be seen.

Shaking Things Up. An unprecedented earthquake has left a large split in the earth, revealing the entrance to some unknown structure! It's anyone's guess as to what's inside, but unsettling roars can be heard echoing from within its depths.

Using this Supplement

Every adventure begins with an idea, a single concept from which all details develop. These ideas are referred to as *adventure hooks* because they “hook” the players’ attention – whether it be through mystery, discovery, the deeds of some nefarious villain, or otherwise.

As the Game Master, these concepts are your starting point. What develops from an adventure hook can vary wildly depending upon the level of the player characters, the game world, and the direction you choose for it. *Adventure Awaits!* provides examples on just how differently a single adventure hook can develop. This supplement has three parts:

Part One: Examining Adventure Hooks

This main part examines individual adventure hooks in great detail. Each adventure hook is stated with a series of steps the GM can follow to develop it:

What’s Going On Here?: This is a look at the big picture. A series of questions is provided to understand how or why things are happening that created the adventure hook.

Developing a Plot: This section details the rising action of the story after the adventure hook is introduced. It provides examples that answers questions from *What’s Going On Here?* that lead to a cohesive storyline. Three distinct examples (one each for low, mid, and high-level parties) are given to show how the hook might develop.

Encounters: This section asks the GM questions to help develop encounters the party can face. This includes monsters and NPCs, possible traps or puzzles, as well as enemies and allies. Sample groups of monsters or antagonists for combat encounters are also listed, relevant to examples cited in *Developing a Plot*.

Rewards: Lastly, this section asks the GM questions to help determine what rewards are appropriate for the party to receive. This includes treasure and other rewards. Sample parcels of treasure are provided relevant to examples cited in *Developing a Plot*.

The adventure examples listed in this part provide challenges appropriate for low, mid, and high-level parties. They are notated by the following icons:



The example is appropriate for a **low-level** party, consisting of characters between 1st and 5th level.



The example is appropriate for a **mid-level** party, consisting of characters between 6th and 13th level.



The example is appropriate for a **high-level** party, consisting of characters 14th level or higher.

Part Two: Additional Adventure Hooks

This small part provides a list of additional adventure hooks the GM can use. These have been pulled from multiple sources, as well as many original creations and old favorites. After examining adventure hooks in detail, feel free to develop these on your own!

Part Three: XP Thresholds by Character Level

The core rules explain budgeting experience points for encounters based off the *XP Threshold* of each character in the party.

(*DMG* pg. 82) This part lists suitable budgets for easy, medium, hard, and deadly encounters for every level of party, for parties of 4 to 6 characters. This assumes all the characters in the party are the same level.

You can use these budgets to ballpark which monsters or groups of monsters are appropriate when building a challenge for your party. These totals ignore multipliers for multiple monsters (in practice, this is an unnecessary step which often leads to underwhelming encounters). Use your best discretion when determining whether an encounter is within the desired range of difficulty for the party.

When you build an encounter, don’t worry if your totals fall in between one value and another! For instance, if your XP total falls between the “medium” and “hard” thresholds, the resulting encounter will also fall somewhere between the two.

Part One: Examining Adventure Hooks

A Hard Book to Put Down

While adventuring, the party finds a large, opulent book penned in an unintelligible language. The book appears to be of great value, covered in small, dark gems and gilded in silver along its spine. Shortly after a party member claims the book, however, they begin to hear haunting, alien whispers echo from it.

Any attempt to destroy or rid themselves of the book appears to succeed, only for the party member to find the book on their person or among their belongings sometime later. The whispers have grown louder, more frequent, and quite ominous; if the party doesn't act soon something bad is going to happen.

What's Going on Here?

This hook leaves a lot of loose ends for a Game Master to bring together. What information does the book contain, and how did it find its way to where it was when the party found it? The book's history may certainly shed context on its unintelligible script, the haunting whispers that seem to come from it on occasion, and the mysterious way it always seems to find its way back to the party, even if they attempt to destroy it.

The book may be wholly evil, spelling certain doom for the party lest they can find a way to destroy it. This might lead to an adventure unraveling its mystery, taking it to a specific location, or performing a ritual to unbind it. Maybe the book occasionally summon monsters the party must defeat, or sets the party to a certain task, a horrible fates befalling everyone the party meets until the deed is done. Or, perhaps, the book may serve some other purpose, where its whispers are not threats, but warnings.

Developing a Plot

The party begins to discover something is not what it seems with this particular book. If they leave the book, they find it mysteriously back with them later. If they burn it, it turns back up in their knapsacks at later times, whole and unscathed. Though it looks expensive, merchants and other people altogether turn away from it. Nothing they can do will rid themselves of it, all the while it occasionally plagues them with its whispers. *How* they remove themselves from the book becomes the plot of the adventure. Three suggestions are outlined below:

Tome of Magic

- The book happens to be the spellbook of a long dead wizard, its magical enchantment causes it to continually reappear on the person of whoever claimed it, regardless of what happens to it. The words upon its pages are actually spells, and creatures that can understand magical writing can recognize these spells. Only one spell can be read from the book each day (functioning like a scroll), after which its writing becomes an unreadable jumble until the next dawn. Once a single spell is cast, however, the whispers from the book begin.
- A single clear word can be made out from the haunting whispers created by the spellbook, citing a place it intends its owner to travel to, such as “forest,” or “cliffs,” or “cave.” The whispers use this method to guide the book to the resting place of the dead wizard the book once belonged to. Failing to heed the whispers causes the book owner to slowly transform into something hideous and repulsive; he or she knows only by following these whispers can this change be stopped.



Drawing a Blank

- Rather than being filled with an unintelligible script, the book tells the story of all who possessed it previously, written from the perspective of some powerful creature able to spy its owner through the book. Each tale provides examples of how the book returned to its claimant despite their best efforts to rid itself of it. The stories also describe monsters being sent to slay the book's claimant, although the narrator has never had to stir to do this deed itself. Most of the pages in the back half of the book are blank.
- Once a creature claims the book, the book magically starts recording the story of its travels. It details where it goes, conversations it has, meals it takes, and other intimate affairs, including lies it tells or other scandals it engages in. The story describes events, items, and locations the party may or may not be aware of, and can use this knowledge to find dungeons, treasures, places, things, or people.
- After about a week, when its whispers are at their peak, the book begins to narrate how creatures have been sent to slay the book's claimant. The party must defeat the creatures the book sends at them, using the book as a guide to prepare for the fights. If they can survive long enough to rouse and slay its mysterious narrator, the writing in the book fades from its pages and its magic is removed.



Words with Fiends

- The book is a bestiary of demons, devils, and other fiends, and is written in Infernal. Additionally, it catalogs the location of a portal from the material realm to the Hells these devils dwell upon, as well as the rituals for opening and closing these portals. The book can only be destroyed on the other plane.

- Shortly after claiming the book, the party is attacked by a group of fiends. The party discovers that a vial of fiend blood, when poured upon the book's pages, makes the words legible for a short time to anyone who cannot read the language.
- After claiming the book, anyone the party interacts with is likely to have misfortune befall them. Innkeepers and tavern wenches may become plagued with boils. A blacksmith may lose an eye or finger in an accident. Before long, everyone does all in their power to avoid the party, lest they come across some terrible luck.

Encounters

When designing encounters around this adventure hook, ask yourself the following questions:

- If the book is actively sending monsters to confront the party, what kind of monsters arrive? How long does it take for them to do so? Is there any warning the party may have? Who else might be affected by their arrival?
- If the party must travel to a different place or places in an effort to destroy the book, what types of challenges might await them there? Are these places trapped? What creatures or people could the party interact with?
- How does the book's ominous whispers affect other people that hear them? Does it cause people to get nervous, and react thusly towards the party? How do the party members react the first time they hear them?
- How does the book's curious effect of always returning on the person or in the bags of the book owner work? How long does it take? How does this affect other people or creatures in the world?

If you develop a plot using one of the suggestions above, you might want to consider using the following encounter groups. Each group is listed for Medium difficulty for a group of four players. You can adjust the amount of monsters for easier or more difficult encounters:



Tome of Magic (4th level party example)

1 ghost (MM pg. 147)
1,100 XP total

1 gibbering moulder (MM pg. 157)
3 scarecrows (MM pg. 268)
1,050 XP total

1 basilisk (MM pg. 24)
3 darkmantles (MM pg. 46)
1,000 XP total



Drawing a Blank (10th level party example)

1 death slaad (MM pg. 278)
5,900 XP total

2 blue slaad (MM pg. 276)
5,800 XP total

3 red slaad (MM pg. 276)
5,400 XP total

1 otyugh (MM pg. 248)
1 grick alpha (MM pg. 173)
4,700 XP total



Words with Fiends (18th level party example)

1 balor (MM pg. 55)
22,000 XP total

1 marilith (MM pg. 61)
1 chain devil (MM pg. 72)
18,900 XP total

4 bone devils (MM pg. 71)
20,000 XP total

Rewards

When determining rewards around this adventure hook, ask yourself the following questions:

- Does the book's history lend itself to any particular reward? Is there a creature or person that can reward the party for removing its curse or destroying it? How would they reward them if so?
- What types of monsters will the party encounter as they pursue the adventure? Will it take them to these monsters' lairs? What treasures might the monsters have stowed there?
- What other effects can the book have for the party? Are some of these effects beneficial? For instance, if the book is a spellbook, a party member may be able to cast spells from it. Or, if it is a catalog of monsters, it may bestow a bonus to one who reads it when they face a monster it details.

If you develop a plot using one of the suggestions above, you might want to consider the following parcels of treasure as rewards you can provide the party throughout the adventure.

Tome of Magic

The whispers lead the party to a ruined laboratory previously used by the wizard the spellbook once belonged to. Inside, the party finds a wrack made of wood and ivory bands, containing finely made glass vials. The wrack is an art object worth 50 gold pieces. Two of the vials are stoppered and filled with liquid, one a *potion of clairvoyance*, the other a *potion of heroism*.

A room in the wizard's keep has a stone pedestal with an unremarkable wand resting upon it. The wand is a *wand of the war mage +1*, but removing it from the pedestal causes a cloud of poisonous gas to fill the room.

A secret room can be found behind one of the wizard's libraries, accessed by a hidden lever disguised as one of many books resting upon the shelves. Within the room is trunk filled with 889 silver pieces and 127 gold pieces. Mixed within the coins is a pair of sending of *sending stones*.



Drawing a Blank

By reading the story described within the pages of the book, the party can find their way to an alien looking temple, something born of nightmares and built by creatures not of their world. In its entrance is a statue of a humanoid with squid-like tentacles descending from its face. Its three eyes are set with jaspers worth 500 gold pieces each, and in its right hand is a *tentacle rod* that can be removed.

A store of coins can be found in the labyrinthine temple. Piled on a stone floor are 2,387 silver pieces and 694 gold pieces. The coins are of varying sizes, ages, and bear the stamps of different kingdoms. Among them is an ornate greatsword, its blade is serrated and etched with strange letters. It is *vicious greatsword* that also grants a +1 bonus to its attack and damage rolls.

A trio of skeletons hang in chains in a set of cells in this temple; one wears a pair of leather boots, which have not yielded to rot. They are a pair of *boots of speed*.



Words with Fiends

The place where the portal is kept is a great stronghold, home to many fiends. Its antechamber is lined with tens of thousands humanoid skulls, each charred or cracked or cleaved into pieces, depending upon its owner's demise. A great black horn rests among these skulls. The horn is actually a *horn of blasting*.

A marilith guards the halls of the stronghold. She directs the many hellish forces that secure the place, and is never without her chain devil body guard. She wears a *ring of evasion*, and she has a pouch containing 330 platinum pieces and two diamonds worth 2,500 gold pieces each.

There is a deep pit at the bottom of the stronghold, where the fiends toss intruders into (or others, for their own sadistic glee). At the bottom of the pit are jagged spikes and the bones of their victims. Strewn about the bones are the tattered remnants of clothing and a *belt of fire giant strength*.

Heir Today, Gone Tomorrow

The party has found itself in a capital city struggling for peace. A group of guerrilla fighters known only as the “Flightless Wing” rally against the crown, cutting down royal soldiers in the streets, assassinating noblemen, and leaving bloody tokens and reminders of their deeds strewn across the city.

To make matters worse, the sole heir to the kingdom has been kidnapped by these vigilantes; if the party cannot find the heir, the city is going to be torn apart from the inside out.

What’s Going on Here?

Before the party can interpret the heir’s abduction, it’s important to give some context to the group of rebels in the city. What motive does the Flightless Wing have for their murderous deeds? Are they poor folk, rising up against those born with plenty? Are they secretly the sons and daughters of rival noblemen, looking to sow discord and confuse the king so they can take advantage of the chaos to curry favor with their own house? Or are they maneuvered by some other force altogether?

The heir’s presumed abduction complicates matters. What purpose does kidnapping the kingdom’s heir serve? What does the heir’s captors do to him or her? Or does the heir have a hand in his or her disappearance, and the Flightless Wing is just a convenient scapegoat?

Developing a Plot

The party can pursue this adventure hook by gathering information from citizens, investigating the heir’s belongings, or perhaps trying to contact the Flightless Wing. Their findings may take them to the depths of the city, to the royal castle, or to new locations altogether. Three suggestions are outlined below:

Birds of a Feather

- The Flightless Wing is led by a falconer, formerly in the service of the crown. The falconer left the position in order to aid his or her ailing mother who lived on the countryside. That was when the falconer discovered the awful conditions the people were living in, realizing they could not make a life for themselves when they were taxed as heavily as they were. After months of trying to address the issue with his or her former contacts at the castle, the falconer decided to get the crown’s attention in a more direct matter. By banding the downtrodden together, the able-bodied among them have formed this resistance group.
- Things got out of hand quickly for the falconer; he or she never intended for anyone to get hurt. Unfortunately, the pack mentality quickly swept over the Flightless Wing, and before long people were losing their lives for its cause. It was when the group set their sights on murdering the royal heir the falconer had to act. Powerless to stop the group he or she had formed, the falconer snuck into the castle and smuggled the young heir away – to save the heir’s life.



Noble Deeds

- Many noble houses comprise the kingdom and are represented in the capital city. While for generations these houses worked peaceably together among the succession of kings, this slate of nobles vie for control in a dangerous game of politics. Lines have been drawn, and now rival houses maneuver against each other in a series of acts in hopes to promote one of their own to the throne. These machinations led to the formation of the Flightless Wing, and while common men form its rank and file, the resistance group dances to strings held by one of these noble houses.
- The nobles that control the Flightless Wing steer the group at political targets, but they do so in a way that removes them from suspicion. Indeed, they’re willing to sacrifice members of their own house in their ploy for power. Kidnapping the heir to the throne is one of the last stages of their grandiose plan; they plan to stage a heroic rescue, ousting the Flightless Wing from the city, and recovering the lost heir. They will, sadly, be too late, as the heir will succumb to his or her wounds sustained while in the company of the rebels... which leaves a *convenient* opening to the throne when the time arises.



Seeds of War

- Years and years of careful planning are finally starting to bear fruit for an utterly evil rakshasa, bent on controlling the kingdom. Using a cadre of doppelgangers, magic, and subtle influence, the rakshasa has poised the kingdom on the brink of civil war; the Flightless Wing are the result of the unrest among the people. With the resistance group causing chaos and keeping the crown occupied, the rakshasa has entered the city under the guise of the king, and now controls the mind

of the kingdom's heir with his magical powers. The two have disappeared into the night, waiting for the worst to happen.

- After the city tears itself apart, the rakshasa can move his plan into its next stages. He intends the heir to return to the city, under his magical influence, and then proclaim the injustices and turmoil to be the fault of neighboring kingdoms. The people will scream for war, and the rakshasa will be happy to oblige them. He'll use the heir as a new pawn in his scheme, as he continues to manipulate the kingdom from the shadows.

Encounters

When designing encounters around this adventure hook, ask yourself the following questions:

- Who is the heir to the kingdom? Is the heir a threat the party may need to contend with? Does the heir have someone or something that guards him or her?
- Who are the people charged with keeping peace in the city a threat to the party? Are they hired soldiers? What about the members of the Flightless Wing? How do their troopers fight, and how are their tactics different when they interact with the party?
- Who are potential allies in the city the party can meet? Who are potential foes that would be threatened if the party succeeds? What types of assets do these people possess, and what lengths are they willing to go to aid, or stop, the party?
- Where is the heir now? Is there a way for the party to contact him or her? What locations would pursuing the heir take the party? The royal castle, the hide out of the Flightless Wing, or some other place altogether may be a good location for the final encounter or the location of the heir.

If you develop a plot using one of the suggestions above, you might want to consider using the following encounter groups. Each group is listed for Medium difficulty for a group of four players. You can adjust the amount of monsters for easier or more difficult encounters:



Birds of a Feather (2nd level party example)

2 scouts (MM pg. 348)

5 guards (MM pg. 347)

300 XP total

1 bandit captain (MM pg. 344)

3 bandits (MM pg. 343)

525 XP total

1 spy (MM pg. 349)

3 thugs (MM pg. 350)

500 XP total



Noble Deeds (7th level party example)

1 noble (MM pg. 348)

4 knights (MM pg. 348)

2,825 XP total

5 veterans (MM pg. 350)

3,500 XP total

1 mage (MM pg. 347)

2 gargoyles (MM pg. 140)

3,200 XP total



Seeds of War (14th level party example)

1 rakshasa (MM pg. 257)

10,000 XP total

3 doppelgangers (MM pg. 82)

1 archmage (MM pg. 342)

10,500 XP total

2 bone devils (MM pg. 71)

10,000 XP total

2 invisible stalkers (MM pg. 192)

1 yochlol (MM pg. 65)

10,600 XP total

Rewards

When determining rewards around this adventure hook, ask yourself the following questions:

- How much money does a city guard keep on their person, and would the party members have scruples taking it? What about hired swords that protect noble houses, or the members of the Flightless Wing?
- What kinds of rewards might be offered for the safe return of the kingdom's heir? Who is offering them? Is the reward merely in gold, or in some other form of wealth a king would possess the power to bestow, such as land or titles?
- What kind of treasures might be available in the locales the party visits in an effort to find the lost heir? A castle might be rich with art objects, the hideout of the Flightless Wing might house magical items the rebels make use of, or the lair of a fiendish rakshasa may contain a hoard of treasure collected throughout the ages.

If you develop a plot using one of the suggestions above, you might want to consider the following parcels of treasure as rewards you can provide the party throughout the adventure.

Birds of a Feather

The members of the Flightless Wing think themselves the heroes of the common folk, and believe their actions to be for the good of these people. They have used this reasoning to rationalize their looting, and have come to possess and impressive load of coins stolen from noble houses and their victims. They keep a chest in their hide out, it contains a total of 53 gold pieces, 328 silver pieces, and 10 gemstones worth 10 gold pieces each.

The heir's chambers contain all the adornments one would expect from a member of the royal family. In this room is an ornate ivory chess board, its pieces crafted from stone, gold, and silver and fashioned in the likeness of beasts and birds. The entire set is an art object worth 200 gold pieces, and one of the tokens is actually a *silver raven figurine of wondrous power*.

One of the Flightless Wing's victim's survived the rebels' attack, finding him or herself safely among the party. The victim rewards the party's courage with a *wand of magic detection*, crafted into a scepter of his or her house. He or she hopes it will aid the party as they attempt to quell the rebellion.



Noble Deeds

One of the noble houses the party investigates has a great room filled with the heads of beasts killed by the house's lord. Odd relics and prizes from exotic lands are hung on the walls or placed on pedestals. Inside the room many hunting weapons are kept on display, including a fantastic longbow that features a roaring lion on its grip. The bow is a *longbow +1*, and the items in the room can be sold to a collector for 125 gold pieces each.

The kingdom's heir purposefully dropped his or her map case while being transported from one locale to the next, and the party happens upon it. The case is well made, and bears the royal family's seal – it definitely belongs to the heir. It appears empty, but the party can discover the inside lining can be removed to reveal a scroll hidden inside. The scroll is a 5th level cleric or wizard spell.

The kidnapping of the royal heir is an expensive task, and the nobles responsible for the Flightless Wing have spared no expense when it came to it. They have a payment for one of their hired hands ready, although the party might happen upon it first. A leather knapsack contains several capped glass tubes filled with stacks of coins. There is a total of 500 gold pieces here, freshly minted no less!



Seeds of War

The rakshasa behind the recent turmoil will do everything in his power to sell the kingdom's people on a war. To do so, he's acquired more than a great wealth of coins from a neighboring kingdom, in hope to frame them for funding the recent crimes. The party can find a banded wooden trunk in the rakshasa's lair. The trunk contains 4,750 gold pieces, all minted in the rival kingdom.

One of the doppelgangers in the rakshasa's employ has assumed the guise of a royal councilor. The doppelganger is aided in this role by a *headband of intellect* it wears; should the party defeat the doppelganger, they can claim it for their own.

Within the rakshasa's lair is a display of wine glasses, cut to look like wild flowers, adorned with jewels. One of the glasses contains a clear liquid within it. The glasses are a set of art objects with 1,500 gold pieces. The liquid inside one of the glasses is a *potion of cloud giant strength* – the party can only transport the potion if they pour it into another container.

It Isn't Fair...

The party is traveling along a well-used road. Suspiciously, however, it has been quite some time since they've seen any other travelers using it.

Then, midway throughout their travels, a fat man in tattered clothes passes by them on foot. He constantly mutters to himself as he walks, "It isn't fair..."

What's Going on Here?

If the road is commonly host to many travelers, it's odd the party hasn't seen anyone else using it. It might just be a coincidence, or there might be something else going on the party is unaware of. The lack of travelers also makes the fat man more suspicious, as does his tattered clothing and his ominous mumbling.

Just by stating "it isn't fair," the party will be poised to investigate. The fat man also presents several possibilities; he may be a simple fool, or perhaps he's more cunning than he appears, hoping to catch the ear of the group of well-armed adventurers.

Developing a Plot

The party can stop the fat man to ask what is bothering him, at which point he can relay his troubles. How the party interacts with the man, and how they attempt to assist him, leads them to different adventure locations. Three suggestions are outlined below:

Grim Harvest

- The fat man is a farmer. He's prepared diligently for the upcoming harvest, nearly spending himself into the poorhouse with hopes he could recoup his expenses with the profits he makes at market. Today, the day before the harvest, "gremlins" have overrun his farmstead, slaughtering his livestock and forcing him to flee. He has no family to console him, food to feed him, or money to rely upon; he will likely die on the road to the town or city.
- The fat man has a hard time describing the "gremlins," he's not learned about monsters, and he fled his farm in terror. However, if the monsters that attacked him had come across the road, it might explain why there are so few travelers using it recently.

Bad Advice

- The fat man is a counselor. He has spent the better years of his life in the service to a well-known noble, advising the noble in matters great and small. Three weeks ago, a mysterious foreign woman arrived at his lord's estate, claiming she could see the future in tea leaves. The man warned his lord the woman was a trickster and charlatan, yet his lord was enamored by her exotic beauty and ostensible talents. She played the fat man's lord against him, and soon his lord ousted the fat man from his service. Now, the fat man worries this stranger will convince the noble to commit terrible atrocities against his people.

- The fat man knows the mysterious woman has a dark ambition about her. She speaks of neighboring regions and lords as pawns on a chess board. She's using her influence to start a war, and the noble has rallied his banners across his lands. As his army stirs, travel upon the road dwindles, explaining the lack of people using it recently.



A Matter of History

- The fat man is not a man at all, but a gold dragon *polymorphed* into a human. The dragon has taken the guise as a beggar to seek the aid of good-hearted warriors, capable of a daunting task. The dragon, disguised as the fat man, tells the party he is but a simple bookkeeper – or at least he was, until his library was burned to the ground in a robbery. One of his lost tomes was of grave importance; a history and lineage of every dragon known to man. He knows where another copy presumably exists: the central chamber of *Skycrown Citadel*, a mythical castle built upon the clouds.
- The dragon intends to reveal his true form to the party should they agree to recover the book he speaks of, although he wants to test the measure of their valor as they presume him to be a downtrodden bookkeeper. He will tell the party he does not know why the road has a dearth of travelers recently (although it's certainly possible the presence of a dragon in the area could have such an effect!)

Encounters

When designing encounters around this adventure hook, ask yourself the following questions:

- Is the fat man himself a threat? If he is, you should probably have combat statistics for him. Is he a push-over, or can he hold his own in combat? Does he have any cronies that could assist him? Perhaps *he* is the crony, serving a more powerful master.
- If the party decides to help the fat man, what kinds of monsters would they encounter trying to assist him? Or, which NPCs might help them, or get in their way?
- What destinations are in store if the party decides to help the fat man? How does the geography and history of these destinations affect its ecology? Are there any traps the party could be walking into?
- If the party decides to help the fat man, what does the fat man do while they're helping him? Does he accompany the party during their adventure, but stay out of harm's way? Does he agree to meet them in a known destination after the party's adventure is over? Or, would the fat man have any reason to betray the party once they accomplish the goals he gives to them?

If you develop a plot using one of the suggestions above, you might want to consider using the following encounter groups. Each group is listed for Medium difficulty for a group of four players. You can adjust the amount of monsters for easier or more difficult encounters:

Grim Harvest (1st level party example)

6 kobolds (MM pg. 195)

150 XP total

2 winged kobolds (MM pg. 195)

3 kobolds (MM pg. 195)

175 XP total

3 kobolds (MM pg. 195)

1 rust monster (MM pg. 262)

175 XP total

1 imp (MM pg. 76)

200 XP total



Bad Advice (9th level party example)

1 mage (MM pg. 347)

1 knight (MM pg. 347)

1 gladiator (MM pg. 346)

4,800 XP total

1 spirit naga (MM pg. 234)

3,900 XP total

2 priests (MM pg. 348)

3 flameskulls (MM pg. 134)

4,200 XP total



A Matter of History (16th level party example)

1 djinni (MM pg. 144)

2 cyclopes (MM pg. 45)

11,800 XP total

1 adult green dragon (MM pg. 94)

13,000 XP total

5 wyvern (MM pg. 303)

11,500 XP total

Rewards

When determining rewards around this adventure hook, ask yourself the following questions:

- Does the fat man have money or items to reward the party with for their service? Or does he have some other form of wealth he could provide them? He might be a skilled laborer that can create equipment for the party, or a veteran that can provide his council.
- If helping the fat man leads the party to a hostile destination, is there treasure there the party could find? Does any treasure found there belong to the fat man, and would he take issue if the party claimed it as their own? Is there any chance the treasure at the location is magical, cursed, or trapped?

If you develop a plot using one of the suggestions above, you might want to consider the following parcels of treasure as rewards you can provide the party throughout the adventure.

Grim Harvest

A suspicious mound of dirt protrudes from the ground on one of the fat man's farming plots. If the party investigates, they can dig it up to reveal a boot stuffed with 106 silver pieces, most of the fat man's stowed away savings.

The fat man has a heirloom wood statue of a sitting dog, resting upon his mantle. It's the last keepsake of his family. He doesn't know it, but the statue has a bottom panel that can be removed when twisted. The statue inside is hollow, but stuffed tight with straw. Within the straw is a brown jasper gemstone worth 50 gold pieces!

The "gremlins" that invaded the farm have brought some of their own looted wares. One such example is an iron trunk that contains bones with gnawed, rotting meat hanging from them. The trunk also contain a cache of treasure the monsters have kept: 63 silver pieces, 27 gold pieces, and a *potion of healing*.



Bad Advice

One of the rooms in the fat man's former lord's estate contains a gallery of art pieces collected from around the world. Most of these are exotic paintings and carvings of odd-looking beasts or people. They may be worth something of value to a collector, the entire collection worth about 500 gold pieces if the party can find the right buyer.

The mysterious woman the fat man warned the party about wears loose, black silks with gold jewelry. Her many bracelets and necklaces are worth 180 gold pieces altogether, and one of her necklaces is actually a *necklace of fireballs*.

Knights and guards under the service of the fat man's former lord carry pouches of gold and silver coins. Each pouch contains an average of 10 gold pieces. If the party defeats any in their adventure helping the fat man, they can loot these from their bodies; it is likely the fat man would not condone this, however.



A Matter of History

Skycrown Citadel has a lavish room with an ornate, oak pedestal at its center. Upon the pedestal are four gold chalices, each decorated by sapphires, diamonds, rubies, and emeralds. Each chalice is worth 500 gold pieces, and each bears a single *elemental gem*. The *elemental gem* type contained in each chalice is different from the type contained by the others.

Within the citadel is a chest constructed of magical wood, banded in adamantite and adorned with a magnificent lock. Etched around the keyhole is an inscription that reads "*only the wind's whisper holds the key*," and anyone that tries to move or open the chest without its key sets off an alarm. If the party is able to open the chest, inside is a pile of coins: 226 platinum pieces, 3,725 gold pieces, and two pale blue sapphires worth 1,000 gold pieces each.

A bronze, life-sized statue of a pegasus is featured prominently at the head of one of Skycrown Citadel's halls. It's been built in such a way that it appears in mid-flight, and it floats magically above its base. Upon the hooves of the statue is a complete set of *horseshoes of a zephyr*, which the party can claim. If they do, the statue comes crashing to the floor once they remove the last of the set.

Non-Prophet Organization

Once every 27 years, the world's two moons cross paths in the night sky in an eclipse. The night this occurs is a religious holiday called "First Night." The day the eclipse is supposed to occur, the party happens upon a large crowd in the city or town they're in. The crowd is drawn to a female prophet of a rival religion; she is surrounded by her faithful, delivering a revolutionary sermon which

decries the ceremonies of First Night as heathenism. The woman foresees doom to any and all that participate, and begs the citizens to take up her religion to save themselves. This has created a terse atmosphere between the practitioners of the rival religions, and the town's authorities have readied the guard to keep order.

What's Going on Here?

There's a lot of potential for different antagonists at play here. Is the prophet trying to instill fear to grow her flock, or is she honestly trying to save the lives of the town's citizens? What does she know that the player's don't? Is it possible she's misinterpreting the prophecy, or is simply lying for more sinister reasons?

That said, what effect does her sermon have on town's residents? There's conflict now between the citizens, divided by their religion. Just how far will that conflict push them?

The action is framed by an upcoming event happening at night. This provides an innate deadline for the party to resolve the conflict, or marks a point in time for a new event to occur, or antagonist to reveal itself.

Developing a Plot

The party will want to investigate the woman's prophecies. They may ask her directly, or test them in some other manner. The plot unravels as they pursue the truth in these claims. Three suggestions are outlined below:

Growing the Flock

- The prophet is actually a hag, magically disguised as a human woman. The hag has used the pretense of religion to manipulate her followers, turning them into her devotees. The hag is gleeful to use the citizens' fear against them; she has created a clever lie about First Night and has used her magical abilities to sell it. More and more people have joined her flock.
- As tensions rises between the followers of the rival religions in the town, things move towards a tipping point. Confrontations and fights have already occurred, and it may only be a matter of time before there's bloodshed. The hag would like nothing more than this to happen, especially if that involves some tragedy to befall any that oppose her. She's instructed her devoted to protect her at all costs.



Bad Moon Rising

- The prophet is being honest in her sermon; she has foreseen a horrible curse waiting to befall any that participate in the First Night ceremonies while under the light of the eclipse. The cause and reach of this curse is unknown to her, but she has seen its effect clearly: men, women, and children rising in the streets as horrid creatures somewhere between man and beast. These feral monsters would then run rampant throughout town, slaughtering the others.
- In her efforts to protect the citizens, the prophet hopes to prevent any and all from participating in the traditional ceremonies of First Night. While her followers grow, she's taken precaution against any that might succumb to the curse's effect. Her flock has collected or stolen as much silver as possible throughout the town, in a frantic effort to silver weapons before the night falls. The prophet has foreseen those affected by the curse recoil at silver blades, and aims to arm her faithful so the innocent might be protected.

Adventure Awaits!



Lambs to the Slaughter

- The woman is a servant of a black dragon, which has recently occupied a nearby area with a clutch of its young. The dragon demands that all “lesser” creatures in its domain obey it utterly, and has acquired several humanoids to use as emissaries for this cause. The prophet aims to secure a large group of people from the town, and then lead them back to the dragon where they’ll be subjugated and enslaved.
- The woman speaks of a great doom in her prophecies, but she’s never literal. She’s careful to never use the word “dragon,” and she swears those that follow her will be saved by their faith. This is, ironically, true, as serving as the dragon’s slaves will save their lives. Therefore, attempts to magically detect lies or falsehoods fail when used upon the prophet.

Encounters

When designing encounters around this adventure hook, ask yourself the following questions:

- Who are the people that pose the most risk to the party; the citizens, the followers of the prophet, or maybe the prophet herself? What does a follower look like? How does their devotion affect how they interact with the players, or fight them? Do they have any creatures to protect them that might be a threat?
- What is the effect of the curse the woman has foreseen? Is her prediction accurate? How will the party have to contend with it? Are monsters involved? Is there a time limit? What happens if the party fails?
- What is happening about town between the members of the two rival religions? What have the faithful of one side done to the faithful of another? Could any transgressions be misinterpreted?
- Who is willing to help the party? Is the prophet sympathetic to the party, or does she snub them? Are there people about town that will try to recruit the party?

If you develop a plot using one of the suggestions above, you might want to consider using the following encounter groups. Each group is listed for Medium difficulty for a group of four players. You can adjust the amount of monsters for easier or more difficult encounters:



Growing the Flock (3rd level party example)

1 *cultist fanatic* (MM pg. 345)

1 *half-ogre* (MM pg. 238)

5 *cultists* (MM pg. 345)

775 XP total

2 *death dogs* (MM pg. 321)

4 *cultists* (MM pg. 345)

500 XP total

1 *green hag* (MM pg. 177)

700 XP total



Bad Moon Rising (6th level party example)

3 *werewolves* (MM pg. 211)

1 *priest* (MM pg. 348)

2,550 XP total

2 *weretigers* (MM pg. 210)

2,200 XP total

3 *wererats* (MM pg. 209)

1 *wereboar* (MM pg. 209)

2,450 XP total

1 *oni* (MM pg. 239)

2,900 XP total



Lambs to the Slaughter (15th level party example)

1 *adult black dragon* (MM pg. 88)

13,000 XP total

2 *assassins* (MM pg. 343)

1 *young black dragon* (MM pg. 88)

10,700 XP total

4 *black dragon wyrmlings* (MM pg. 88)

1 *gladiator* (MM pg. 346)

1 *archmage* (MM pg. 342)

12,000 XP total

Rewards

When determining rewards around this adventure hook, ask yourself the following questions:

- Who is in charge of the town, and what are they offering for someone to help keep the peace? Is it a monetary reward? What about an heirloom or something of great importance to the city? Maybe the authority can offer free room and board in his or her estate to the party if they prevent a disaster. Maybe they have information they could provide them that leads toward a new adventure later.
- How much money does an average townspeople carry on them, and how much do the prophet's faithful keep on them as well? Does it make sense for the prophet to have magical items on her she can use against the party?
- What other monsters might the party have to interact with? Are they smart enough to collect treasure? What other venues would this adventure lead the party too? What riches might await them there?

If you develop a plot using one of the suggestions above, you might want to consider the following parcels of treasure as rewards you can provide the party throughout the adventure.

Growing the Flock

The hag, while disguised as the prophet, is routinely tithed gold and silver coins by those that join her flock. She never outright asks for these contributions, but it's heavily implied those that fail to pay will not secure her protections. She's collected a fair amount of coins, totaling 426 silver pieces and 56 gold pieces, which she keeps hidden in a large clay jar among her other belongings.

The hag has an ornate, jeweled holy symbol she wears on her necklace at all times. The necklace is an art object worth 150 gold pieces. The holy symbol attaches via a clasp at the necklace's center. The holy symbol is actually a *brooch of shielding*.

Two of the hag's favorite minions are a half-ogre and a fanatical minstrel. She uses the two as personal bodyguards or ruffians. The half-ogre carries a large garnet worth 250 gold pieces, and the minstrel has a *doss lute*.



Bad Moon Rising

When the curse takes hold, many seek refuge in the halls of the religious temple in town. Within are various coffered filled with coins. If investigated, they contain a total of 1,322 gold pieces and 63 platinum pieces.

A subterranean area beneath the town has been decorated with idols to false gods; obviously somebody or something has used this place for black magic. There are 10 small idols made of gold forming a circle around a black metal rod, which has been driven into the ground. The idols are shaped like werewolves, and are worth 100 gold pieces each. The rod is a *rod of the pact keeper* +2.

Whoever has desecrated the shrine beneath the town and brought upon the curse worships a bestial deity. This antagonist wears a set of rugged hide armor lined with wolf fur and teeth. It is actually *hide armor* +1.



Lambs to the Slaughter

The prophet uses *prestidigitation* to keep a series of 7 moonstones floating in an orbit around her head. These moonstones are worth 100 gold pieces each. One of the moonstones, if investigated, can be broken to reveal a pink rhomboid gemstone inside. This is actually an *ioun stone (fortitude)*.

The black dragons have a hoard of gold they've recently moved to their new domain, although they've taken the time to hide it and surround it with traps. If the party finds the hoard, they can claim 4,509 gold pieces, 236 platinum pieces, three gemstones worth 250 gold pieces each, as well as a *ring of regeneration*.

Shaking Things Up

An unexpected and unprecedented earthquake disrupts the countryside. In its aftermath, travelers have discovered a large rift ripped open in the earth, revealing the entrance to some underground structure.

All that have ventured close to this structure have reported monstrous roars echoing from its depths, and none have been brave enough to enter. Just as the party receives word of this finding, another violent earthquake occurs.

What's Going on Here?

There's two mysteries at play here: the surprising earthquake, and the strange underground structure revealed in its aftermath. How severe was the earthquake? It's one thing for the citizens of the region to experience what is likely the first earthquake of their lifetime, it's another if that earthquake ruined structures and caused major damage. Even a small earthquake is enough to raise eyebrows since the area has never had one before.

Is the underground structure related to the earthquakes? Or is it simply a coincidence? Is some creature, magical relic, or supernatural event the cause? Or are the earthquakes flukes? These are important questions to know the answer to as you weave a plot together. You have a lot of room to develop just what, exactly, is within the mysterious structure (or what might be coming out!)

Developing a Plot

The party can experience the plot by traveling to the site of the rift and the entrance to the underground structure. It's possible the cause of the earthquakes is within, or a clue to its source. Alternatively, creatures may emerge from the underground structure, forcing the party to contend with them as an immediate threat. Three suggestions are outlined below:

Even Death May Die

- The underground structure is a necromancer's tomb. The necromancer hid his dwellings, buried deep beneath the surface, where he could conduct his experiments away from prying eyes. Though the necromancer has long since expired, his tomb is still laden with his horrible constructs and mindless undead.
- Part of the necromancer's tomb has completely caved in, perhaps from the recent series of earthquakes, and cannot be explored. Another part, however, has become exposed to a subterranean cavern. Creatures that dwell in the darkness there have started creeping into the tomb.
- The earthquakes that have been occurring are unrelated to the necromancer's tomb, and it's a matter of coincidence that they have revealed the entrance to it. It's anyone's guess whether they'll continue or not, or what their cause is.

The Earth Trembles

- The underground structure contains a portal to the Elemental Plane of Earth. Recently, a dao has traveled from the Inner Plane with a host of minions through the portal. She intends to plunder this world of its riches and collect suitable slaves to fill her earthen cathedral.

- The dao was unaware of the fact that using the portal triggered an earthquake around the underground structure. She learned this as her minions exited after she did, and has since prevented any further use of it. The dao intends to keep a low profile as she inspects the area before beginning her assault.
- The portal to the Elemental Plane of Earth can be closed permanently if it is ever entirely exposed to the open air; but doing so is no small feat. The portal cannot be moved magically from its location underground – a person wishing to accomplish this must find some other way of doing so.



What Lurks Below

- The underground structure doesn't lead very far; it appears to be an old catacomb fallen to the ravages of time. It does connect, however, to an intricate series of caverns and underground lakes, which just so happens to be the lair of an aboleth. The aboleth navigates the caverns by way of the waters that occupy them.
- Recently, the aboleth has discovered an area of the cavern covered with runic engravings, completely covering its earthen wall and ceiling. It curiously set to studying these runes, identifying these runes describe a single ritual of great power and unknown consequence. The aboleth has started performing the ritual, as it progresses the land surges and heaves around it, causing the earthquakes.

Encounters

When designing encounters around this adventure hook, ask yourself the following questions:

- What, precisely, is the underground structure? It might be a temple, a tomb, a dungeon, or some other vestige of a lost civilization. Is whoever created this place still living? Are there any traps the party might stumble into waiting within?
- What creatures might occupy the underground structure? How did they get there? Does it make sense for these creatures to be able to survive down there? Do they have a source of food or water? Would they wander out of the structure onto the surface?
- Who is aware of the underground structure, and what does it mean to them? Is a local sovereign or authority figure concerned about it as much as they are the earthquakes? Are they willing to assist the party and, if so, how?
- Have the earthquakes attracted the attention of anyone or anything else in the area to the underground structure? Rival parties of adventures or greedy monsters like dragons might come investigating while the party is inside!

If you develop a plot using one of the suggestions above, you might want to consider using the following encounter groups. Each group is listed for Medium difficulty for a group of four players. You can adjust the amount of monsters for easier or more difficult encounters:

Even Death May Die (3rd level party example)

4 skeletons (MM pg. 272)
1 minotaur skeleton (MM pg. 273)
650 XP total

1 hook horror (MM pg. 189)
700 XP total

2 animated armors (MM pg. 19)
5 flying swords (MM pg. 20)
650 XP total

1 poltergeist (MM pg. 279)
3 zombies (MM pg. 316)
650 XP total



The Earth Trembles (11th level party example)

1 dao (MM pg. 143)
7,200 XP total

1 stone golem (MM pg. 170)
2 basilisks (MM pg. 24)
7,300 XP total

2 bullette (MM pg. 34)
1 earth elemental (MM pg. 124)
5,400 XP total



What Lurks Below (16th level party example)

1 purple worm (MM pg. 255)
13,000 XP total

4 cyclopes (MM pg. 45)
1 hydra (MM pg. 190)
13,100 XP total

1 aboleth (MM pg. 13)
3 invisible stalkers (MM pg. 192)
12,800 XP total

Rewards

When determining rewards around this adventure hook, ask yourself the following questions:

- Would someone be willing to reward the party for exploring the underground structure, or finding the source of the earthquakes? What type of reward is appropriate for such a feat?
- What treasures might await in the underground structure? Depending upon its purpose and history, it's certainly feasible that's coins, gems, and magical items waiting within. Does the nature of the structure influence the kinds of items inside?
- How has time affected the treasure the party may find? Is equipment still usable? Are the marks on coins identifiable?

If you develop a plot using one of the suggestions above, you might want to consider the following parcels of treasure as rewards you can provide the party throughout the adventure.

Even Death May Die

Inside the necromancer's tomb is a shallow pool of stagnant water filled with silver and copper coins, forming a dank wishing well of sorts. There are a total of 523 copper pieces and 327 silver pieces in the water. Upon the ledge of the well is a black glass decanter in the shape of human skull. It is actually a *decanter of endless water*.

A false wall in the tomb pivots open to reveal a secret room filled with black candles and cobwebs. A stone table has been fashioned here, and upon it is a rotting wooden chest filled with 36 gold pieces and 187 silver pieces. There is also a clay jar filled with *dust of sneezing and choking*.

Among a collection of the necromancer's personal belongings are a tattered journal filled with diagrams, six gemstones worth 10 gold pieces each, and what is ostensibly a deck of tarot cards. The deck is actually a *deck of illusions*, although it is missing 9 cards.



The Earth Trembles

The underground structure is rife with gemstones and lavishly decorated with statues made of precious metals. One opulent statue is carved from marble, depicting a woman with six arms. Resting on two of her hands, held upwards like an offering dish, is a *stone of good luck*. The statue is an art object worth 250 gold pieces.

The room containing the portal to the Elemental Plane of Earth is barred with a circular, stone door, similar to that of a bank's vault. It is impossibly heavily and cannot be moved by magic. Fortunately, the preceding room displays a *chime of opening*, suspended from the middle of its space. The chime can be removed, but if so, it triggers a trap in the area.

A hall in the underground structure is covered with scarab husks and the carcasses of thousands of insects. The pile also contains a hoard of 683 gold pieces and 2,176 silver pieces, each stamped with crude markings on one side, and the shapes of vermin on the other. At the pile's center, protruding from the ground is a *staff of swarming insects*.



What Lurks Below

Half submerged in an underground pool, embedded in an earthen wall, is the *Apparatus of Kwalish*. The bones of its former owner occupy its interior, although they only account for his or her bottom half. There is also a bag filled with 923 gold pieces inside the *Apparatus*, as well as a roughshod map with faded ink that seemingly details the underground area.

One of the underground caverns is a complex maze. The maze has exits to many different underground pools, as well as to the steps of a cyclopes warren. The cyclopes keep the company of a hydra in a nearby underground pool, letting it feed on the unfortunate creatures that wander out from the maze. In the hydra's mounds of dung is a *chain shirt +2*, and four gemstones worth 500 gold pieces each which the hydra could not digest.

The aboleth keeps its treasure hoard guarded by its slaves and dispersed throughout the caverns. These caches of treasure are always stored underwater. Its biggest cache contains 4,390 gold pieces, 346 platinum pieces, and a *mace of terror*.

Part Two: Additional Adventure Hooks

A hobgoblin war band has laid siege to the party's hometown or city. After weeks of raids and slaughter, a hobgoblin diplomat rides into town under a peace banner. The hobgoblin promises an end to bloodshed if the authorities submit to the war band's demands.

The party is recognized for their heroics, and asked to attend a gala to commemorate their bravery. At the event, an important NPC is found murdered, with one of the party member's weapons appearing to have done the deed.

The wedding of two powerful people from rival kingdoms promises to create an alliance that will either bring upon an era of peace or an age of tyranny. The party must decide whether they ensure the wedding occurs, or stop it at all costs.

A mysterious, elderly woman crosses paths with the party, where she offers to read their fortunes. Each member's fortune is rather vague with the exception of one, whom the woman sees falling in the darkness under the moonlight.

Spiders the size of horses have taken over the town, covering the area with webbing and nesting inside abandoned buildings. They've captured many of the town's residents in cocoons, intending to feast upon them later.

A blinding light streaks across the sky in an instant, followed by a low pitched rumble and a violent earthquake. Groups of adventurers start popping up, claiming that a shard of the moon has fallen to the earth, and whoever finds it will find a source of great power.

One day, a well-known wizard's familiar appears before the party. The familiar appears frantic and anxious, and there is no sign of its master in sight.

Ships coming into harbor bring news of a massive, unending storm at sea. The center of the storm is filled with a massive, dark cloud. None that have entered it have made it back out.

A well-traveled trade route has become the target of bandit attacks, merchants and travelers are being robbed along the road routinely. The leader of bandits is described to have stone skin, like a statue that has come to life.

An acting troupe has been putting on a humorous and ribald play in the city streets. During one performance, one of the actors is assassinated, though the viewers believe the death to be part of the act.

While excavating the land, builders have found what appears to be the top of a ruined fortress, sunk into the earth eons ago. Since its discovery, swarms of crows have been flocking to the site every day.

The local ruler or authority figure has contracted a mysterious illness, the cure for which can only be made from a plant that grows high in the mountains. If the party doesn't act soon, the NPC will surely die.

While exploring a ruin, the party unwittingly activates a device that is revealed to be a timer of some sorts. After a little investigation, it becomes apparent the timer is counting down to something.


During the funeral ceremony of a recently passed high priest, zombies burst from their graves and begin terrorizing the civilians in attendance.

A human man, claiming to be a shape changed dragon, approaches the party. He asks them to recover a specific painting from the royal gallery, a recently acquired piece the man claims to be pilfered from his hoard ages ago. If the party does not comply, he threatens to devastate the city and take it forcibly.


Farmers across the countryside, far from the protection of a lord or king, implore the party to help protect them against a band of raiders that has been terrorizing them for months.

Part Three: XP Thresholds


Characters are 1st Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	100 XP	200 XP	300 XP	400 XP
5 Players	125 XP	250 XP	375 XP	500 XP
6 Players	150 XP	300 XP	450 XP	600 XP


Characters are 2nd Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	200 XP	400 XP	600 XP	800 XP
5 Players	250 XP	500 XP	750 XP	1,000 XP
6 Players	300 XP	600 XP	900 XP	1,200 XP


Characters are 3rd Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	300 XP	600 XP	900 XP	1,200 XP
5 Players	375 XP	750 XP	1,125 XP	1,500 XP
6 Players	450 XP	900 XP	1,350 XP	1,800 XP


Characters are 4th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	500 XP	1,000 XP	1,500 XP	2,000 XP
5 Players	625 XP	1,250 XP	1,875 XP	2,500 XP
6 Players	750 XP	1,500 XP	2,250 XP	3,000 XP


Characters are 5th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	1,000 XP	2,000 XP	3,000 XP	4,400 XP
5 Players	1,250 XP	2,500 XP	3,750 XP	5,500 XP
6 Players	1,500 XP	3,000 XP	4,500 XP	6,600 XP


Characters are 6th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	1,200 XP	2,400 XP	3,600 XP	5,600 XP
5 Players	1,500 XP	3,000 XP	4,500 XP	7,000 XP
6 Players	1,800 XP	3,600 XP	5,400 XP	8,400 XP


Characters are 7th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	1,400 XP	3,000 XP	4,400 XP	6,800 XP
5 Players	1,750 XP	3,750 XP	5,500 XP	8,500 XP
6 Players	2,100 XP	4,500 XP	6,600 XP	10,200 XP


Characters are 8th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	1,800 XP	3,600 XP	5,600 XP	8,400 XP
5 Players	2,250 XP	4,500 XP	7,000 XP	10,500 XP
6 Players	2,700 XP	5,400 XP	8,400 XP	12,600 XP


Characters are 9th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	2,200 XP	4,400 XP	6,400 XP	9,600 XP
5 Players	2,750 XP	5,500 XP	8,000 XP	12,000 XP
6 Players	3,300 XP	6,600 XP	9,600 XP	14,400 XP


Characters are 10th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	2,400 XP	4,800 XP	7,600 XP	10,200 XP
5 Players	3,000 XP	6,000 XP	9,500 XP	12,750 XP
6 Players	3,600 XP	7,200 XP	11,400 XP	15,300 XP


Characters are 11th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	3,200 XP	6,400 XP	9,600 XP	14,400 XP
5 Players	4,000 XP	8,000 XP	12,000 XP	18,000 XP
6 Players	4,800 XP	9,600 XP	14,400 XP	21,600 XP


Characters are 12th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	4,000 XP	8,000 XP	12,000 XP	18,000 XP
5 Players	5,000 XP	10,000 XP	15,000 XP	22,500 XP
6 Players	6,000 XP	12,000 XP	18,000 XP	27,000 XP


Characters are 13th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	4,400 XP	8,800 XP	13,600 XP	20,400 XP
5 Players	5,500 XP	11,000 XP	17,000 XP	25,500 XP
6 Players	6,600 XP	13,200 XP	20,400 XP	30,600 XP


Characters are 14th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	5,000 XP	10,000 XP	15,200 XP	22,800 XP
5 Players	6,250 XP	12,500 XP	19,000 XP	28,500 XP
6 Players	7,500 XP	15,000 XP	22,800 XP	34,200 XP


Characters are 15th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	5,600 XP	11,200 XP	16,600 XP	25,600 XP
5 Players	7,000 XP	14,000 XP	20,750 XP	32,000 XP
6 Players	8,400 XP	16,800 XP	24,900 XP	38,400 XP


Characters are 16th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	6,400 XP	12,800 XP	19,200 XP	28,800 XP
5 Players	8,000 XP	16,000 XP	24,000 XP	36,000 XP
6 Players	9,600 XP	19,200 XP	28,800 XP	43,200 XP


Characters are 17th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	8,000 XP	15,600 XP	23,600 XP	35,200 XP
5 Players	10,000 XP	19,500 XP	29,500 XP	44,000 XP
6 Players	12,000 XP	23,400 XP	35,400 XP	52,800 XP


Characters are 18th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	8,400 XP	16,800 XP	25,200 XP	38,000 XP
5 Players	10,500 XP	21,000 XP	31,500 XP	47,500 XP
6 Players	12,600 XP	25,200 XP	37,800 XP	57,000 XP

Characters are 19th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	9,600 XP	19,600 XP	29,200 XP	43,600 XP
5 Players	12,000 XP	24,500 XP	36,500 XP	54,500 XP
6 Players	14,400 XP	29,400 XP	43,800 XP	65,400 XP

Characters are 20th Level

	Easy Encounter	Medium Encounter	Hard Encounter	Deadly Encounter
4 Players	11,200 XP	22,800 XP	34,000 XP	50,800 XP
5 Players	14,000 XP	28,500 XP	42,500 XP	63,500 XP
6 Players	16,800 XP	34,200 XP	51,000 XP	76,200 XP

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